

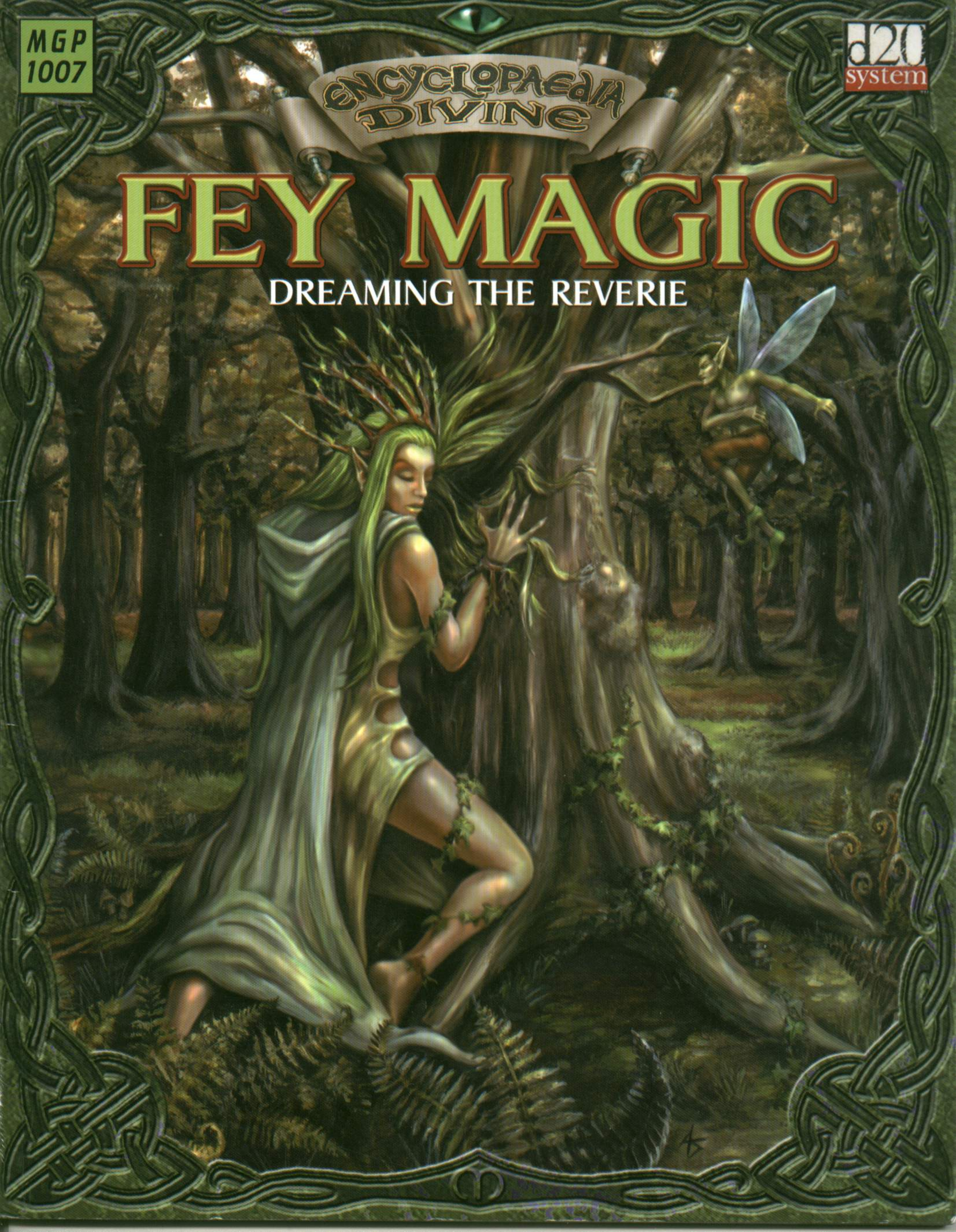
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ENCYCLOPEDIA
DIVINE

FEY MAGIC

DREAMING THE REVERIE





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Encyclopaedia Divine Fey Magic

Chad Brunner

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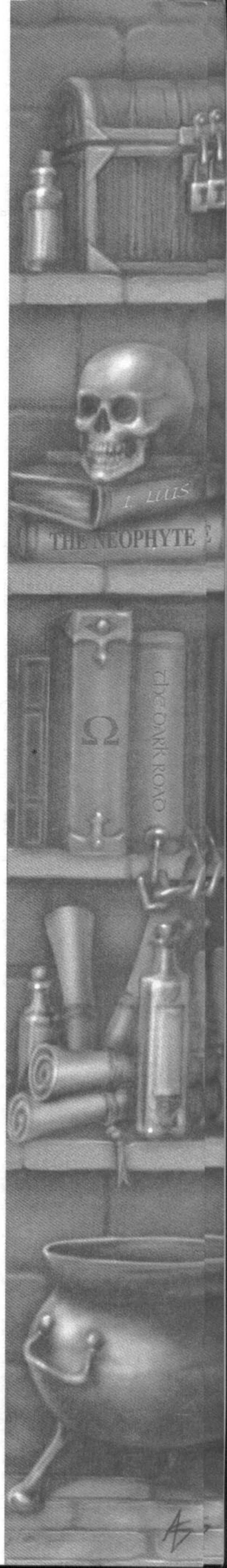
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INTRODUCTION

The fey – also known as faerie, or fair folk – are some of the most misunderstood creatures in fantasy games. Some view them as harmless sprites living in the depths of sylvan woods; others see them as vindictive creatures with limitless power who steal children and play cruel and even lethal pranks on those that cross their path. The truth, as might be expected of such an enigmatic race, is that both perspectives are sometimes accurate, although there is far more to the fey than either view would suggest.

For those looking deeper into the mysteries coiled around the fey, another area of speculation is the magic they wield. In some cases it seems quite innocuous, while in other circumstances it is nearly unstoppable in its destructive force. The fey are understandably quite protective of their gifts and the source of these powers. All most mortals have been able to learn is its name: the Reverie. Over time, certain groups such as druids and rangers who live side by side with the fey have earned the trust of these mysterious creatures and have begun to learn the secrets of the Reverie. The elves once knew this gift and have tales of their ancestors freely using the power of the Reverie to create the powerful enchantments that protect many of their ancient homes. Others from the outside world continue to explore this mystery on their own. Through patience and study, they have found ways to convince the fey to share their knowledge of the Reverie. The closer one comes to the Reverie, the greater the price to pay. The secrets of fey magic cannot simply be learned from ancient texts, and such power comes with a price. It is only through the blessing of the fey that explorers can touch the mystical essence of the Reverie, and the fey must be properly placated to grant such a boon. The fey have ways of seeking out those who have betrayed them or used their powers unwisely.

One who has gained the gift of the Reverie must learn – as with any other powerful magic – to use it only with the greatest of caution.

ENCYCLOPAEDIA DIVINE

Fey Magic – Seeking the Reverie continues the Encyclopaedia Divine series from Mongoose Publishing. Written for any d20-based fantasy game, these books will expand and enhance the

capabilities of any divine spellcaster, adding a whole new dimension to campaigns. Players and Games Masters alike will gain a great deal of use from the Encyclopaedia Divine series, with both new options for character development and new challenges for characters to undertake. The divine magic in this series is self-contained and described in detail, expanding the scope of existing core material and adding entirely new avenues of divine magic.

FEY MAGIC – SEEKING THE REVERIE

Within these pages, you will find a comprehensive presentation of fey magic and the creatures that call upon the strange powers of the Reverie. The first few chapters present an overview of the fey and describe how characters can convince the fey to teach them the wonders of fey magic. These are followed by a detailed description of the various ways characters could begin to use the Reverie. Ideas are also presented for the different paths particular races and character classes might take as they pursue greater knowledge and power. Players will find new prestige classes and feats designed with the fey in mind. The Great Art describes the most powerful aspects of fey magic, and how characters might learn to use such gifts, along with the dangers inherent in tapping such vast power. For the Games Master, new fey items are described, along with new ideas for materials harvested from sylvan glades. To expand the breadth of the fey setting, new fey creatures are also presented.

The fey are not creatures to be trifled with and characters who wish to learn their magic must pay a price that cannot be measured in mere coinage. Whether the rewards are worth the costs is something for each individual to decide but those who are willing to abandon the known might one day learn to touch the Reverie and wield powers of which they had barely dreamed.

Gerard pushed his way through the thick underbrush, growling as the saw tooth leaves sliced through his leather glove. Wincing, he tugged off the glove and brought the wound to his mouth, drawing out the weak poison that lingered on the surface, spitting the thick yellow syrup out onto the ground. Shifting his weight from side to side to ease the ache in his feet, he scanned the tree line. He was close. He could tell from the silence that thickened the air and the way the trees and bushes seemed to close off the paths around him. Any trace of his passage had already been devoured by the strange animate underbrush. He was not about to give up. He had come too far, made too many sacrifices. He had long since lost count of the number of friends and allies from whom he had walked away. He had kept everyone he met along the way at arm's length. His quest was more important than they were, and he could not allow anything to get in his way. The fey demanded that price; that commitment. Only by severing the ties to his world could he prove he was ready to touch theirs.

Simple commitment was not enough. He still had to find them. He had searched for signs of the sylvan glades for five years: combing through texts in ancient libraries, coercing druids to reveal a few of their secrets, tracking down bards who still knew the oldest songs and tales. Each piece revealed more of what he sought, until finally he had enough to put a specific name to a single glade on a particular map. Despite the foes he had battled and the mountains he had crossed to get here, the journey had been the easiest part.

A rustle in the bushes caught his attention. To his left, the brush parted quickly, revealing the snarling maw of a great, dire wolf. His hand shifted to the sword at his side, but he caught himself. The druids had warned him not to harm any living creature in the sylvan glade, no matter how great the danger.

The beast stood nearly eight feet at its shoulders and bared its fangs. Gerard found his retreat blocked by a thick wall of the same saw tooth bushes. The forest had trapped him and he saw a fateful decision looming up before him. The beast moved into the clearing. He questioned for an instant if he was willing to give his life for the power he sought. The answer came when the hot breath of the creature fell upon his face. His hand dropped from his sword and fell loosely at his side. A sharp whistle pierced the air and the great dire wolf faltered. Before the last echo of the whistle faded, the beast dropped down to the ground, all fierceness gone from its eyes. A lilting voice carried over the silence.

'Not bad, mortal. A good first test.'

Gerard pried his eyes from the creature to track the source of the sound, but nothing was to be found. The voice continued, from beyond the clearing. 'You have come a long way, Gerard. We have known about you for quite some time. I am glad you finally found us.'

He nodded to the unseen voice and a smile came unexpectedly to his lips. He held his tongue, knowing silence would serve him better. He started to move around the clearing but a low growl informed him it would be in his best interest to stay in the same place.

'Of course, the real question is, how far are you willing to go? You know the path that you must walk to find the Reverie. But what are you willing to give us in return for our secrets?'

Gerard cleared his throat, his gaze looking down at the thick, dense fur and bottomless black eyes. It was the question that he had been waiting for years to answer. He was ready.

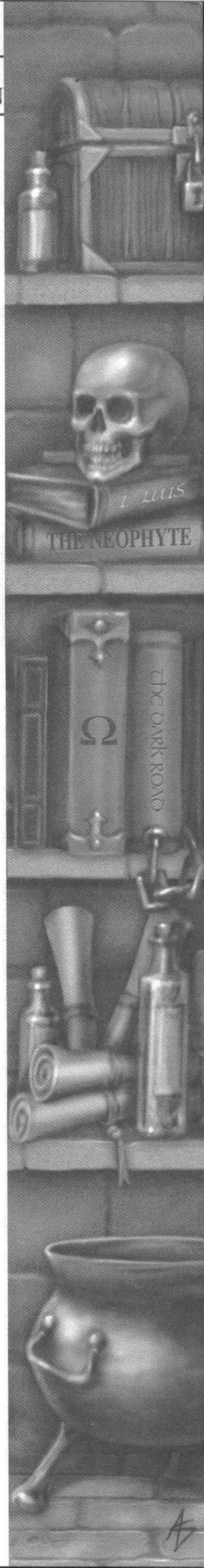
'I pledge my sword and my life to the protection of this glade and all that live within it. As long as I breathe, I will defend the home of the fey.'

He waited. For several minutes, the only response was his own ragged breath. The wound on his hand burned, his sweat dripping into it. Without warning, the wolf rose to its feet and turned, heading back into the brush which parted before it.

'That will be enough for your first lesson.'

Gerard's smile returned for a moment but he contained his excitement. As the wolf glanced back to him, he took a step forward and followed the great beast into the brush. A voice followed him into the shadows of the forest.

'But remember, your world is not our world.'



FEY MAGIC — AN OVERVIEW

To most, the fey seem a strange mix of beings with a wide variety of powers and motivations. They seem to lack a coherent purpose and their chaotic nature only serves to frustrate those who deal with them. In truth, fey communities are no different to any other village or city that might be found across the world. All of the fey, however, are united by a common bond – their connection to the sylvan glades and their ancient home, the plane of Faerie. Within that plane, each individual has his own talents, specialities and purpose. It is this mystical connection, called the 'Reverie,' which allows the fey to manifest a remarkable range of powerful magical effects.

WHAT ARE THE FEY?

At a primal level, the fey are nature spirits. They embody the wild, chaotic essence that is part of every living thing. It is this universal force that joins them under a mutual goal to protect all forms of life. The fey respect other creatures who share this goal, and are often willing to put their trust in those that place the defence of the natural world above self-preservation.



The fey take many shapes but, for most, their given form is humanoid. Other fey manage to slip beneath the notice of outsiders by assuming the form of one of the local flora or fauna. Upon a cursory glance, these fey appear identical to their mundane counterparts, but they still possess the intelligence and magical abilities of their brethren. Fey often seem attuned to a particular element of nature, and researchers have attempted to categorise them into templates or classifications based upon the element or aspect of nature they most closely represent.

Fey of the Air usually possess wings or some other ability that allows them to fly. Most are quite small, often being mistaken for birds or insects. They are the most chaotic and reclusive of all the fey, and it has been difficult to gain information on them in their natural habitat. Examples of fey of the air include grigs, pixies and gremlins.

Fey of the Earth are thick, dense folk who take great pride in the stability of their surroundings and their strength. They usually appear to be animate stone or rock, and move with great deliberation, although this does not necessarily mean slow. They are slow to anger but, once their ire is raised, they do not rest until they have been vindicated. Examples of fey of the earth are gwyllions and spriggans.

Fey of the Water are those spirits that usually inhabit the lakes and rivers that run through sylvan glades. They possess exquisite beauty but often exhibit minor telltale signs of their true nature (such as a bluish tinge to the skin). They are protective of the land surrounding their homes, and often use their control of water to preserve the nearby woodlands. Fey of the water include nixies, nymphs and kelpies.

Fey of the Wood are the spirits of the plants and trees that grow around sylvan environments. They are closely aligned with treants and often share the same goals as these ancient creatures. Because of their close bond with the other flora, fey of the wood are often vulnerable if their chosen glades are attacked. Fey of the wood include dryads, brownies, quicklings, and leprechauns.

Fey of the Beast are fierce warriors who embody the wildest aspects of the creatures of the forest. Their brethren usually call upon them to enforce fey oaths or hunt down those who threaten sylvan glades. Most fey of the beast are allied with a particular type of creature and share many of their traits. Examples of beast fey include satyrs, phookas and bogles.

Many of these fey, along with information on the statistics of fey plants and animals, are described in detail in the Fey Creatures chapter of this book.

THE SEELIE AND THE UNSEELIE

Two factions exist among the fey: the Seelie and the Unseelie courts. Though this division is unseen to most mortals, it is a divide running squarely through the centre of fey communities and none can claim neutrality. The difference is not in power or ability, however. Both access the gifts of the Reverie but their goals are decidedly different. One seeks to encourage peaceful coexistence with the other races of the world, while the other seeks to remove anything that might be an obstacle to their goals of control and domination.

The Seelie court, consisting of good and neutral aligned fey, strives to strengthen relationships with mortals and other non-fey within the sylvan glades. They see mortals as allies in protecting the natural world and preventing the spread of evil throughout the world.

The Unseelie court, on the other hand, is entirely evil and sees non-fey as potential pawns and pets in their twisted games. They are predators, and openly hunt most living creatures that cross their path. Their alliances exist only on the premise of mutual necessity. Those who join forces with the Unseelie must be careful to watch their backs and continually justify their existence to their capricious partners. Unlike the small-minded mortals, the fey fully understand that balance must exist between their two factions. While their goals may be in direct opposition, they rarely confront each other openly: it is nearly unheard of for one fey to raise a weapon against another. However, it is quite acceptable to induce or otherwise coerce a mortal to take on such a dangerous task.

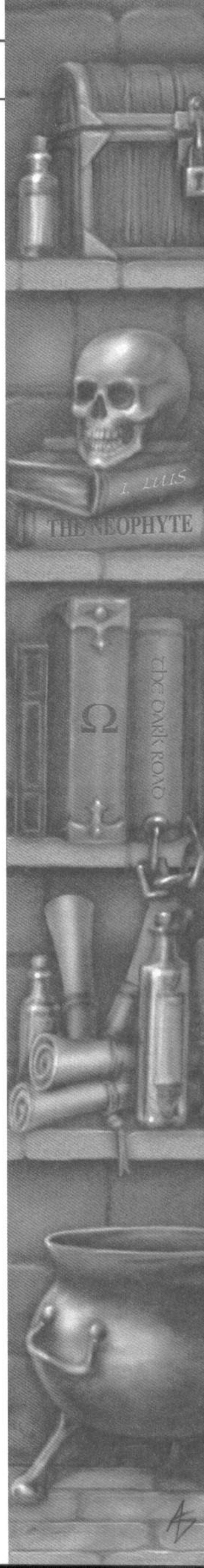
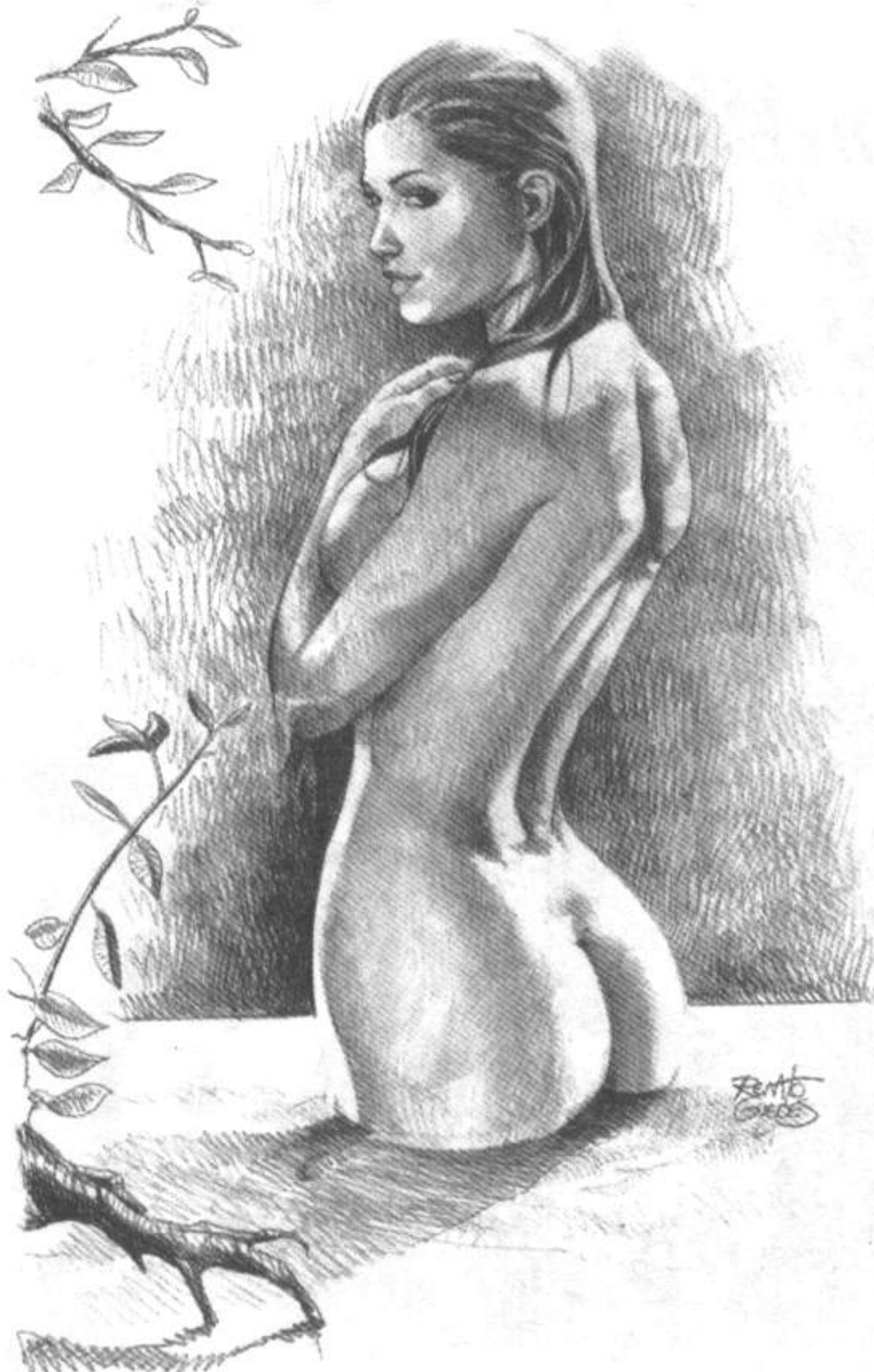
Good and neutral characters will typically align themselves with fey of the Seelie court and will find welcome allies and security of life within sylvan glades. Characters of evil alignment will usually side with the Unseelie and must be careful to watch for betrayal from their new-found associates.

THE REVERIE

If all fey touch the same source for their magic, why does it manifest so differently for each of them? Why do some seem to possess arcane abilities, while others manifest druidic powers? The truth has more to do with how the fey gain their powers than the source itself.

The fey possess the ability to enter a state of meditation called 'the Reverie.' This trance-like state allows the fey (and others who have learned the gift) to reach directly into the plane of Faerie and absorb a portion of the living magical essence from their native home. When the Reverie ends, the energy remains within them until it is expended. Unlike the static, harsh magic of wizards and sorcerers, however, this magic manifests in specific talents that are unique to the creature. This is how pixies have such different magical abilities than nymphs, although they share the same source. Characters who learn the art of the Reverie will also find their gifts are unique to their own nature and may not even be reflective of the fey at all.

The fey were not the only race to have the gift of the Reverie. In ancient times, the elves also grasped the knowledge of the Reverie but over countless



generations that wisdom has been lost. The trance the elves now enter as they 'sleep' is only a pale reflection of the true abilities they once possessed.

Fey Magic – Divine or Arcane?

Fey magic is drawn from the vibrant, chaotic energies of the plane of Faerie and is quite different from the sterile practised affair of wizards and sorcerers. Fey do not worship any deity and most find the acts of the pious quite ridiculous but their magic is defined as divine in the same manner as the spells and abilities of druids and rangers, who use their connection with the natural, living world to create their magical effects.

HOMELANDS

Fey travel between two worlds: forest clearings hidden deep within the natural world, and the nearby plane of Faerie. To truly understand them and their magic, one has to understand the dual nature of their existence. In the eyes of the fey, there is little separating these two worlds, and both places are natural parts of their lives, much like the sleeping and the waking worlds to mortals. Both are



real, in their own way, and both have lessons to teach.

Sylvan Habitat

Fey are most often encountered in the heart of ancient sylvan glades – forests that have existed since the beginning of the world and remain untouched by civilisation. As the fey made their home in these secluded settings, other creatures also gathered, finding security and comfort in the presence of new allies and companions. Powerful enchantments were laid down to protect the forests from accidental discovery, invasion by outsiders and fire.

Sylvan glades also became the home of numerous creatures, both mundane and magical, who found the glades protected by the fey to offer some advantages over the rest of the forest. Examples of these sylvan creatures include centaurs, unicorns and treants.

Centaurs interact on a regular basis with the fey, although they possess their own unique culture. The fey see them as welcome allies in protecting the forests, and in return they provide the centaurs with magical items to aid them in these goals, such as pixie arrows. Centaurs who live near sylvan glades are fiercely protective of the fey, and centaur warriors often swear oaths to protect the fey homes. Unicorns frequently adopt sylvan glades as their homes and use their abilities to help protect the natural habitat around them. While typically found elsewhere in mated pairs, unicorns living near the fey often gather in larger groups of three to six, called graces. Occasionally a forester or adventurer will report seeing even larger gatherings in the most ancient woodlands.

Because of their great age and wisdom, treants often become the centres of sylvan glades and are usually looked to by the fey when matters of judgement or advice are concerned. Treants can call upon their immense powers to animate the trees themselves, and though this ability is called upon only in the most dire circumstances, it has saved numerous woodlands from destruction.

Because so many of the creatures that gather in these forests have magical properties, the surrounding flora and fauna often take on a portion of those gifts. Herbalists and alchemists who are trained in spotting such plants can sometimes use their unique qualities to create a variety of magical effects.

Sylvan Protections

Although each sylvan glade is unique in its character and the creatures that live there, certain enchantments can be found in most of them. Examples of these enchantments are:

- † All living creatures (plant and animal) are under the protection of *endure elements* (fire). The first five points of damage from any fire-based source is absorbed. In addition, fires cannot be started through normal means and other fires are extinguished the round after they have started.
- † All living creatures (plant and animal) heal at twice their normal rate.
- † Any creature entering or leaving the glade suffers the effects of a *modify memory* spell, immediately forgetting the location of any nearby fey or their homes.

More information on creating these fey enchantments can be found in the Great Art chapter of this book.

More information on specific plants and their properties can be found in the Fey Items chapter of this book.

Other Fey Habitats

Although fey are commonly found in forests, there are also tales that tell of small groups of fey living in the heart of the mountains or the depths of the oceans where no mortal has ever reached. It seems fey can exist wherever the natural world has been untouched by civilisation. The fey who make their homes in these areas are not significantly different from those within the forests, but their powers are suited to their natural environment. Examples of these types of fey are gwyllions, who make their homes in the mountains. More varieties of fey are presented in the Fey Creatures chapter of this book.

The Plane of Faerie

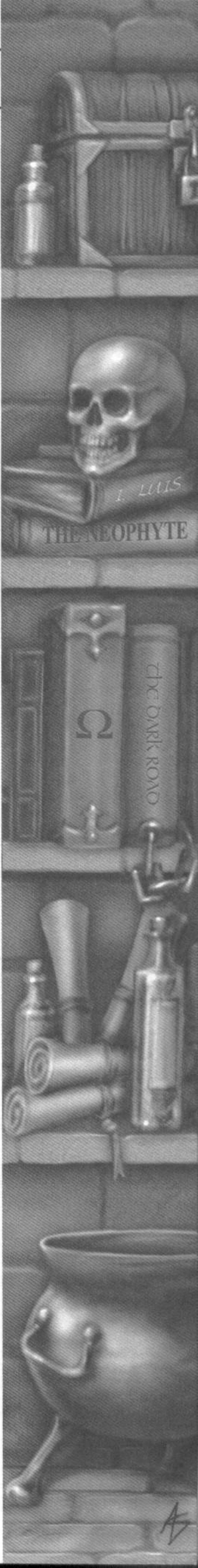
The plane of Faerie exists parallel to our own, and is much closer than others. The borders between the planes are extremely thin, weakening even further during certain phases of the moon or seasons of the year. During these times, portals between the two places open and anything can pass freely from one world to the next. Researchers who have investigated these portals have discovered that though it may be a simple matter to find the location and time a portal will open, the passage may only be one way, or the portal on the opposite side may not open with the same regularity.

Although many of these thresholds are closely guarded, others are left unprotected, and the fey watch with amused interest as mortals wander into their lands. Most who drift into these gateways become so disoriented and lost in the plane of Faerie that they are unable to return. Those who somehow manage to find their way back speak of a place

where the land is so teeming with life it has a sentience all its own.

Sure, I can show you the portal. In fact, I drew the map myself. But you'll have to pay up front. The last one who bought a copy swore he'd pay half now and half when he got back. That was five years ago.

Tomas Hightower, Mapmaker



SEEKING THE REVERIE

The Reverie is a powerful, seductive ability, and many adventurers rush pell-mell in their search to understand and control it – but the path cannot be found alone. Only the fey can open the door and they do not grant their gifts freely. Adventurers must find a way to convince the fey they are worthy to possess the knowledge of the Reverie, and that they will not let this power fall into the hands of others.

While the fey view most outsiders with suspicion, they have a fondness for brilliant passions in mortals. These fierce desires and beliefs are the lure that keeps the fey interested mortal affairs, and make it possible for others to convince the fey to share a portion of their power.

Gaining entry to a sylvan glade is only the first step on the path of the Reverie. Once inside, characters must prove their loyalty to the causes of the fey and acquire the backing of a fey patron. This patron will act as a mentor to the character as he learns the workings of the Reverie. A great feast is held in celebration of the honour and, at the height of the celebration, the character is drawn into his first Reverie.

Considering the flighty nature of the fey, these tasks can seem daunting. It is important to understand, though, that these beings are not as unfocused as they might seem. They have affections and weaknesses like any creature, and they can learn to respect and trust those who share their beliefs.

To weave our world with the stuff of dreams. To walk the paths of our ancestors. To touch the Immortal plane of Faerie. There is nothing more divine.

Jaerth Aislin, Feydancer

Knowledge of the Sylvan

The first step on the path to exploring the magic of the fey is to learn more of the creatures themselves – that is, to learn the Knowledge (fey) skill. Characters can learn this skill from first-hand experience or from others. It is difficult to find fey lore in books – the fey seem willing to allow oral knowledge of their existence to spread freely, but those who commit such knowledge to paper often find their materials vanishing without a trace, or die in unexplained ‘accidents.’

Fey lore is common among creatures native to the forests, or those who travel through those areas frequently, but the availability of non-player characters with this knowledge is dependent upon the campaign setting. Games Masters may also be willing to allow certain characters (such as elves,

Knowledge (fey) (Int; trained only)

This knowledge covers all aspects of the fey, including their surroundings and magical abilities. This knowledge can be difficult to find and is rarely written down. Fey who travel through mortal lands are taught to destroy any written sources of information that might reveal the secrets of the fey and the Reverie.

Check: You are able to recall details of the various types of fey and their surroundings.

DC Task

- 10 Recognize commonly encountered fey, and know which aspect of nature they represent (fey of the air, fey of the earth etc).
- 15 List the powers and abilities of commonly encountered fey.
- 20 Identify the possible location of a sylvan glade.
- 25 Understand the nature of fey magic, including the Reverie, fey tokens and bonding.
- 30 Describe the key geographical features and inhabitants of the plane of Faerie.

Retry: None. If the knowledge check fails, the character is unable to retrieve any information on the subject.

Special: A character with 5 or more ranks in Knowledge (fey) adds a +2 synergy bonus to any Bluff, Diplomacy, Innuendo, Sense Motive and Wilderness Lore checks made when dealing with the fey or while in sylvan glades.

druids or rangers) to begin play with ranks in Knowledge (fey).

Only a non-player character with a Friendly attitude will consider teaching a player character the skill of Knowledge (fey). Such a mentor is unlikely to be coerced through bribery but may request the performance of a favour in return for the knowledge.

FINDING THE FEY

The first step on the path to learning the Reverie is finding a sylvan glade. These glades are commonly found in dense, uninhabited forests, or in other areas where accidental intrusion by strangers is almost unheard of: secluded mountaintops, hollow hills, hidden lakes and the like. These locations are usually several days journey from any civilisation, and often require travelling through nearly impassable terrain.

A Wilderness Lore check (DC 25) or a Knowledge (fey) check (DC 20) is required to get a general idea of where a sylvan glade might be located. Travelling to the glade itself is through trackless terrain, reducing all movement by half. A three to five-day journey is typical, although typically fey magic makes navigation difficult. Each day, an Intuit Direction check (DC 15) or Wilderness Lore check (DC 20) is required to continue heading in the right direction.

The Silver Woods? I wouldn't plan on going in there without a guide. Last time I got lost in a sylvan glade, I hacked through the woods for days without finding my way out. Then I woke up one morning with these thrice-cursed antlers. And let's not even talk about the rash...

Klint Steelaxe

COURTING THE FEY

The fey always have careful plans for fighting those who might harm them or their natural habitat. They take intruders very seriously, and there are often brutal punishments for those who do not convince the fey that their motives are pure.



The Test of Purity

The moment outsiders enter a sylvan glade, the fey within are alerted to their presence. In some glades this detection is magical while, in others, the animals of the forest or other sylvan creatures (such as centaurs) inform the fey of the new arrival. Immediately, the fey attempt to learn all they can about the trespasser.

Pixies are usually the first scouts, due to their innate detection abilities and natural invisibility. They will cast *detect evil/good* and *detect thoughts* to learn as much as possible about the intruders. Characters who have some method of disguising their alignment will usually be the target of a *dispel magic* cast by a nearby nymph or fey druid. Good and neutral characters without harmful intentions towards the fey or the forest are allowed to proceed deeper into the sylvan glade.

If the character is evil, or has plans that might threaten nearby creatures or the forest itself, the fey will use *confusion* and illusions to dissuade the character from travelling further. If the character continues deeper into the glade, the pixies will call upon assistance to remove the invader by force.

Characters seeking the Unseelie must look in other areas for their potential allies. Unseelie homelands are usually found in the hearts of swamps or in shadowy, haunted woodlands. The Unseelie have few reasons to allow invaders into their lands, and characters should react quickly to gain the approval of the fey before they are destroyed.

Gerard approached the beautiful nymph known as Brooke and lowered himself to one knee. He kept his eyes down, restraining himself from looking up at her unearthly beauty. He had yet to see her face the entire time he had been in the glade, though the two had spoken often in the past three weeks. His voice caught in his throat for a moment as he steeled his courage for this final test.

‘I am Gerard of the Willows. I humbly seek the patronage of the Lady Brooke.’

Silence hung in the air. Gerard fought to draw a breath. All around, he could hear the tittering of the other fey each offering an opinion of this simple request. Keeping his gaze on the ground before the exquisite creature, he only hoped his choice was the right one.

‘Gerard.’ Her voice slipped through the clearing and silenced the spectators. His spine tensed.

‘In all the time we have spent together, I would have hoped you would know me better than this. I am not so easily swayed by simple words.’

His heart sank.

‘But I will entertain your request. Prove to me that you are worthy of my patronage.’

Travelling within the Glade

If characters are not a threat, they will be allowed to travel through sylvan glades without difficulty. They may still encounter fey native to the area, and will have to deal with each of them on an individual basis. Characters who ask about fey magic or the Reverie will be told that they must seek a fey patron to teach them such mysteries.

is eager to explore the world, yet is often a danger to himself and those around him.

Another role of the patron is to watch over the character and ensure that he is continuing to follow the goals of the fey. The fey deal very harshly with those who have betrayed them and will go to great lengths to punish such treachery. Patrons who find their students have fallen from grace may lay diabolical curses on their pupils, or simply slay them while they sleep.

FEY PATRONS

Fey patrons are mentors and guides for characters wishing to learn the secrets of fey magic. They are responsible for escorting the character through his first Reverie and teaching him how to use the skill properly. They see the mortal much like a child who

The Request

A character may ask any fey he encounters within the sylvan glade for patronage. While many make elaborate formal requests for sponsorship, it is only necessary for a character to simply walk up and ask.

Requesting Patronage

Diplomacy	Attitude	Modifier to Future Checks
Check Result	Description	
Less than 5	Hostile	The fey is highly offended by the character, and will refuse any future requests. In addition, the fey will quickly spread word of the character, making it difficult to acquire any patron in the future. -4 to any patronage checks involving other fey
5	Unfriendly	The fey is reluctant to accept the character, and will make it difficult for the character to acquire patronage. -4
15	Indifferent	The fey is indifferent to the character, and will create challenges of average difficulty. 0
25	Friendly	The fey will agree to act as the character’s patron, but will only reveal the basic knowledge of the Reverie. +4
40	Helpful	The fey will agree to act as the character’s patron, and teach other skills relevant to the fey (such as Knowledge (fey)). +8

Gifts		
Type of Gift	Example	Diplomacy Modifier
Item crafted by the character	Masterwork Sculpture	+1 per 500 gp of the market price of the item
Non-magical treasure	Gems or Jewellery	+1 per 1,000 gp of the market price of the item
Magical item	<i>Bag of Tricks</i>	+1 per 2,000 gp of the market price of the item

A character is wise to have prepared for this event beforehand, however. Those who simply ask without doing their research are destined for failure.

When a request for patronage is made, a Diplomacy check is made to determine the initial attitude of the potential patron. Characters must change the attitude of the fey to friendly or better for patronage to be accepted. Since many fey are reluctant to accept the responsibility of a student, the default attitude is Unfriendly. The initial attitude also creates a modifier for future Charisma-based checks with the potential patron. Because of their connection to the world of the fey, rangers and druids receive a +2 bonus to any Diplomacy checks made for patronage.

Influencing a Patron

Once the initial attitude of a potential patron is determined, the character has several options to win over the fey. The most common methods are the offering of gifts, formal challenges or accepting fey oaths. After each attempt, the character can make an additional Diplomacy check to influence the fey (with the appropriate modifier).

The fey are fickle creatures and do not look kindly upon characters who continually request patronage. For each additional attempt at influencing the potential patron, the character receives a cumulative -1 to the Diplomacy check.

Gifts

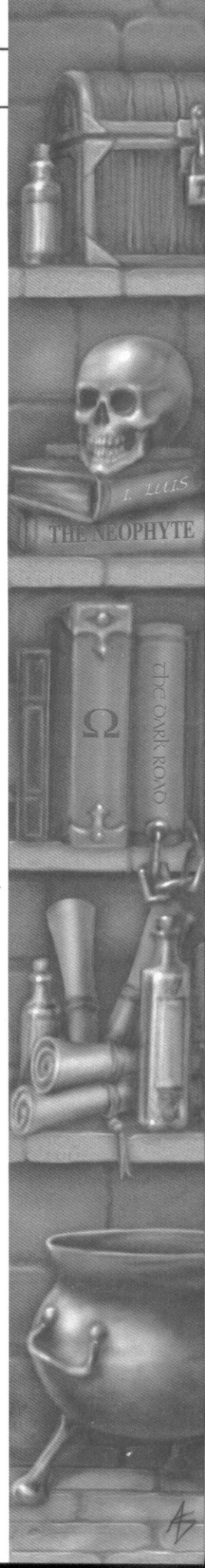
Most fey are unwilling to grant patronage without offer of proper compensation. The character is expected to provide a suitable gift to the fey in return for the opportunity to learn the secrets of the Reverie. Magical items or works of art are all acceptable gifts, though certain fey might have a unique fondness, for example, for a particular type of rare wine.

The character presents the gift to the fey, and may immediately make another Diplomacy check. The type and value of the item presented determines the modifier to any future Diplomacy checks to influence the attitude of the fey patron.

Characters who research a particular patron can also attempt to tailor their contribution to the individual. Characters who present an object that is of particular interest to a patron (such as a *bag of tricks* to a Leprechaun) may receive an additional +1 to +3 modifier, as determined by the Games Master. Characters suffer a penalty of -2 to -4 if the item is inappropriate (such as a *necklace of fireballs* to a Dryad) or cannot be used by fey.

Formal Challenges

One of the greatest passions of the fey is contests and challenges. Whether a battle of wits or a race across the forest, the fey prize any activity that gives them the chance to prove their superior talents. The fey have little interest in challenging mortals to contests they know they can win. They prefer to select duels that have a certain risk involved.



Challenge Type	Example	Game Mechanics
Confrontation	A race across a sylvan glade Contest of riddles	Opposed skill checks. Determine the number of attempts (usually three or five). The character and the fey roll opposed checks for each attempt. The opponent with the highest number of successes is declared the victor.
Competition	Crafting a ballad Creating a sculpture	Compared Skill checks. Both the character and the fey make the appropriate skill check. The one with the highest result is the victor.
Environment	Running through an obstacle course	The character and fey make several skill checks (choose three or more from Balance, Climb, Jump, Swim, Tumble and Wilderness Lore) against a predetermined DC (usually 15). The one who succeeds on more checks than the other wins the race.

For exceptional role-playing during the challenge, a Games Master should grant appropriate situational modifiers (+1 to +3) to the skill check.

Knowledge (enigmas) (Int; trained only)
This skill represents your knowledge of riddles and other tests of mental acumen, as well as your ability to solve riddles presented to you. As your skill increases, you are able to deduce conclusions based on fewer clues, until your ability seems supernatural. The Games Master will adjudicate the information learned from a successful Knowledge (enigmas) check.

Check: You are able to solve the riddle that is presented, or create an equally challenging one for your opponent.

DC Task

10	Entertain a crowd with a difficult riddle.
15	Solve a complex riddle and make leaps of conclusion based on unconnected information.
25	Answer the riddle of a sphinx.

Retry: None. If the knowledge check fails, the character is unable to solve the riddle or draw any reasonable conclusion.

Special: A character with 5 or more ranks in Knowledge (enigmas) can add a +2 synergy bonus to Disable Device and Open Lock checks when faced with particularly devious creations (DC 20 or more).

Choosing the Duel

A great deal of the art of a challenge involves the negotiations beforehand. To formally begin a challenge, the character must approach the patron and request a chance to prove his worth. In most cases, the patron will accept the challenge and allow the petitioner to suggest a contest. The player and Games Master should agree the details of the contest, bearing in mind the following points. Fey will not choose a challenge for which they are unskilled, nor will they make one that might be a danger to the fey or the environment (combat is rare among Seelie challenges). Challenges may take place over a single evening or across several days.

Examples of duels include:

- A race across a sylvan glade
- A contest of riddles
- Crafting a ballad
- Creating a sculpture
- Running through an obstacle course

If the fey finds the terms suitable, he agrees to the challenge without further debate. However, if the terms are inappropriate, the fey may suggest changes or refuse the challenge. If the challenge is refused, the character may not attempt an additional challenge with that particular fey.

Challenges among the Unseelie are almost always dangerous and fraught with deceit or treachery. An Unseelie might propose a toast before a race, only to have the character's wine laced with poison. Should the character refuse to drink, the Unseelie may very well declare the challenge forfeit, as well as the life of the challenger. Such is the price to pay for dealing with the dark fey.

The Challenge

Once negotiations are complete and the challenge accepted, the duel begins in earnest. Challenges are a cause for great excitement among the fey and many will gather to observe the contest. In cases where adjudication is necessary, a neutral judge is appointed to make any rulings and to signal the beginning of the event. At the prescribed time, the challenge begins.

A challenge can usually fit into one of three scenarios. The character may be confronting a fey directly, they may be competing against the fey in the same activity, or they may be challenging the environment.

To the Victor

The conclusion of the challenge is a cause for great celebration among the spectators. The victor is brought forward and a formal announcement is made of the victory. A feast is often held in honour of the contest. If the loser was gracious, both participants are treated with great respect by the fey. Characters who are successful in their challenge may immediately make another Diplomacy check with a +6 circumstance bonus to modify the attitude of the

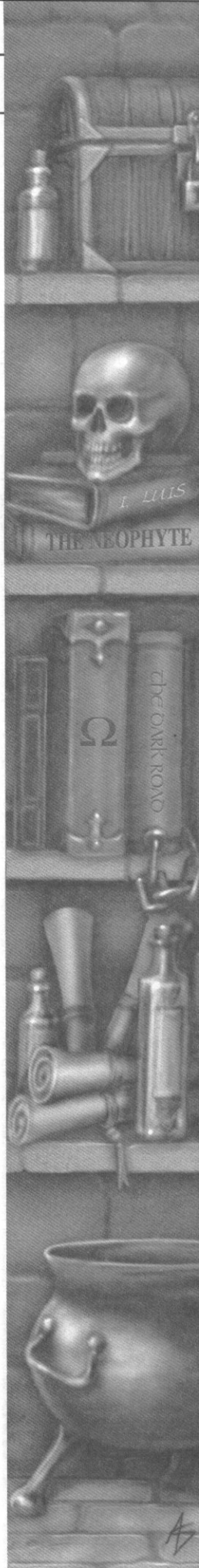
potential patron. Characters who fail the challenge and are humble in their loss do not suffer any penalty for future checks and may even gain a +1 or +2 circumstance bonus to Diplomacy checks (at the discretion of the Games Master). Characters who lose poorly suffer a -2 to all additional Charisma-based checks with any fey. In cases in which there is some kind of tie, the Games Master should determine the result; it is most likely that the potential patron will demand a new challenge, but will be well disposed towards the character (+2 circumstance bonus to future Diplomacy checks at the Games Master's discretion).

Fey Oaths

One of the strongest methods of convincing the fey of a character's worthiness to learn the magic of the Reverie is the swearing of an oath. Fey treat these oaths utterly gravely, weaving powerful magic in with the pledge to ensure any oath breakers are tracked down and punished. To take an oath, a character must step before a potential patron and offer the terms of the oath. Should the patron find the oath worthy, the character will be brought before all of the gathered fey and must make the formal pledge.

Only a single fey oath may be made, and the severity of the oath determines the bonus to the attitude of the fey. The pledging of a fey oath should always have significant consequences for a character. Upon making an oath, a character may make an additional Diplomacy check with the new modifier to attempt to improve the attitude of the possible patron.

Severity of oath	Example	Diplomacy Modifier
Minor	Protect a forest from invaders for three moons each year.	+4
Major	Pledge to destroy fey oathbreakers Never harm an animal or plant of the forest Swear fealty to a fey lord	+8
Epic	Never wear armour or wield weapons that were not once living (this is only a minor oath for druids, sorcerers and wizards) Offer a first born child to be raised by the fey as a changeling	+12 After taking the oath, the character is placed under a <i>geas/quest</i> spell. The effects of this <i>geas</i> will remain as long as the character possesses any knowledge of the Reverie. The <i>geas</i> cannot be removed by any means short of a <i>miracle/wish</i> , and the removal of the <i>geas</i> in this fashion will also wipe away any knowledge of the Reverie.



Examples of fey oaths (and their modifiers) can be seen in the table below.

The breaking of a fey oath places an invisible brand upon the character that cannot be removed by any means. This brand marks the character as an oathbreaker, and can immediately be seen by all fey and any characters who possess the Reverie skill. More information on fey oaths and oathbreakers can be found in the Games Master section.

The Test of Battle

Characters may also choose to prove their worth to the protection of the fey lands and its inhabitants by offering to defeat an enemy of the fey. In many cases, this may be a creature living near sylvan lands that has posed a constant danger to the fey but whom they have been unable to defeat. Alternately, the foe may be one the fey have not directly confronted and wish to send someone 'expendable' to destroy.

The character offers to prove his worth to the patron with a test of battle. If available, an appropriate threat is given for the character to overcome. This test may be an adventure in itself but, to simplify the event, an appropriate creature may be chosen from the *Core Rulebook III*.

As a guideline, the Challenge Rating of the creature(s) should be one or two higher than the level of the character. Some examples of these creatures are dire wolves, yeth hounds or will-o'-wisp. The fey will offer no assistance in the battle but they will carefully observe from a distance.

The battle can have several possible outcomes:

† If the character defeats the opponent without aid, word of his prowess will quickly spread. He will be fully healed of her wounds. The character may make a Diplomacy check at a modifier of the Challenge Rating of the opponent.

† Characters who fail the test or flee from the opponent are left to their own devices, and the fey will not offer any aid to the character. Should the character survive the encounter, the fey and other inhabitants of the forest will respect the character for making the effort but will offer no additional assistance in the future. Any future Diplomacy checks receive no additional modifier.

Never thought I'd see a halfling move that fast. I'll still put ten gold pieces down on the wisp, though.

Pip the Leprechaun

Acceptance of a Patron

When a character manages to convince a fey to act as his patron, there is once more a great cause for celebration among the fey. This celebration is known as the Great Feast. With the aid of powerful magic, the patron is able to draw a character into the Reverie and teach him the first steps on the path to fey magic. The relationship between a character and his patron is a long-standing one and will last far beyond teaching the Reverie.

Unseelie patrons are held by the same bond which links Seelie patrons to their charges. Unseelie patrons pledge to teach the character the magic of the Reverie, but will often make other demands of the character after the training is complete. The relationship of the Unseelie patron to their pupil is much closer to master and slave than it is to teacher and student.

THE GREAT FEAST

On the night of the full moon, when the barriers between the material plane and the plane of Faerie are weak, characters who have proved themselves to the fey are led to a faerie circle where the Great Feast is to be held. Good and neutral-aligned druids, rangers and elves are invited to attend, along with any characters who have a patron.

The feast is a grand, raucous affair, capturing the essence of the wild, chaotic nature of these creatures. This event is the heart of fey life and during this time the most powerful magic of the fey is worked.

The feast is attended by all of the Seelie fey within the glade, along with other creatures who live in harmony with them. During the feast, food and drink are served, and the air is filled with song. Fey bards tell tales of the ancient days, while wizards and sorcerers amuse the other participants with acts of illusion. It is a festival of the highest order.

More information about the rituals conducted during the Great Feast can be found in the Great Art chapter of this book.

Gerard's consciousness fell away into a swirling mist of darkness. His world, his 'old' world, sprayed out away from him in a wide, glistening fan of memory. A warm hand coiled around his own, pulling him away from all he had known. He tried to turn his head to look over at the guide but his vision remained locked on the fleeting image of his past. He wondered why he felt no sense of loss, no mourning over the abandonment of his world.

His vision melted into pools of radiance, and a promenade of colour and sound raced around him. Laughter bubbled across his lips and he soared through the joy and vibrancy that was his new world. Around him, he heard the voices of others sharing in his delight and drawing life from the chaos and spirit all around. He caught fleeting images of figures carousing at the edges of his vision but, as he turned to look at them, they fused into the surrounding kaleidoscopic landscape. His psyche was lost in the unending sensations of enchantment.

The notes of a childhood song washed over him and his heart sang in return. The grip upon his hand tightened and he knew that the voice was that of his guide, calling him home. He followed the sound, his desire waning even as his longing grew for a return. Light fell away to shadows and his body began to form around him once more.

Fingers brushed across his cheek, his eyes flickered and then opened. Hovering above him was the most beautiful woman he had ever seen, a pair of glistening blue eyes wrapped within a pristine porcelain face. She smiled and brought a kiss to his lips.

'Welcome to the Reverie, Gerard.'

The Slumber

At midnight, the tone of the Great Feast changes dramatically. Songs are silenced and dances are brought to a halt. The fey gather together in the centre of the clearing beneath the full moon that hangs overhead. One of the fey steps forward and begins the ritual that formally begins the Great Feast.

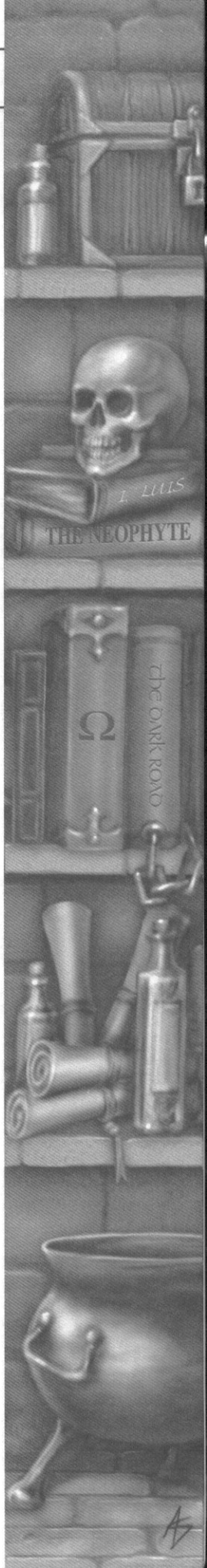
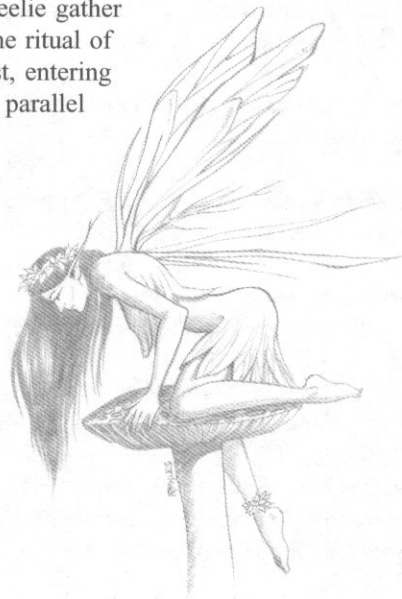
As the ritual begins, each participant falls into a magical slumber. Those without any knowledge of the Reverie slip into a deep sleep, while others enter the dream-like state and begin to draw energy from the plane of Faerie. During this time, fey patrons visit the dreams of their charges and bring them into the Reverie, guiding them through this enchanted state and eventually back to their own forms. Characters who have a fey patron during the Slumber awaken with 1 rank in the Reverie skill.

The Unseelie also hold a Great Feast, conducted on the new moon, when darkness shrouds the world. Characters who seek the Unseelie to learn of the Reverie must find their own way to this gathering, as non-fey without patrons are not permitted to attend.

Prior to the Slumber among the Unseelie, a ritual is conducted called the Great Hunt. The dark fey race

through the surrounding countryside, savagely attacking and killing any non-fey that cross their path. The problem is that this may very well include the characters among the hunt itself. Characters who have a fey patron will have protection from attack, but those who have not managed to win over a supporter will find themselves attacked by all of the fey attending the Great Feast.

At the conclusion of the Great Hunt, the Unseelie gather and perform the ritual of the Great Feast, entering the Reverie in parallel to their light brethren.



FEY MAGIC

With the first passage into the mysteries of the Reverie, a new realm of possibilities unfolds before the character. The dynamic, chaotic nature of fey Essence dances on his fingertips, and it is this untapped power that makes it possible to explore the limitless potential of the Reverie. Through the Reverie, characters can call upon innate magical gifts, craft powerful fey tokens and even bond with animal companions. The use of such powers, however, can have a detrimental effect on a character, and it is vital to use these gifts sparingly. Those who draw upon the Reverie too often can quickly find their mental and physical health deteriorating. Prolonged use also prevents spellcasters from replenishing their spells nightly.

Characters returning from the Reverie can rarely recall any specifics about their time within it. They may remember creatures of wondrous beauty and infinite mercy, but other memories are filled with horrible nightmares and being pursued by relentless hunters.

The Reverie is a magical talent that must be used with caution and care but, for those who wield its gifts wisely, its power is immense.

OPENING THE DOORWAY

Once the character has returned from his first Reverie, the fey patron explains the nature of the skill and what sort of activities may be attempted. He describes the key abilities of the Reverie (Hosting the Essence, Crafting Fey Tokens and Forging Bonds with animal companions), and some of the dangers of prolonged use.

It is a time of exploration and wonder for the character, and the patron is usually patient in allowing him to fully investigate the possibilities within the Reverie. After the character has demonstrated the ability to successfully enter the Reverie without guidance, the patron will soon depart. From that moment on, the character is on his own and will have to learn how best to use his powers.

If a character has any available skill points, he can spend them during the course of this training to increase his skill ranks in Reverie, up to his normal maximum for a skill.

FEY ESSENCE

The most primal form of fey magic available through the Reverie is the ability to absorb energy from the plane of Faerie. This energy is called

Knowledge (reverie) (Int; trained only)

This skill represents your ability to enter the trance-like state of the Reverie and reach into the plane of Faerie to absorb a portion of the energy from that plane. While in this state, the character can only be awakened through physical damage or magical means. In any case, after eight hours, the character returns from the trance feeling tired and drowsy, as if he had never slept at all. No hit points are recovered overnight, and spellcasters cannot replenish their spell selection.

At the Games Master's discretion, it is recommended that this be considered a class skill for Rangers and Druids.

Check: You are able to retrieve energies from the plane of Faerie and shape them to a desired effect. More specifics on the various abilities of the Reverie are described in detail throughout the rest of this book.

DC Sample Task

- 5 Absorb 1 level of fey essence
- 10 Absorb 2 levels of fey Essence
- 15 Use the Craft Token feat to create a level 1 fey token.
- 20 Use the Forge Bond feat to create a symbiotic link with a wolf (a 2 Hit Dice creature).

Retry: Yes. If a Reverie check fails, the character awakens after eight hours, but is unsuccessful in his attempt. More information on the results of failed Reverie checks can be found throughout this chapter.

Special: Because of their ancient connection to the Reverie, elves receive a +2 bonus to all Reverie checks.

Essence, and is the fuel that powers nearly every manifestation of fey magic. By entering the Reverie and touching this source, a character becomes a natural conduit for fey magic. A fey can call on this power naturally and without any risk to himself. Mortals were never meant to contain or control such chaotic forces, so there are dangers to this practice for characters. The effort causes a great mental strain, and those who use this power face the danger of losing their connection to the material world.

Ah yes, the sweet ambrosia of the Essence. How fondly I remember its taste upon my tongue. Even now, I can feel it tickling the back of my neck, calling me back to its embrace.

Filkin Thrice-Blasted

Hosting the Essence

By reaching deep into the plane of Faerie, a character within the Reverie is able to absorb a portion of the chaotic, wild nature of that world. The fey Essence seethes and roils within them, and they are filled with a sense of excitement and anticipation. The energy struggles to release itself, but through a force of will, he is able to contain and channel its power. While retaining Essence, the character seems to possess an undefined vitality and enthusiasm. His eyes seem clearer and his voice carries a hint of excitement. Should the character try to contain this energy for too long, the danger of the Reverie comes into play. The more Essence the character summons and retains, the greater the danger to his sanity.

To draw Essence from the plane of Faerie, a character must enter the Reverie and make a Reverie skill check. For every 5 points rolled for in the check, a single level of Essence is absorbed. This Essence can be used for a variety of abilities, described throughout the rest of this book. There is no limit to the amount of Essence a character can hold but there are grave dangers in trying to contain a force not meant to be restrained.

Taint of Essence

Those who enter the Reverie too often face dangers far greater than mere sleep deprivation. A character retaining Essence for an extended period can begin to lose touch with reality. Long-term exposure can cause deterioration of mental faculties.

Each night a character sleeps while retaining Essence, a Will saving throw must be made at a DC of 10 + (remaining Essence levels). If the save is successful, the character preserves the Essence within him and awakens fully rested. If the Will save is failed, the character loses the Essence and awakens in the morning as if he had not rested. In addition, if the Will save is failed by 5 or more, the character suffers 1d3 points of temporary ability damage to Wisdom. Should the character roll a 1 on his Will save, this ability damage is permanent.

Sleepwalkers

Bards who have learned legends of the fey speak of those who have become so addicted to the Reverie that they have lost all grasp of reality. They wander the sylvan glades in a waking sleep, directly channelling Essence and freely calling forth their gifts in violent, uncontrollable outbursts. These sleepwalkers are a danger to fey and mortal alike, and even the fey understand the only choice is often to end the lives of these damaged souls before they injure others around them.



THE GIFT OF THE REVERIE

Contact with the Reverie is a life-altering experience, and characters soon become aware that fey magic manifests differently in each student of the art. One such method of manifestation is a unique magical ability, called a gift. By entering the Reverie and fully opening his consciousness to the chaos of the plane of Faerie, a character's very being can be transformed. Essence flows through him and awakens his gift, strengthening and moulding it into a coherent form. The gift can only be utilised through continued contact with the Reverie, but finding and awakening a personal gift is often the first step a character takes in his exploration of the wonders of fey magic.

All characters with the Reverie skill may possess one gift and may acquire additional gifts by taking the fey Gift feat. To acquire a gift, select a 0-level through 3rd level spell from the druid spell list. The character enters the Reverie and must make a Reverie check at a DC of 10 + (5 times the level of the spell chosen – A 0-level spell is considered a 1st level spell). If the check is successful, the character acquires the gift of that spell.

If the check fails, no gift is acquired, and the character cannot attempt to learn that same spell as a gift until he gains additional levels in knowledge (reverie).

As a supernatural ability, a character can activate a fey gift by expending a number of Essence levels equal to the original level of the chosen spell (minimum one level of Essence). The effective casting level of the gift is equal to the character's skill level in Reverie.

FEY TOKENS

Using the Reverie to call upon fey Essence is an exhausting affair and many begin searching for other ways to call upon the powers of fey magic. One of

the paths artisans follow is the creation of a fey token. This token is empowered with fey essence, and often imbued with other magical abilities. Most often, a fey token is used as a 'battery' for fey Essence allowing a character to store the energy for later use without risk. Fey tokens may also possess gifts of their own, channelling powers that are too dangerous for mortals to contain. Creating a fey token is a highly personal and unique affair, and characters who wish to create a token must craft it with their own hands, using the natural materials within sylvan glades.

The Nature of Tokens

Unlike other magical items, fey tokens are difficult to identify through conventional means. They defy the normal conventions of creation and enchantment, and their abilities can only be activated through the release of fey Essence.

Examining a fey token with *detect magic* will reveal only a minor enchantment, and *identify* and *analyze dweomer* will be unable to determine the specific abilities of the item. Characters skilled in knowledge (reverie) may spend one level of Essence to attempt to identify a fey token (DC 15). This will reveal all of the abilities of the token, as well as how much Essence is stored within the object.

More information on fey tokens can be found in the Fey Items and Help for Games Masters chapters of this book.

Crafting a Token

Crafting a token is a personal affair, and differs significantly from the process by which other spellcasters create magical objects. Tokens must be crafted by the person who is to enchant them, and characters must forage for the raw materials from deep within the sylvan glades. Tokens must be made from natural materials and treated with the greatest care in their manufacture. Components of a token may never be taken by violence, and characters may have to search extensively for obscure components, such as a tooth or claw from a magical creature.

Gerard ran his hand across the finely crafted bracelet. He had stopped tracking the moons he had been here, deep within the sylvan glade, moulding the wood and vines he used to create the exquisite fey token. At first glance, it appeared woven from a single, living vine, coiling around his wrist several times and winding further up his forearm, where it ended in a row of tiny purple blossoms.

Looking back up at the sky, he waited for night to fall. Closing his eyes, he began the meditations to take him deep into the Reverie, where he would draw upon fey Essence to awaken the token. As the moon rose, his world fell away, and he entered the plane of Faerie.

Characters with the Reverie skill may take the Craft Token feat to gain the ability to create fey tokens. Fey tokens are rated from 1 to 5, and a character must select the desired level of token prior to starting the creation process.

The character must create the token using the rules for the Craft skill given in *Core Rulebook I*, using whatever skill is appropriate (such as sculpture, woodworking or weaponsmithing). For items without a listed DC, the base DC for the creation of the token is 15. The object's market value is 100gp per token level, and the finished item is considered to be masterwork quality.

During the creation process, the character needs a quiet, comfortable area in which to work. A character can only work on one token at a time and can do nothing else while working. While resting, the character cannot fight, cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task.

Each week, the craft check is made to determine the progress of the token. If the skill check is failed by 5 or more, the raw materials are rendered useless and the character must start over.

Once the item is created, it is important to understand that the token only has the potential to hold fey energies. The character must still manage to infuse the power within the object.

Awakening a Token

Once the token has been moulded and shaped by the hand of its creator, it is ready to accept the energies of the plane of Faerie. The character must act as a conduit, channelling the Essence through himself and into the object. The token and the character are bonded through this connection, and the token acts as a battery for Essence, sparing the character from many of the dangers of overexposure to the Reverie.

To invest a token with fey Essence, the character must enter the Reverie and make a Reverie check at a DC of 10 for a Level 1 token, 15 for a Level 2 token and so on. If the check is successful, the token is fully awakened. If this check is failed, the character loses all current levels of Essence and cannot attempt to awaken the token again at this level, but may attempt later to awaken the token at a lower level. If the character was attempting to

create a Level 1 token and fails, that object cannot be enchanted as a token.

Investing Essence

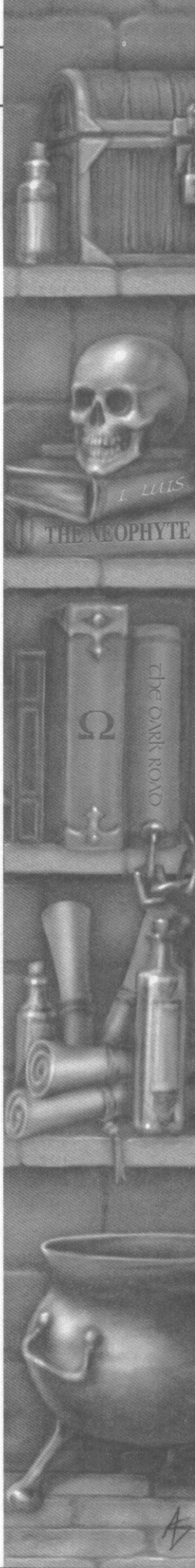
The base ability of all fey tokens is the ability to act as a repository for Essence. Once a token has been awakened, a character can transfer Essence he has drawn from the plane of Faerie into the token. For every level a token possesses, 3 levels of Essence may be stored. The process for investing a token with fey Essence is similar to the process a character uses to absorb that energy directly. A character must enter the Reverie and make a Reverie skill check. For every 5 points of success, a single level of Essence is placed within the token.

A character wearing or holding a token invested with Essence may spend that energy to activate their own gifts, rather than using any Essence they currently possess.

Shaping a Gift

Like living creatures, tokens may also possess natural gifts, which the Reverie can awaken. Because of their exquisite design and the connection they possess with the living world, tokens often have the potential to manifest greater abilities than their creator. However, since these objects are not living creatures with a natural connection to the plane of Faerie, the shaping process is more difficult. To create a gift within a fey token, a character selects a spell from the druid spell list. Tokens may contain a number of spell levels of gifts equal to their level (for example, a level 3 token may contain one 3rd level gift, three 1st level gifts, or one 1st and one 2nd level gift). The character enters the Reverie and must make a Reverie check at a DC of $15 + (5 \text{ times the level of the spell chosen} - A 0 \text{ level spell is considered a 1st level spell})$. If the check is successful, the token is enchanted with the gift. If the check fails, no gift is acquired, and the character cannot attempt to awaken that same gift within the token.

Characters wishing to invest a token with multiple gifts face an additional constraint. Gifts must be awakened on consecutive nights, before the magic of the token has time to harden into permanence. If a night passes without a token being granted additional gifts, it can no longer have any additional abilities granted.



You're asking me to figure out what it does? Well, I sure haven't seen anything like it before. Looks like some sort of bird's nest or something. But if you claim it's got some sort of magic in it, well, then I'll take a look at it. Not making any promises, though.

Ulik the Sage

Activating a Token Gift

As a standard action, a character can activate a token gift by spending a number of Essence levels equal to the level of the chosen spell. These levels may come from the token or the character, but must all come from the same source. The effective casting level of the gift is equal to the token's level times 2.

Reawakening a Token

Tokens are uniquely bonded to their creators and generally only they can call upon its powers. It is not entirely unlikely, however, for characters to come upon fey tokens that have been abandoned or stolen from their creators. While somewhat difficult, a character with Reverie can attempt to reawaken a fey token.

Reawakening a fey token requires the character to enter the Reverie and make a Reverie skill check at DC 10 + (5 times the level of the token). If successful, the character acquires the knowledge of the token's abilities and can use it as if he created it.

THE BONDING

To certain characters who have learned the art of the Reverie, there is something unnatural about using an inanimate object such as a fey token as a conduit for fey energies. These adventurers instead seek to create a bond with a living animal companion. The bond transforms the character as well as the companion, making permanent changes to both and creating a magical link that can only be broken through death. Characters often grow so fond of their companion, they would rather stay in the wilds than travel through civilised lands where their friend may come in jeopardy.

Characters may take the Forge Bond feat to gain the ability to create a bond with an animal companion. An adventurer can only have a single bond at a time, although a character with both the Create Token and Forge Bond feats may have fey tokens as well as an animal companion.

Forging the Bond

To create a bond, a character must first seek out a suitable animal companion, if one is currently unavailable. Once the character finds the animal, he must coerce the animal to stay nearby while he enters the Reverie and attempts to forge a link with the creature. The creature must remain with the character through the night. With luck, as the dawn arises, the bond is forged.

A companion must be of the animal sub-type and also be native to the area the character is searching. A character can attempt to search for any native animal, using Wilderness Lore to track down the specific location. Rangers and druids, who may already have animal companions, may instead forge this bond with their existing friend. To keep a wild animal nearby, luring the animal with food or enchanting the beast with a *charm* or *sleep* spell is usually recommended. Animal empathy can also be used to alter the animal's attitude toward the character. Should the character inflict any physical damage on the creature prior to entering the Reverie, the bonding will automatically fail.

To create the bond, the character must enter the Reverie and make a Reverie check at DC 5 times the CR of the animal. If successful, the character focuses enough fey Essence to forge a bond with the companion. If the Reverie check is failed, it may not be attempted on the same specific animal.

No, it's probably not a good idea to pet him. He seems to have a taste for gnome.

Fenrik Cateye

The Bond is Forged

The bond forges a magical connection between the character and the chosen animal, and both are permanently affected by the change. Over time, both take on certain aspects of the other until they become something greater than their original forms.

The participants of the bond gain the following abilities:

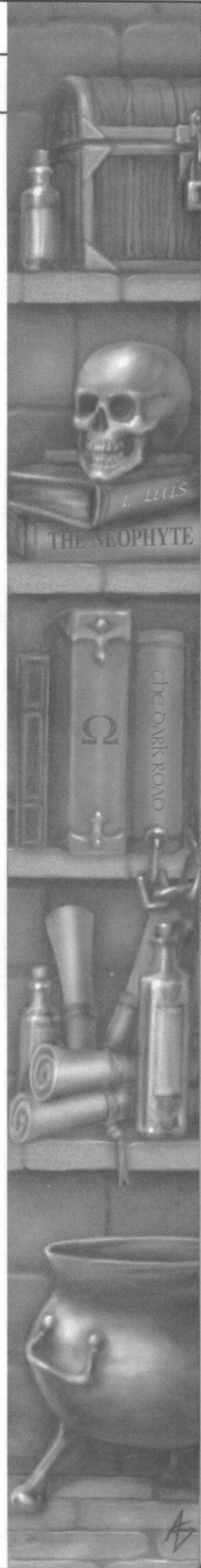
Character Abilities

Empathic Link: The character has an empathic link with her companion that is continuous within one mile. This only allows telepathic communication. This is a supernatural ability.

Bond Ability	DC	Description
Natural Attacks (Claw or Bite)	10 (1d4) 15 (1d6) 20 (1d8)	The character gains a natural attack form, based upon the natural attacks of the companion. The character cannot attempt to gain a natural attack that is more powerful than the attack form of his companion. These attacks are considered armed, and do not incur attacks of opportunity.
Natural Armour	10 per +1	The character gains a natural armour bonus, based upon the natural armour bonus of the companion. The character cannot attempt to gain a natural armour bonus that is greater than the armour bonus of his companion.
Mimic Ability	20	The character can mimic one ability from his chosen companion. The character can also mimic non-magical abilities of the creature, such as special movement (flying, swimming, burrowing, etc.) or lesser abilities such as water breathing or poison. You can only select one ability to mimic for each manifestation of this power. This is a spell-like ability.
Mimic Ability Score	10	The character can mimic one ability score from his chosen companion. Only physical ability scores (Strength, Dexterity, Constitution) can be acquired. For every 5 points by which the check succeeds, the character gains one temporary point of the chosen ability score. This cannot exceed the chosen ability score of the companion. This is a spell-like ability.
Share Form	25	A character gains the spell-like ability to <i>polymorph self</i> into the same animal type as their companion and back again once per day. As stated in the spell description, the character regains hit points as if he has rested for a day. The character does not risk the standard penalty for being disoriented while in the companion form. This ability can be gained multiple times, allowing more than one use per day.
Beastly Rage	10	A character gains the ability once per day to give in to an animalistic rage, attacking those around him without any sense of pain. This is identical in every respect to the barbarian's rage ability (see <i>Core Rulebook I</i>). This ability can be gained multiple times, allowing more than one use per day.

Transfer Health: By touching his companion, a character can transfer 1d8 hit points between the animal and himself. This can never cause the other to go below 1 hit point, or to increase the hit points above the maximum. This ability can be used once per day plus the character's charisma modifier, if positive.

Share Spells: At the character's option, any spell cast on him can also affect his companion as long as they are within 5 feet. If the creature moves more than 5 feet away and the spell has a duration other than instantaneous, it no longer affects the companion. In addition, the character may cast any spell with a target of 'You' on the companion, even if the spell does not normally affect creatures of that type.



Companion Abilities

Loyalty: The companion is placed under the effect of an *animal friendship* spell, which cannot be dispelled or negated.

Evolution: The companion receives the effects of an *awaken* spell, which cannot be dispelled or negated. An awakened animal rolls 3d6 to determine intelligence, gains +1d3 Charisma and +2 HD.

Enchantment: The companion is considered a magical beast, not an animal. Spells cast by the character that specifically target the animal sub-type may still affect the companion, at the character's discretion.

Calling upon the Bond

There are other additional abilities a character can attempt to call upon through the bond shared with her companion. Many of these powers manifest as direct, physical changes to the character. A character might grow claws or become covered in thick, dense hair or scales. The more drastic the changes, the more difficult they are to hide from observers, and characters should be careful how they might be perceived by outsiders.

To call upon the bond, a character must enter the Reverie and make a Reverie skill check. The DC is based upon the power(s) being called upon (as shown on the table above). Multiple powers can be called upon at the same time, but the DC is cumulative. No Essence may be gained during this Reverie, as the character must concentrate entirely on gaining his bond ability.

If the Reverie check is successful, these power(s) last for one day or until the character sleeps, falls unconscious or enters the Reverie again. Should the character become separated from his companion (greater than 1 mile), the additional abilities immediately vanish. Characters who fail the Reverie check may make another attempt the next evening.

Transformation

Over time, the bond tends to transform a character, bringing him closer in form and substance to his companion. While many characters resist the lure of this alteration, others fully embrace it and find themselves transmuted into a more bestial form.

A character can attempt to make a bond ability permanent (with the exception of Mimic Attribute). To attempt this transformation, he enters the Reverie and must make a Reverie check. The DC of this check is equal to the standard DC of the ability plus 20. If successful, the bond ability is permanent. If it was an ability with a number of uses per day, the character may manifest that power only once per day. If the Reverie check is failed, the character may not attempt any additional transformations until

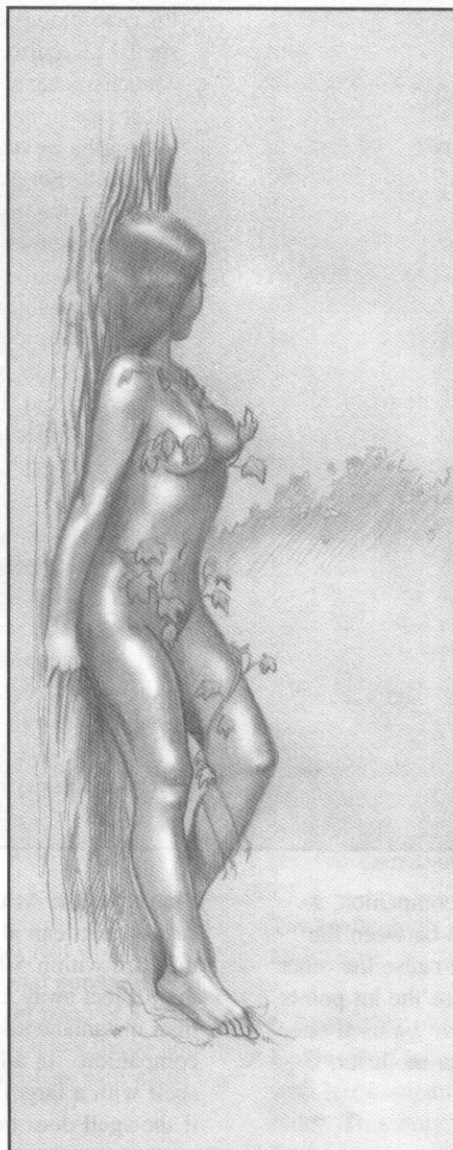
he gains additional levels in the Reverie skill.

Regardless of the success or failure of the transformation, the process of trying to acquire this ability causes a physical transformation of the character, based upon the ability that was sought. A character attempting to gain the water breathing ability, for example, may grow skin flaps along his neck, even if the Reverie check was successful. The specifics of this physical alteration are left to the player and the Games Master.

Losing a Friend

The loss of a companion is a blow from which some never recover. The trauma of the moment is enough to cause some characters to lose their sanity and become completely bestial in nature. Those who have bonded closely with the creature often find themselves unable to return to their world, and instead take refuge in the depths of the sylvan woods.

When a companion dies, all of the abilities granted by the bond immediately end (including the ones that were permanent), but all physical transformations



remain. The character must make a Fortitude saving throw at a DC of 20 plus 2 for every physical transformation the character has gone through. If the saving throw is successful, the character is stunned for 1d6 rounds and suffers 1d4 points of temporary ability damage to Strength, Dexterity and Constitution. Temporary ability damage returns at a rate of 1 point per day.

If the initial saving throw is failed, the character suffers all of the above effects, plus an additional 1d4 permanent points are lost from Intelligence, Wisdom and Charisma, as the character's bestial nature begins to take over.

The Gift of the Dire

Legends tell of characters that have managed to forge a bond with one of the dire creatures living within the sylvan woods. The strength and cunning of these great beasts makes it sometimes difficult to tell which is gaining the most from the bond. Dire creatures can be difficult to control, and the bond usually only prevents the creature from directly attacking the character. There is little protection, however, offered to his allies. Characters need to be cautious when selecting their companion to ensure it does not cause more problems than anticipated.

BY ASH AND THORN

Druids, rangers and elves can also call upon their existing connection with the natural world for even greater abilities. These abilities are commonly discovered through experimentation with the Reverie, since most fey do not have the ability to manifest the Reverie in so many different ways. If a character possesses several of these traits (an elven ranger, for example), he may use all of the abilities listed under each category.

DRUIDS

Druids have a long-standing partnership with the fey and are always well received when they enter sylvan glades. Fey often look to the druids to relate tales of the 'outside world,' and also share treasures brought back from their adventures. Druids also protect the sylvan glades of these creatures, and the fey are quite appreciate of their spellcasting capabilities. Druids work closely with nymphs, who also share their skills with druidic magic.

In return for the devotion the druids have dedicated to the natural world, the fey have shared additional secrets of the Reverie, including how to use fey Essence to enhance and fuel the normal spellcasting abilities of the druids. Others have learned to harness this chaotic force to grant additional abilities that may have been out of their reach.

I welcome the presence of the fey within my groves and they have welcomed me into their homes as well. It is a pleasant balance. I only wish I could convince them to be a bit quieter on some evenings.

Eirlin the Druid

Enhancing Druid Spells

Druids who have stored Essence (either within themselves or from a fey token) can expend this energy to strengthen their spells. By calling upon the magic of the fey as a druid casts a spell, he can increase the effectiveness of the spell in a variety of ways.

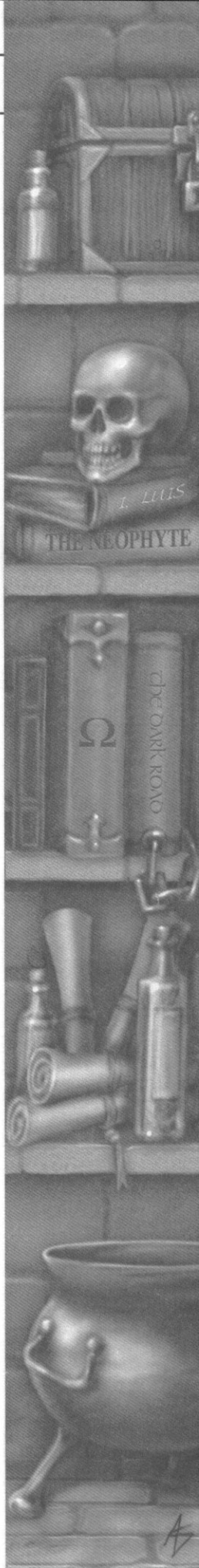
Upon successfully casting a spell, a druid may expend a number of Essence levels up to his class level. For each level of Essence spent, his effective casting level is increased for all purposes (range, duration, damage, etc). The spent Essence levels immediately vanish and have no additional effects on any other spells the druid may cast.

In addition, a druid may spend Essence levels (up to his class level) to increase the DC for any Saving Throw or to increase his roll to overcome a creature's spell resistance. For each level of Essence spent, the DC of the spell's saving throw increases by 1, or the character may add 1 to the roll to bypass a creature's spell resistance.

Enhancing Druid Abilities

The power of the Reverie has a remarkable effect on druids and often enhances their natural abilities without any conscious effort. As the druid stores Essence within himself, the chaotic forces race through his system and augment his special druidic abilities.

For each 3 levels of Essence being held by a druid, he is treated as one level higher for the purposes of any special abilities granted by the druid class. This



does not apply to any other level-based attributes (such as spells per day or caster level).

Gaining Additional Druid Abilities

Druids can also use fey magic to increase their own abilities, calling upon the Reverie to grant additional abilities that normally would be unavailable to them. For every three levels of Essence spent, a druid may use an ability as if he were one level higher. This ability lasts for ten rounds.

Many of my fellow druids frown upon associating with the fey, for they feel such creatures dwell too much in the realms of the chaotic. They seem to lack my foresight into the greater balance that is being upheld. A bit of chaos certainly seems a small price to pay for such a powerful reward, do you not think?

Timothy the Shunned

RANGERS

As the chosen defenders of the forests, and the most skilled in the physical protection of its inhabitants, rangers are often regarded with great love by the fey. Unlike the druids, who establish a connection with the mystical forces of the fey early in their careers,



novice rangers can only rely on their wilderness training for survival. Once they have gained the ability to focus the energies of the natural world into divine spells, their abilities to protect the forests become even greater. In return, the fey look to them as the first line of defence against assault from outside forces.

Exposure to the Reverie has a long-term effect on rangers as their connection to the natural world continues to evolve. Over time, the more predatory abilities of rangers begin to increase until it becomes nearly impossible to hide from their watchful eye.

Protectors

Rangers who call upon the Reverie often find their senses greatly enhanced in wilderness settings. They seem more alive and may even begin to demonstrate some feral characteristics. The Essence within them augments their natural hunting instincts and strengthen their connection to the world of the beasts.

For every level of Essence a ranger currently possesses, he receives a +1 bonus to all Wilderness Lore and Animal Empathy checks, so long as he is in a forest or other wilderness.

The Bonding

Rangers who bond with their animal companions through the Reverie find their bonds growing dramatically over time. Sharing life and death struggles, as well as a connection with the animal world, rangers who keep an animal companion over time find it easier to call upon the gifts of the bond.

For every six months a ranger possesses a bond with the same animal companion, he receives a +1 bonus to all Reverie checks related to that bond.

I'd had him with me for ten years before I even met my first fey. I never thought such a gift could be possible. We've become closer than I ever imagined. I just don't know what I would ever do without him now. He's the nearest thing I'll ever get to a real family.

Oaths

Through the nature of their class abilities, rangers and druids are already bound by certain oaths

limiting their ability to use items crafted from metal. Unlike druids, however, rangers may choose to wear heavier armour without losing access to their divine abilities. Rangers may assume this additional oath to gain additional benefits to their abilities.

Rangers who choose to assume the same restrictions as druids for armour and weapon selection may take an additional minor oath. This is the only way for a character to take more than one fey oath. Upon taking this oath, the character receives a +2 bonus to all Reverie checks. Rangers who violate this oath suffer the same penalties as violating any other fey oath (described in the Help for Games Masters section).

ELVES

In ancient times, elves (then considered another race of the fey) called upon the Reverie as freely as the fey do today. Because of this primeval connection, elves find it much easier to access the Reverie and call upon its powers. Elves lack the limitations of other mortals and feel quite refreshed after entering the Reverie. With the proper focus, elves can call upon the power of the Reverie to attempt to contact the spirits of their ancient ancestors.

Ancient Affinity

From a time before humans walked the earth, the elves called up the mysteries of the Reverie in their daily lives. They crafted fey essence into powerful magical effects that still linger to this day. Elves of the current age still possess some affinity with the Reverie and, once they learn its gifts, they find it easier to wield than other creatures.

Elves receive a +2 bonus to all Reverie checks. In addition, elves are able to rest normally during the Reverie, and they do not suffer any effects from a loss of sleep. Elves heal normally after an evening in the Reverie, and elven spellcasters may replenish spells.

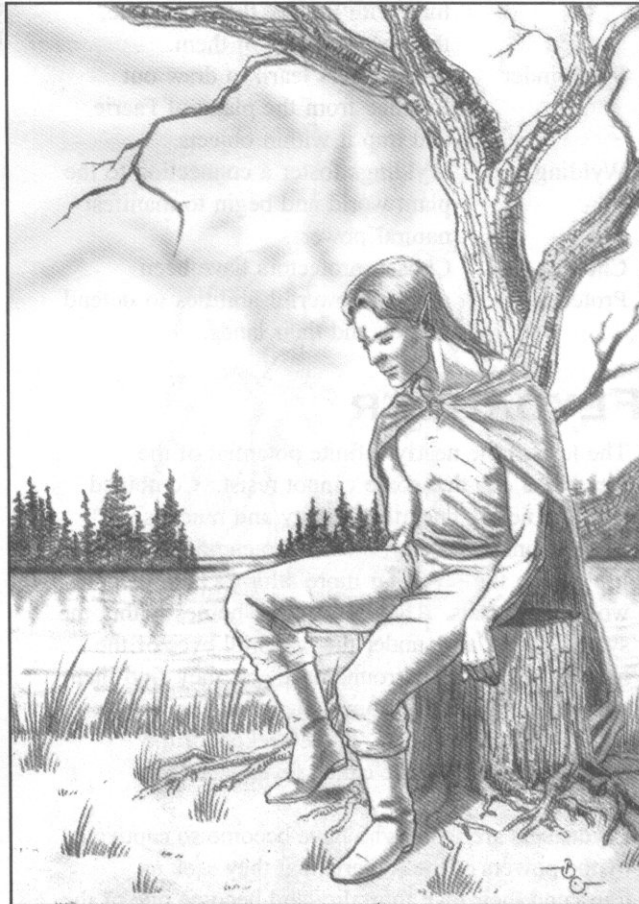
The mortals dabble in powers they cannot possibly comprehend. Once the knowledge of the Reverie is returned to my people, we will return to our former glory and take out our revenge on those who have wronged us!

Lyssa, Champion of Garthien Wood

Touching the Kindred

While in the heightened state of the Reverie, many elves believe they have met lingering shadows of ancient ancestors, hovering in the mists of the plane of Faerie. These spectres still seem to possess small portions of their age-old knowledge and wisdom. The fey claim that these 'ancestors' are simply mischievous spirits that have chosen to take these forms to deceive elves who venture too far into the mists of the Reverie.

Elven characters may attempt to contact the specter of an elven ancestor using the Reverie. A Reverie check is made at DC 25. If successful, an ancient predecessor appears to the elf and is able to provide some council by answering a single question. The response is usually brief and often cryptic. This response acts as a *divination* spell cast by a 7th level cleric. If the percentage check fails, the character is given a false piece of information, as the ancestor is actually a mischievous spirit seeking to deceive the elf. If the Reverie check fails, nothing else occurs.



TOUCHING THE SOURCE

While many characters merely experiment with the wonders of the fey and the mystical powers of the Reverie, others delve into the mysteries and find even greater abilities within their reach. This chapter presents several prestige classes related to the fey, along with a list of feats appropriate for characters who commonly adventure in sylvan settings.

PRESTIGE CLASSES

Each of these prestige classes focuses a character's talents around a particular goal or character concept related to the fey. Once a character meets the requirements of the prestige class, they may freely switch between the prestige class and other classes.

Prestige

Class	Summary
Feydancer	Feydancers seek to become so in tune with the fey that over time, they become one of them.
Spellbinder	Spellbinders learn to draw out Essence from the plane of Faerie and trap it within objects.
Wylding	Wyldings foster a connection to the plant world and begin to manifest natural powers.
Chosen Protector	Chosen protectors have been granted powerful abilities to defend the fey and their lands.

FEYDANCER

The lure of the nearly infinite potential of the Reverie is one that some cannot resist. Combined with the nearly unearthly beauty and raucous celebrations of the fey, these characters quickly find life among the fey is far more alluring than the world of mortals. They make their homes within the sylvan glades and, under the watchful eyes of the mystical creatures surrounding them, they find their very nature changing from the exposure to such a wondrous environment. These seekers of the mysteries of the fey are called feydancers.

Feydancers are those who have become so captivated by the powers of the Reverie that they seek to transcend their own mortality and become one of the

fey. It is a long and arduous path, to be sure, but as they continue down the course, they find it easier to call upon the Reverie and summon Essence within them. Any character who has acquired the Reverie skill can gain benefits from taking levels in the feydancer prestige class, and elves are also well suited to exploring this particular aspect of the Reverie.

Since exploration of the hidden world of the fey requires extended contact with the fey, feydancers are rarely found outside sylvan glades. When they do, they are usually performing an errand for the fey nobility, or perhaps taking some time to adventure in the surrounding areas. Feydancers are often eager to talk with others and hear tales of the outside world, but are usually reluctant to reveal too much about their nature or the world they have chosen as their home.

The Reverie...I must know more...I must know *all* there is to know about such a wondrous gift. There is nothing I will not sacrifice for such power. Not even my own mortality...

Artur, Feydancer.

Hit Die: d4

Requirements

To qualify for the feydancer prestige class, a character must meet all of the following requirements.

Knowledge (fey): 8 ranks

Knowledge (reverie): 8 ranks

Language: Sylvan

Special: The character must have spent at least three months without interruption in a sylvan glade among the fey.

Class Skills

The feydancer's class skills (and the key ability for each skill) are: Animal Empathy (Cha, exclusive skill), Craft (Int), Knowledge (fey) (Int), Perform (Cha), Profession (Wis), Reverie (Wis), Sense Motive (Wis), Spot (Wis) and Wilderness Lore (Wis)

Skill Points at Each Level: 4 + Int modifier

The Feydancer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Attunement +2, Essence Retention
2nd	+1	+0	+3	+0	Fey Gift
3rd	+1	+1	+3	+1	Attunement +4
4th	+2	+1	+4	+1	Essence Efficiency 1
5th	+2	+1	+4	+1	Fey Gift, Attunement +6
6th	+3	+2	+5	+2	Enchanted Slumber
7th	+3	+2	+5	+2	Attunement +8
8th	+4	+2	+6	+2	Fey Gift, Essence Efficiency 2
9th	+4	+3	+6	+3	Attunement +10
10th	+5	+3	+7	+3	Transformation

Class Features

All of the following are class features of the feydancer class.

Weapon and Armour Proficiency: Feydancers receive no additional weapon or armour proficiencies.

Attunement: Feydancers learn early in their careers how to focus and harness the powers of the Reverie to make it easier for them to call upon their abilities. The character receives a bonus equal to their attunement bonus to any Reverie check to absorb Essence or to awaken a fey gift.

Essence Retention: Feydancers learn to control and harness the energies of the plane of Faerie and can retain them for far longer than others. A feydancer may retain a number of levels of Essence equal to their class level without making a Will saving throw each night. If they exceed this amount, a Will saving throw is made normally. If the character also possesses the Fey Blooded feat, these levels are cumulative.

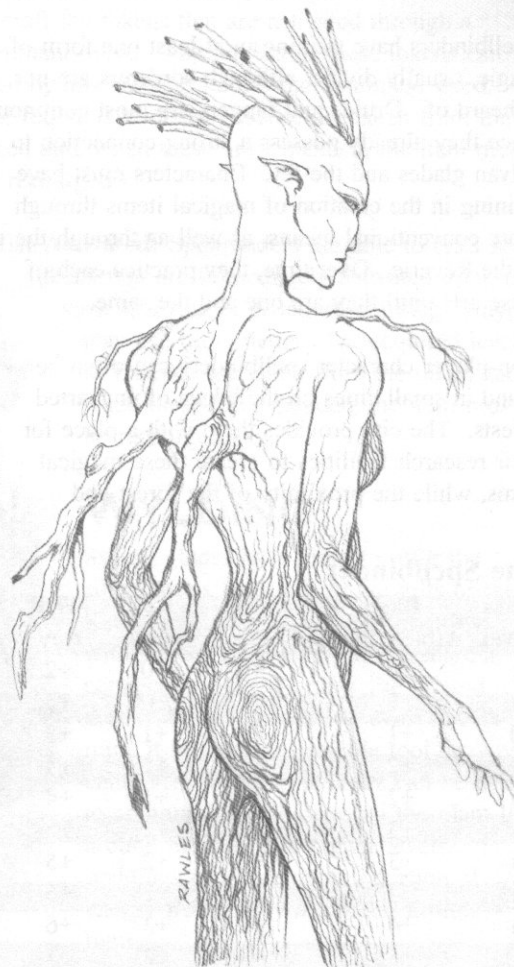
Essence Efficiency: Feydancers learn to use the stored Essence with greater efficiency than others. At 4th level, the character needs to spend one less level of Essence to activate a Fey Gift (minimum of 1). At 8th level, this ability reduces the cost by two.

Fey Gift: At 2nd, 5th and 8th level, feydancers receive a bonus Fey Gift feat.

Enchanted Slumber: At 6th level, feydancers learn to obtain a full night's rest, even when activating the Reverie. On nights they enter the Reverie, characters regain hit points normally and spellcasters can replenish their spells. If the

feydancer is an elf, she regains double the usual number of hit points for a night's rest.

Transformation: At 10th level, the feydancer achieves the height of his art and is fully transformed into one of the fey. His type changes to 'fey', which means (among other things) he is no longer affected by spells which specifically target humanoids, such as *charm person*.



Upon transformation, the feydancer also undergoes a minor physical change, usually in the form of small gossamer wings or gleaming azure eyes. If necessary, the feydancer can hide this under a robe or hood but, if it is visible, most non-player characters will immediately associate the character with one of the fey.

As part of the transformation, feydancers who have achieved this state of being no longer have to make Will saving throws to retain Essence levels overnight.

SPELLBINDER

Crafting fey tokens is a skill very different to the item creation feats used by other spellcasters. Spellbinders seek to bridge the gap between these two arts. Spellbinders learn to craft magical items that act as batteries for magical abilities. These items can normally only be activated by characters trained in the Reverie, although higher-level characters can create items that overcome this restriction.

Spellbinders have training in at least one form of magic, usually divine, although sorcerers are not unheard of. Druids and rangers are most common, since they already possess a strong connection to sylvan glades and the fey. Characters must have training in the creation of magical items through more conventional means, as well as through the use of the Reverie. Over time, they practice each of these arts until they are one and the same.

Non-player character spellbinders can often be found in small cities on the edges of uncharted forests. The city provides them with a place for their research facilities to create these magical items, while the proximity of the forest and

potential fey lands makes it easier for them to acquire the raw materials they need for their craft.

The greatest source of Essence is, of course, the fey themselves. In fact, I'm currently working on a process to extract the power directly from a living fey specimen. Of course, the procedure destroys the participant, but there are certainly more where that came from, aren't there?

Aldous the Sage

Hit Die: d4

Requirements

To qualify for the spellbinder prestige class, a character must meet all of the following requirements.

Spells: The ability to cast 2nd level spells

Feats: Craft Token plus any other Item Creation feat

Craft: 8 Ranks in any two Craft skills

Knowledge (reverie): 6 Ranks

Class Skills

The spellbinder's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Reverie (Wis), Spellcraft (Int), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

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

The Spellbinder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Craft Focus (+2), Sense Token
2nd	+1	+0	+0	+3	Hand of the Inventor (+2), Overcharge 1
3rd	+1	+1	+1	+3	Improved Craft Focus (+4)
4th	+2	+1	+1	+4	2nd Craft Focus (+2), Hand of the Inventor (+4)
5th	+2	+1	+1	+4	Overcharge 2, Invest Token
6th	+3	+2	+2	+5	2nd Improved Craft Focus (+4), Hand of the Inventor (+6)
7th	+3	+2	+2	+5	3rd Craft Focus (+2), Command Word Activated
8th	+4	+2	+2	+6	Hand of the Inventor (+8), Overcharge 3
9th	+4	+3	+3	+6	3rd Improved Craft Focus (+4)
10th	+5	+3	+3	+7	Hand of the Inventor (+10), Use Activated

Weapon and Armour Proficiency: Spellbinders receive no additional weapon or armour proficiencies.

Craft Focus: At 1st, 4th and 7th level, a spellbinder learns to improve his skill with a particular craft. A character can only select this focus in a craft he already possesses. When using this craft in the future, the spellbinder receives a +2 bonus to all appropriate Craft checks. This ability stacks with the Skill Focus feat.

Sense Token: A Spellbinder can automatically sense the presence of fey tokens within a 20 ft. radius. By touching a fey token, he can also immediately identify its abilities and how much Essence is currently stored in the object.

Hand of the Inventor: As spellbinders create fey tokens, they soon learn tricks of the trade to improve their chances of success when creating enchanted items. A spellbinder can add the bonus from Hand of the Inventor to any Reverie check made when dealing with fey tokens.

Improved Craft Focus: At 3rd, 6th and 9th level, a spellbinder's talent with crafting improves once again, and a character can select to improve an

existing Craft Focus. This ability raises his bonus from +2 to +4 when making skill checks with the appropriate craft.

Overcharge: At 2nd level, a spellbinder learns how best to utilise the potential of a fey Token to store Essence. With the Overcharge ability, a spellbinder can increase the amount of Essence a Token is capable of containing. The Overcharge rating of the spellbinder is added to the level of the fey Token being invested to determine the effective level of the token for purposes of Essence storage. This ability can be used on any fey token the spellbinder can activate.

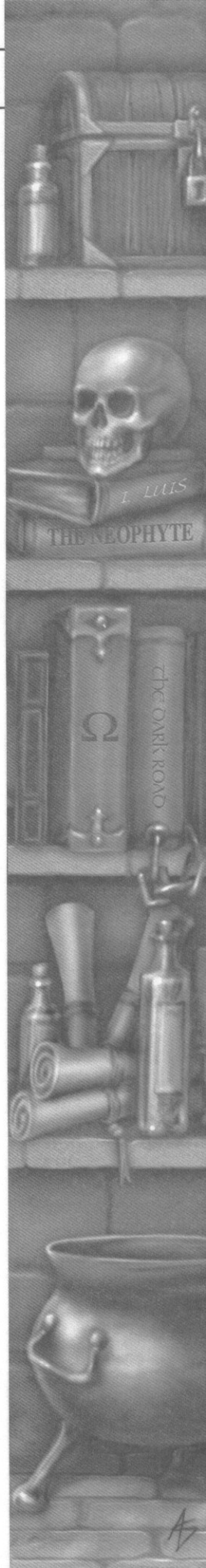
Invest Token: At 5th level, a spellbinder is able to augment fey tokens with his own magical abilities. When creating a fey token, a spellbinder is able to invest the object with a spell he is currently able to cast, rather than from the Druid spell list. All of the other rules for crafting and activating fey tokens apply normally.

Command Word Activated: Spellbinders are able to craft fey tokens that are activated through a command-word. The powers of these tokens can be used by anyone who knows the command word. The required levels of Essence are taken from the token and, when these are expended, the item must be recharged.

Use Activated: Spellbinders are able to craft fey tokens that are immediately activated upon use, such as a ring or article of clothing. Anyone may use these items. The required levels of Essence are taken from the token and, when these are expended, the item must be recharged.

WYLDING

Sylvan glades have more to offer the adventurous than merely the gifts of the Reverie. Unlike those who forge bonds with sylvan animals, wyldings share a connection with the plant life around them. As this connection evolves over time, it becomes a versatile tool for any character. Wylding abilities can be used to communicate and control the plant life around them and, at higher levels, wyldings can even draw a portion of energy from the living plants around them.



TOUCHING THE SOURCE

Wyldings are often druids or elves, although some rangers have explored this path as well. Unlike the path of those who bond with creatures, wyldings cannot often rely upon their companions to offer them additional offensive or defensive abilities in combat. In comparison, however, wyldings can access a much more ancient knowledge from the flora itself.

Non-player character wyldings are never found outside of their heavily overgrown homes, which are usually located deep within sylvan glades. Wyldings are often watched over by treants or other sentient plants within the area, who see the wylding as one of the few creatures they can understand and befriend.

The plants have always been here. They have existed through natural as well as man-made disasters. They will be here when we are both long gone. Well, at least, after you are long gone. I have far greater plans for the rest of my life...

Oak

Hit Die: d6

Requirements

To qualify for the wylding prestige class, a character must meet all of the following requirements.

Wilderness Lore: 8 ranks

Knowledge (nature): 8 ranks

Knowledge (reverie): 8 ranks

The wylding can also attempt to call upon the following abilities through the Plant Bond (following the normal rules for Calling upon the Bond):

Bond Ability	DC	Description
Natural Armour	15	The character can create an effect identical to the <i>barkskin</i> spell (+3 natural armour).
Restoration	Special	The character can draw energy from the natural world to restore his physical form. For every 5 by which the Reverie check succeeds, the character heals 1d6 hit points of damage.
Tree Shape	15	Upon waking from the Reverie, the character assumes the form of a large oak, identical to the spell <i>tree shape</i> . The character can negate this effect at any time.
Encourage Growth	15	Upon waking from the Reverie, the area around the character is affected by a <i>plant growth</i> spell (either form, as selected by the character).



Spells: Character must have the ability to cast *speak with plants*

Feat: Forge Bond (the character may not already have a bond with a creature)

Special: The character must have spent three months living near and in frequent communication with a sentient plant (such as a treant). This communication must have been mutually respectful, if not friendly, and without any threats made to the creature.

Class Skills

The wylding's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Intuit Direction (Cha), Knowledge (nature), Profession (Wis) and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

The Wylding

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+2	Safe Passage (natural), <i>Speak with Plants</i> (1/day)
2nd	+1	+3	+0	+3	Absorb Essence 1, +1 level of spellcasting class
3rd	+1	+3	+1	+3	Plant Bond, <i>Speak with Plants</i> (2/day)
4th	+2	+4	+1	+4	Safe Passage (enchanted), +1 level of spellcasting class
5th	+2	+4	+1	+4	Absorb Essence 2, <i>Speak with Plants</i> (3/day)
6th	+3	+5	+2	+5	+1 level of spellcasting class
7th	+3	+5	+2	+5	<i>Speak with Plants</i> (at will)
8th	+4	+6	+2	+6	<i>Commune with Nature</i> , +1 level of spellcasting class
9th	+4	+6	+3	+6	Absorb Essence 3
10th	+5	+7	+3	+7	Symbiosis, +1 level of spellcasting class

Class Features

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

Weapon and Armour Proficiency: Wyldings gain no additional armour or weapon proficiencies. As part of maintaining their connection to the natural, living world, a wylding may not wear any metal armour or use any metal weapon. Violating this restriction will prevent the wylding from using any of his abilities for 24 hours.

Safe Passage: At 1st level, a wylding may move through natural terrain (including heavy overgrowth, thorns, etc.) at his normal speed without suffering damage or other hindrances. This does not affect sentient or enchanted flora. At 4th level this ability affects enchanted flora (such as *entangle* or *spike growth*). Sentient plants will no longer attack the character unless he is threatening themselves or their native environment.

Plant Bond: At 3rd level, a wylding learns how to forge a bond with the natural world around him. Unlike a bond with an animal companion, this bond is with the life force that runs through all plant life. Because of the unique nature of this bond, it possesses its own abilities.

The DC for forging the bond is 20. Once the bond is created, the Wylding gains the following abilities:

Empathic Link: The character has an empathic link with all plant life in the area. This is much more limited than *speak with plants*, and will only inform

the wylding of the basic physical and mental state of the plant life. This is a supernatural ability.

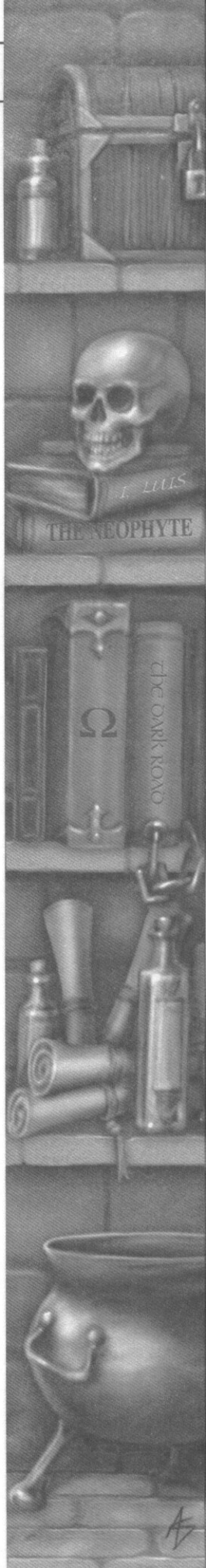
Share Spells: At the character's option, any spell cast on him can also affect any plants in the area within 5 feet (including sentient ones). If the character (or plant) moves more than 5 feet away and the spell has a duration other than instantaneous, it no longer affects the plants.

Absorb Essence: At 2nd level, a wylding is able to absorb small portions of Essence from the natural world around him without entering the Reverie. Once per day, the character may use this ability to gain a number of Essence levels equal to the Absorb Essence rank, so long as he is within a woodland.

Commune with Nature: As a supernatural ability, a Wylding may *commune with nature* (as the spell). The effective level of the spell is equal to the character's class level.

Symbiosis: At 10th level, the wylding undergoes a final transformation in the final stages of his bond with the natural world. His type changes to 'plant', which means (among other things) that he is no longer affected by spells which specifically target humanoids or mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects). The Wylding is immune to poison, sleep, paralysis, stunning, polymorphing and critical hits.

Upon transformation, the Wylding also undergoes a drastic physical change, usually in the form of small leaves and branches sprouting from his skin, which takes on a rough, almost bark-like texture.



Chosen Protector

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Scent of the Hunter, Slayer (+1)
2nd	+2	+3	+0	+0	Augmentation (Claws 1d4/Natural Armour +1)
3rd	+3	+3	+1	+1	Slayer (+2)
4th	+4	+4	+1	+1	Summon Nature's Ally I (1/day)
5th	+5	+4	+1	+1	Slayer (+3), Augmentation (Claws 1d6/Natural Armour +2)
6th	+6	+5	+2	+2	Summon Nature's Ally II (1/day)
7th	+7	+5	+2	+2	Slayer (+4)
8th	+8	+6	+2	+2	Summon Nature's Ally III (1/day), Augmentation (+2 Strength, Constitution and Dexterity)
9th	+9	+6	+3	+3	Slayer (+5)
10th	+10	+7	+3	+3	Summon Nature's Ally IV (1/day)

CHOSEN PROTECTOR

In return for the secrets of the Reverie, the fey often look to mortals to provide them with protection from threats from the outside world. Some characters dedicate their lives to protecting the fey and sylvan glades from such dangers. In return, the fey grant special boons to enhance the abilities of the character to fulfill their position as vanguards.

Chosen protectors have enhanced abilities when in sylvan glades, and some of these abilities remain with the character even if they leave their chosen lands. These improvements usually focus on hunting down enemies of the fey, as well as engaging them in direct combat. More powerful protectors can even call upon allies to support them in combat, truly making the Chosen protector capable of defending against larger groups of attackers. Chosen protectors are also turned to hunt down and punish oathbreakers.

Non player character chosen protectors are found within or near sylvan glades, which they will defend

to the death. They have numerous allies among the fey and other creatures living within the forests, and call upon those allies as needed. Characters meeting chosen protectors for the first time are encouraged to pay close attention to any warnings given, or they may quickly find themselves being stalked down for their transgressions.

Before you lie the halls of the fey lords. None shall pass.

Brax the Protector

Hit Die: d10

Requirements

To qualify for the chosen protector prestige class, a character must meet all of the following requirements.

Gerard stepped cautiously from the edge of the forest, his eyes looking to the horizon. There, at the edge of his vision, thin wisps of smoke curled their way into the sky, drawn upward from the hearths of the town called Fallhold. He looked back to the forest behind him, and reconsidered for a moment. He had lived among the fey for years, and defended his home against countless invaders, driving each one of them back with the aid of his friends.

Now, they had asked him to leave. To willingly leave the warmth and companionship of his companions, to seek out an oathbreaker who had betrayed the trust of the fey and threatened to endanger everything he knew and loved. It would be a long path and, in truth, he knew he might never return. But his oath bound him to protect the fey, even if that meant leaving his home for the rest of his life.

He steeled his courage and took the next step toward Fallhold.

Base Attack Bonus: +5

Knowledge (fey): 6 ranks

Wilderness Lore: 8 ranks

Feats: Track

Special: The character must have sworn a fey oath to protect the fey and their allies.

Class Skills

The chosen protector's class skills (and the key ability for each skill) are Craft (Con), Hide (Dex), Jump (Str), Knowledge (fey), Knowledge (nature), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str) and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Chosen Protector prestige class.

Weapon and Armour Proficiency: Chosen protectors are proficient in all simple and martial weapons. They are also proficient in light and medium armour, as well as the shield.

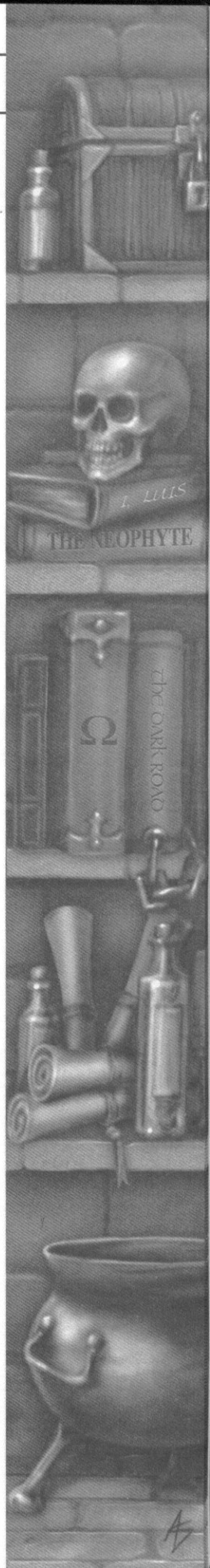
Scent of the Hunter: While in sylvan settings, a chosen protector adds his class level to any Listen, Spot and Wilderness Lore skill checks.

Slayer: When protecting the fey or fey lands against attackers (also against oathbreakers), chosen protectors gains a bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks. In addition, the chosen protector gets the same bonus to weapon damage rolls against these enemies. This damage bonus also

applies to ranged weapons, if the target is within 30 feet. This bonus only applies to creatures that are vulnerable to critical hits. This bonus increases as the chosen protector increases in level.

Augmentation: At 2nd level, a chosen protector begins to draw strength from the natural world around him, increasing his combat effectiveness. The character's nails elongate into claws (1d4 points of damage – 1d3 for small characters). His skin also hardens and takes on a rough texture, granting him a +1 natural armour bonus to his armour class. At 5th level, the claw damage increases to 1d6 (1d4 for small characters), along with an additional +1 natural armour bonus (for a total of +2). At 8th level, the character gains an ability increase to his Strength, Constitution and Dexterity of +2.

Summon Nature's Ally: The chosen protector gains the ability to summon allies to assist him in defending himself or his charges. This acts in all ways like the *summon nature's ally* spells, using the character's chosen protector level to determine the caster level of the spell.



FEY FEATS

The presence of the fey among mortals can have a very subtle effect on those who are exposed to the mysteries of the Reverie.

Some have been taken by the fey as babes and raised in sylvan glades, while others raised by mortals hands suddenly find themselves plagued by mysterious dreams of other worlds. These feats describe some of the influences the fey might have on characters.

Animal Totem (Special)

Your connection to the animal world has become so strong that you have managed to forge a bond with an animal totem, a spiritual embodiment of a particular type of creature. You no longer run the risk of losing your bonded companion to death or other means.

Prerequisite: Forge Bond feat.

Benefit: You may only take this gift if you do not currently possess an animal companion. Select one type of animal to act as your totem. You may use any of the Calling of the Bond abilities without being in direct contact or near an animal companion. Once you take this feat, you may not take an animal companion, nor may you choose a different totem later in your career.

Craft Token (Item Creation)

You can harness the Reverie to enchant fey tokens.

Prerequisite: 4+ ranks in Knowledge (reverie).

Benefit: See the Fey Tokens section for more information about this feat.

Fey Blooded (General)

You are a changeling, born of fey and human blood, but raised by humans and probably unaware of your dual nature. You have a strong connection to the fey and can call upon their gifts much easier than others.

Prerequisite: Can only be taken at 1st level.

Benefit: You may retain a number of levels of Essence each night equal to your Wisdom bonus without making a Will saving throw. If you exceed this amount, you need to make the Will saving throw normally.

Fey Gift (Special)

You have focused the Reverie within yourself to call upon additional natural gifts.

Prerequisite: Knowledge (reverie)

Benefit: This feat may be taken multiple times. Each time this feat is taken, an additional Fey Gift may be acquired, using the methods described in the Finding the Gift section.

Forge Bond (Item Creation)

You can use the power of the Reverie to forge a mystical bond with an animal companion.

Prerequisite: 4+ ranks in Animal Empathy, 4+ ranks in Knowledge (reverie).

Benefit: See The Bonding for more information about this feat.

Mark of the Fey (General)

Either from birth or from performing a noble deed for the fey, you have been marked as one of the champions of the fey.

Prerequisite: Must be taken at 1st level or with the permission of the Games Master.

Benefit: You receive a +2 bonus to all Charisma-based checks when dealing with the fey.

Resist Fey (General)

You have encountered the fey many times before and have up built a resistance to the enchantments of these creatures.

Prerequisite: Must have been targeted by hostile fey magic on at least three separate occasions.

Benefit: You receive a +2 bonus to all saving throws made against the fey.

Waking Dreamer (General)

Your connection with the Reverie has grown so strong you can call upon its powers while you are still awake.

Prerequisite: 12+ ranks in Knowledge (reverie).

Benefit: Once per day, you may attempt to activate the Reverie while you are awake. This check is made at a -2 penalty. In addition, the waking dream lasts for just four hours.

FEY SPELLS

Fey enchantments are renowned among scholars of magic for their power and versatility. Although the creatures themselves do not always possess spell-like abilities, many fey gain levels in spellcasting classes.

Fey Domain

Though the fey have great contempt for clerics and their extra-planar deities, several powerful entities maintain a tenuous alliance with the fey. The fey domain encompasses a small part of the magic of the Reverie that these gods can offer to their followers. Elven deities, and those with the domains of Chaos, Luck, Magic or Trickery domains are all likely candidates for alliances with the fey. The Games Master is the final arbiter of which gods and goddesses have access to the Fey domain.

Fey who have levels in druid or ranger classes have access to any spell within the fey domain as if it were part of their usual spell selection. They must still be able to cast a spell of the appropriate level.



Fey Domain

Granted Power: You cast Enchantment spells at +1 caster level.

1. Detect Fey
2. Sense Fey Portal
3. Greater Sleep
4. Cloak of the Trickster
5. Kiss of the Selkie
6. Erase Memory
7. Blinding Beauty
8. Otto's Irresistible Dance
9. Gift of the Leprechaun

Blinding Beauty

Transmutation

Level: Drd 7, Fey 7

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

When transformed by this spell, the character takes on the dangerous beauty of nymph. For the duration of the spell, any character that looks direct at the target must make a Fortitude save or be blinded permanently (as the *blindness* spell).

Material component: a small silver mirror (cost 10gp), which shatters at the end of the spell's duration.

Cloak of the Trickster

Abjuration

Level: Rgr 3, Fey 4

Components: V, S, F

Casting Time: 1 action

Range: Personal or touch

Target: The character or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

For the duration of the spell, as long as the subject remains motionless, it is invisible, even from darkvision. All of the equipment on the character vanishes as well. If the character moves, he immediately becomes

FEY SPELLS

visible, but should he stop moving once more, he disappears from view again.

Focus: a grey hooded cloak.

Brax stood as still as the great oak as the crashing of the underbrush announced the arrival of the intruders. They marched past him, unaware of the ranger standing invisibly among them. He could smell the stench of decay on their breath, and his eyes narrowed as he finally identified them. A smile came to his lips. 'Orcs.'

Detect Fey

Divination

Level: Drd 0, Rgr 0, Fey 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target or Area: One creature, one object, or a 5-ft. cube



Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The character determines whether a creature, object, or area has its origins among the fey. This spell will detect fey creatures, characters currently holding Essence, or objects and creatures currently enchanted by fey magic.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Erase Memory

Enchantment (Compulsion) [Mind-Affecting]

Level: Drd 6, Fey 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

To protect their homes, the fey have created powerful enchantments to remove long-term memories from their foes. The character reaches into the subject's mind and erases the memory of a specific place (such as a fey glade) or person. Should the character try to recall the location or person, they will only recall fragments of memory, and they will not recognise the place or creature should they encounter it again. Only a *wish* or *miracle* can restore the erased memory.

Fey Bane

Transmutation

Level: Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Fey Bane grants a powerful enchantment to a weapon designed to inflict additional damage upon fey creatures. For the duration of the spell, the weapon inflicts an additional 2d6 points of damage to any fey



struck in combat. Bows, crossbows and slings transfer this bonus to their ammunition.

Gift of the Leprechaun

Evocation

Level: Drd 9, Fey 9

Components: V, S, XP (see text)

Casting Time: 1 action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Unlike a *miracle*, which is granted by a deity, the *Gift of the Leprechaun* releases the desire of a character into the world and empowers it with the raw power of the plane of Faerie. A character cannot make the request himself, and can gain nothing directly from the spell's effect. The character must cast the spell and then ask another character to state what he would like to have

happen. The Games Master then determines the particular effect of the gift.

Gift of the Leprechaun can do any of the following:

- † Duplicate any druid spell of up to 8th level (including spells to which the character has access because of the character's domains).
- † Grant wealth or an item of up to 1,000 gp per level of the caster.
- † Undo the harmful effects of certain spells, such as *feblemind* or *insanity*.

Casting any gift requires a sacrifice by the character of 5,000 XP because of the powerful energies involved. There are no additional XP costs.

XP Cost: 5,000 XP.

Greater Sleep

Enchantment (Compulsion) [Mind-Affecting]

Level: Fey 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15 ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

A more powerful version of the *sleep* spell used by many fey (and invaluable to the creation of pixie arrows), this spell affects 4d4 total HD of creatures, and the no creature with greater than 8 HD are affected.

Sleeping creatures are helpless. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). The spell does not target unconscious creatures, constructs, or undead creatures.

Note: Extra hit points are irrelevant for determining how many HD a creature has. An ogre with 4d8+8 hit points still has only 4 HD and can be affected by the spell.

Material component: A cupful of sand.

Kiss of the Selkie

Transmutation

Level: Fey 5, Drd 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Living creatures kissed (see text)

Duration: 2 hours/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The character gains the ability to breathe water freely and move through water as if affected by a *Freedom of Movement* spell. In addition, the character can kiss a number of characters equal to their caster level. Each of the characters kissed gain the ability to breathe water (but not move freely) until the spell duration expires. The spell does not make creatures unable to breathe air.

Material component: A small vial of sea water.

Magic Circle Against Fey

Abjuration

Level: Drd 3

Area: Emanates 10 ft. from touched creature

Duration: 10 minutes/level

Spell Resistance: No (see text)

As *protection from fey*, except that it encompasses a much larger area and its duration is longer.

This magic circle can be focused inward rather than outward. When created in such a fashion, it serves as an immobile, temporary magical prison for a fey creature. The fey cannot cross the circle's boundaries.

The character must beat a creature's SR in order to keep it at bay, but the deflection and resistance bonuses apply regardless of enemies' SR. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal *protection from fey* spell for that creature only. This spell is not cumulative with *protection from fey* and vice versa.

Nymph's Blessing

Evocation

Level: Drd 4

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: The character

Duration: 1 round/level

Calling upon the alluring beauty of the nymph, the character is transformed into a visage of beauty and grace. The character gains the ability to cast a *charm person* spell as a gaze attack once per round, and an enhancement bonus to Charisma sufficient to raise the character's Charisma score to 19 (if it is not already 19 or higher).

Protection from Fey

Abjuration

Level: Drd 1, Rgr 1

Components: V, S, M

Casting Time: 1 action

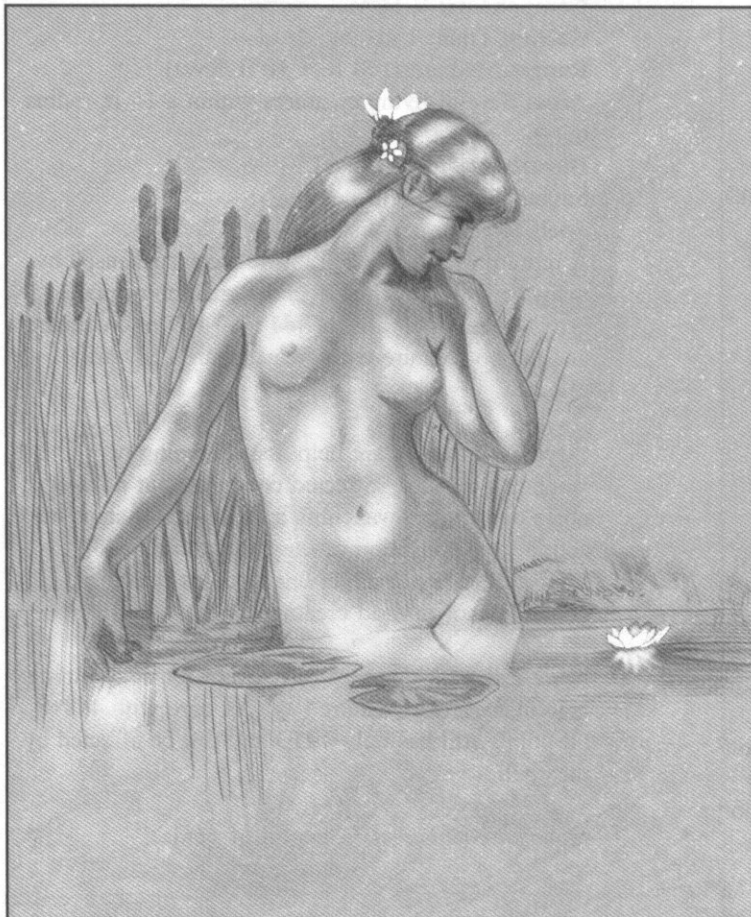
Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No (see text)



This spell wards a creature from attacks by fey creatures and their magic, including mental control. When cast, the spell creates a magical barrier around the subject at a distance of 1 foot which moves with the subject.

While the spell is in effect, he receives a +2 deflection bonus to AC when attacked by fey creatures, and a +2 resistance bonus on saves from spells originating from fey creatures or fey sources (such as fey tokens or characters with a Fey Gift).

Material component: three iron nails.

Sense Fey Portal

Divination

Level: Drd 2, Fey 2

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: Circle, centred on the character, with a radius of 400 ft. + 40 ft./level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The character senses the direction of any fey portal (a passage into the plane of Faerie). The amount of information revealed depends on how long the character studies a particular area or subject:

1st Round: Presence or absence of a fey portal (open or closed).

2nd Round: Precise location of the portal(s), and their current state (open or closed).

3rd Round: Time when the portal next opens/closes.

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Unearthly Beauty

Transmutation

Level: Drd 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

For the duration of the spell, the character gains a gaze attack similar to that possessed by a nymph. Once per round, the character can make a gaze attack against any creature within 30 feet. Any creature that meets the gaze must succeed at a Will save or die.

Material component: a tiny silver comb and mirror, worth 10gp each, which crumble to dust when the spell ends.



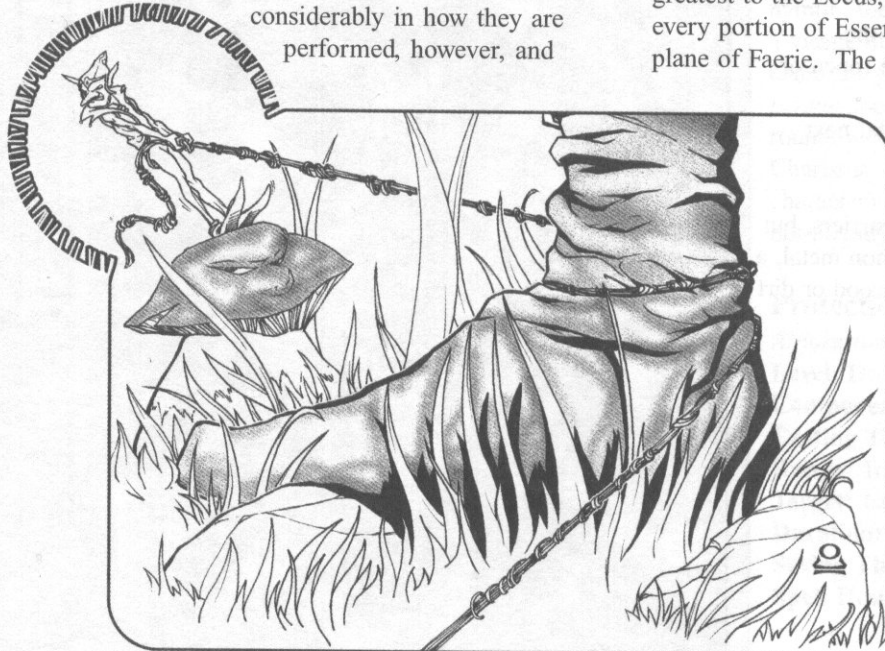
THE GREAT ART

The most powerful magic to be seen in countless ages, the fey have learned a way to harness the nearly limitless energy of the Reverie and the plane of Faerie to create powerful and permanent magical effects. The craft used to produce these enchantments is called the Great Art. The natural connection of the fey to their home makes working the Great Art a natural gift to those that have been trained in its secrets. Characters who gain access to the Reverie can also attempt to create these effects, but at considerable risk to their physical and mental well-being.

THE GREAT ART

The Great Art created by the fey (and also used by their trusted allies) falls into three major categories: dance magics, grove wards and spell seeds. Dance magics focus on creating powerful, primarily short term effects. Grove wards awaken the land itself with powerful, long-lasting magical effects. Spell seeds involve enchanting a creature with an enchantment designed to grow and adapt over the lifetime of the subject.

Each of these styles of magic uses the same process, focusing the powers of the Reverie and the plane of Faerie into specific effects. These tasks differ considerably in how they are performed, however, and



the limitations of the enchantments themselves. Regardless of the type of ritual being performed, however, there are still some basic requirements for calling upon the Great Art.

TENETS OF THE GREAT ART

To perform the Great Art, a group of willing participants must be gathered, and all must be fey or possess the gift of the Reverie. While outsiders may observe or even become involved in the activities, their presence has no bearing on the ritual itself. The group can consist of any number of participants, but must include at the very minimum the leader who will conduct the ritual.

This leader, called the Locus, is either chosen or volunteers for the duty of leading the rite, and acts as the point of convergence for all of the energy that is funnelled from the plane of Faerie. With the participants gathered, the Locus begins the ritual, and each of the participants enter the Reverie. They reach into the depths of the plane of Faerie and attempt to establish a direct link of a source of Essence, channelling that energy through their form. This energy is then transferred to the Locus, who shapes the energy into the desired effect. The Locus does not have to be a spellcaster to shape Essence.

A Price to Be Paid

The dangers of performing Great Art are, of course, greatest to the Locus, who acts as the conduit for every portion of Essence that is drawn from the plane of Faerie. The dangers of trying to contain and shape so much energy can be as slight as short-term weakness or deterioration, or as severe as madness or even death. The participants are at risk as well, for if the Locus loses control of the energies being called upon, any mistake can result in a chaotic backlash that turns the forces back upon the participants themselves. The details of this danger differ slightly for each type of Great Art, and are described in the individual sections to follow.

Lady Brooke swirled and spiralled around the centre of the glade. Around her, the fey raised their voices in song, giving life to the dance which flowed around them like a living thing. She reached out to each of the fey nearest her, drawing upon the font of power they called upon from the plane of Faerie. As each of her allies passed their Essence to her, the song grew louder in her head, drowning out the world around her. Still she danced on, the surface of her skin tingling with the energies that sought to escape the bonds of her physical form.

When she could take it no more, she added her own voice to the song in a fierce cry, turning to the centre of the glade and releasing the Essence, her will shaping it to her desired effect. She watched it pour out from her and flow out through the entire gathering, warding them with powerful magic to protect them during the upcoming battle. Exhausted, she collapsed to the ground, even as she heard the fey raise their voices in a great cheer.

DANCE MAGIC

Dance magic is the most common form of the Great Art created by the fey, and the magic most commonly associated with them in folklore. Tales of fey dancing around in druid circles, calling upon the forces of nature and working dark enchantments over unsuspecting participants are all legends that arose from those that have actually seen the dance magic of the fey. Dance magic involves focusing the energies of the Reverie into a specific, short-lived effect, often beyond that which a Locus is normally able to create.

Dance magic is divided into a few key phases. First, the members are drawn into the Reverie and establish a connection with the plane of Faerie. Next, the Locus must act as a link between all of the participants, siphoning off the Essence they have gathered and storing it within himself. The conclusion of the ceremony is the shaping of the energy by the Locus into a specific magical effect.

The Dance Begins

At the height of the festival, when the full moon hangs directly over the sylvan glade, the Locus calls to the gathering and the participants step forward. Songs and dances grow more frantic in their pace, and the air comes alive with an unseen energy. The frenetic dance continues to grow in volume and passion, and the eyes of the dancers glaze over as they open themselves to the power of the Reverie. In the centre, the Locus reaches out to each of the dancers, touching them briefly and establishing the unseen connection that will allow the energy to be shaped into a single, focused effect.

To begin the ceremony, the participants must gather in a circle, with the Locus standing in the centre. In truth, only the Locus is needed to enact the dance magic, but it is rare that a single person has the skill

to draw enough Essence to empower the ritual. Until the ritual is completed, no member of the ceremony may stray more than 10 feet from another member and, should they move any further, their connection with the ritual is immediately severed. There is no way for them to rejoin the rite.

Each member of the circle begins to slowly dance, giving himself over to the magic of the fey and feeling the Essence begin to stir within him. All members (including the Locus) must make a standard Reverie check at a DC of 15. Unlike the normal usage of the Reverie, these characters do not fall asleep, but instead enter a heightened state where the magic of the plane of Faerie animates



them to continue dancing. Characters who fail this initial Reverie check cannot attempt to join the rite again.

The connection established with the plane of Faerie remains open, and the flow of Essence is constant. For every hour that passes, each member gains one level of Essence. These points cannot be expended during the ritual, and continue to increase as the ceremony continues.

The continuous flow of chaotic energies is difficult for many to contain, and the frenetic pace of the dance makes it increasingly difficult for members to maintain their concentration and composure. Each time the character gains a point of Essence, non-fey must make a Fort save (starting DC 10, +1 for each subsequent check). Each time the Fort save fails, the character suffers one point of subdual damage for each point of Essence they hold.

Should a character be knocked unconscious from the damage, the energy immediately releases itself in an explosion of light and sound. Characters within 10 feet of the character take 1 point of actual damage for every level of Essence released in this fashion.

For example, Thorne wishes to attempt dance magic to reincarnate a fallen comrade. He has convinced three others to assist him who have also learned the gifts of the Reverie. To begin the ceremony, the four make Reverie checks (DC 15). Thorn and two of the others successfully make their Reverie checks. After the first hour, each of the three gains a point of Essence and must make a Fort save at DC 10. For the next four hours, they continue to gain Essence and make Fort saves at increasing difficulty. At the end of five hours, each of them has gained 5 levels of Essence, for a total of 15. While not enough to power the effect, Thorn knows he must continue with the ceremony before his companions collapse from the strain.

The desired effect of dance magic can be any spell effect chosen from the druid or ranger spell list that does not have a gold piece or experience point cost. The level of the spell effect determines the amount of Essence required to create the effect, as well as the DC of the Reverie check. If the Locus has additional Essence to spend, those levels can be used to increase the effective spell level.

Difficulty Check: 5 per level of desired spell

Essence Required: 10 per level of desired spell

Effective Caster Level: 3 per level of desired spell + 1 per additional point of Essence expended

One Song

When the dancers have begun to absorb Essence, the Locus must then attempt to draw enough Essence from the other participants to empower the desired magical effect. The danger at this stage is greatest to the Locus, who must contain the massive energies that flow in the circle. Around him, the dancers begin to fall into step, their voices raising to sing the same wordless song, energies crackling like fire through the night-time sky.

Once each of the participants has entered the Reverie, the Locus can begin to transfer their mystical connections to himself. Once per hour, the Locus may touch one member of the ceremony and make a Reverie check (DC 15 + 5 per connection already established, including his own). If successful, the connection is transferred to the Locus, and he immediately gains all of the Essence currently stored by the participant. The character no longer gains essence, and no longer needs to make Constitution checks.

He also begins to gain Essence at one point per hour per connection (including his own). The Locus must also continue to make Constitution checks as the dance progresses. Should the Locus fall unconscious, any Essence is released and arcs back through each of the members of the ritual. Each remaining member takes 1 point of damage per point of Essence stored by the Locus.

For example, Thorne now begins to transfer the Essence from his companions to himself. At the conclusion of the next hour, he makes a Reverie check at DC 20. He succeeds, and gains 5 points of additional Essence. He must also make a Fort save at a difficulty of 16 (which he succeeds). The next hour, he attempts to transfer the next connection at DC 25. He succeeds once more, and gains 6 points of Essence. He also makes his next Fort save. The final check is at a tremendous difficulty of 30, but Thorne somehow manages to succeed, and gains another 7 points of Essence. He fails his next Fort save, however, and takes a massive 28 points of subdual damage. After 8 hours, he has managed to gain 28 points of Essence. Still, however, it is not

enough to fuel the spell effect, and so he must proceed the last steps alone. The next three hours, he gains 4 points of Essence each hour, and continues to make Fort saves at increasing difficulties. Finally, after 12 gruelling hours of the ceremony, he has amassed 40 points of Essence, and is ready for the final step.

With all that power, you'd think the fey would keep their homes better protected, or even use their powers to start attacking those that are even threatening those glades of theirs. You would be forgetting something – this isn't their home. Sure, they might spend most of their time here, but you could destroy every forest in the world, and there'd still be fey out there, biding their time in their own plane until they felt like coming back. The simple answer is, they don't use the power because they don't have to.

Will the Rhymer

One Voice

The dance reaches its climax. The Locus unleashes the gathered energies and struggles to reach into i chaotic core and shape the Essence to his will. TI Locus must expend all stored Essence and make a final Reverie check, both dependent on the desire effect.

If successful, the spell effect is created and affects appropriate, the Locus and all members of the Reverie still conscious. If the Reverie check fails, the Essence is released and the Locus suffers additional subdual damage equal to the number of Essence levels released.

For example, the moment of truth has arrived, and Thorne releases the Essence in a great flash of power, turning every last bit of energy into shapin the effect. He makes his final Reverie check at a difficulty of 20, and makes it! The energies flow into the body of his companion and the spirit is successfully reincarnated. A gruelling ritual, but rewards were well worth the price that was paid.

The Madness of the Reverie

Should a non-fey roll a 1 on any Reverie check while participating in ceremonial magic (whether locus or not), he loses complete control of the Essence he seeks to control and risks losing his

sanity. He must immediately make a Will save (DC 15). If successful, he can continue the ceremony with no additional ill effects. If the save is failed, he immediately suffers the effect of a *confusion* spell for 10 rounds. The ceremony immediately ends and he must make an additional Will save at DC 20. If this save is failed, he is affected by a *feblemind* spell.

Though the fey have great compassion for those who have lost themselves to the chaos of the Reverie, they are unlikely to offer any assistance in restoring their sanity.

GROVE WARDS

Grove wards are the Great Art of creating powerful enchantments to protect sylvan glades. This is also the magical talent once possessed by the elves, who used its power to guard and defend entire cities. Grove wards weave Essence into the plants and animals of the forest itself, using the natural energy possessed by all living things. Grove wards lack the inherent danger of ceremonial magic, but it is a very long and arduous process, as the participants must move continually through the area to be enchanted, drawing on the magic of the Reverie and binding it to the forest.



The ritual of the grove ward must take place during the waxing phase of the moon. The ritual begins on the new moon and must continue for one month for each level of the spell effect desired. Each night, the participants walk through the area to be enchanted, focusing their energies upon the Reverie and building the framework to sustain the magic for ages to come.

You can go in there if you want, but I'd recommend bringing a pillow.

Alyx, discussing the powerful sleep enchantment surrounding the sylvan glade in Glenwood.

Marking the Territory

Each night of the ritual, the Locus and other participants must walk the perimeter of the area to be affected. Each hour, they attempt a Reverie check, with the DC being determined by the level of the desired spell. They have eight hours each night to create and fuel the magical weave of Essence, and together they must achieve a number of successes based upon the spell level for the effect to continue to grow. If they are unable to achieve the desired number of successes, the ritual ends and must be started again (at the earliest on the next new moon). During this journey, the participants must be uninterrupted for the entirety of each hour. If they are disrupted in their activities, they cannot make a Reverie check that same hour but may attempt one later in the same evening (if time permits).

The level of the spell determines the number of successes required to create the effect, as well as the DC of the Reverie check. If successful, the duration of the spell is permanent and affects everything within the defined area. For all other effects, the caster level is equal to the level of the Locus when the ritual is completed.

All the Essence that would usually be gained by those creating the ward, during each night of the ritual, is considered to be used up to power the ward. Thus, the amount of Essence needed is variable, depending on how rapidly the group accumulates the necessary successes, but it is not generally necessary to determine precisely how much Essence is used up.

Difficulty check: 5 per level of desired spell
Total successes required: 10 per level of desired spell

Grove Wards

The transformation of the spell by the Reverie alters the spell to cause it to affect everything within the defined area of effect. These effects are considered continuous, and characters who enter the area are allowed an initial saving throw and spell resistance (as applicable) when they first encounter the enchantment to resist the effect (at the standard DC of the spell as if cast by the Locus). If the initial save or resistance is successful, the character is immune to the effect, unless he leaves the area and re-enters it once more.

A sample list of spells to be used with grove wards is presented below. Additional spells may be used at the discretion of the Games Master.

Grove Ward Spells

Level 0 – *purify food and drink*

Level 1 – *calm animals, cause fear, endure elements, entangle, obscuring mist, protection from good/evil/law, sleep*

Level 2 – *fog cloud, misdirection, resist elements,*



scare, speak with animals, tasha's hideous laughter
 Level 3 – *protection from elements, remove disease, speak with plants, spike growth, suggestion*, tongues, water breathing*

Level 4 – *bestow curse, emotion*, freedom of movement, nondetection, quench, remove curse, solid fog*

Level 5 – *commune with nature, death ward, hallow, unhallow*

Level 6 – *geas/quest*, stone tell, true seeing*

* The specific effect of this spell is determined at the time the spell is initially cast.

Crafting the Weave

On the night of the full moon at the end of the final month, the participants gather at the centre of the area for one final ritual. As the moon rises full above them, they call upon the Reverie and draw the Essence necessary to awaken the magic throughout the area.

The Locus must enter the Reverie and make a Reverie check to absorb Essence from the plane of Faerie at the same DC, with a +1 bonus for each other participant who is present. If successful, the energy is sealed within the area of effect and the effect is permanent. If the Reverie check fails, the magic spreads throughout the area, but ends at the normal duration of the spell.

Protection from the Weave

The Locus and any members of the ritual can choose to be rendered immune to the effects of the grove ward. This immunity can be turned on and off at will as a free action. In addition, the Locus can craft non-magical items (called boons) which grant immunity from the effect when worn or held.

A boon can be created by the Locus with a day's work and the expenditure of 100 XP per level of the original spell effect. When the boon is worn or held, the character automatically makes any saving throws against the effect of the grove ward.

Dispelling/Destroying

Since the magic is bound to the life force of the area itself, the magic can only be destroyed by razing the entire area of all living things. Should the fey abandon the area, or civilisation begin to encroach upon the pristine sylvan glade, the spell effects can begin to fade over time. The details of this fading are left to the discretion of the Games Master.

SPELL SEEDS

The greatest mystery of the Great Art practised by the fey is the creation of spell seeds. These enchantments are placed upon living creatures (called hosts) and, although they seem weak at first, they grow over time as the magic evolves with the target. The fey rarely place such effects on humans, since their limited life span is often a waste for such powerful magic. Elves and fey, however, can sometimes earn the right to have such powerful enchantments laid upon them.

The creation of a spell seed is a unique affair, with the Locus working closely with the subject of the enchantment over several months. During this time, the Locus becomes intimately familiar with the energies that flow through the target of the enchantment, so he can ensure the spell seed will take hold and begin to grow.

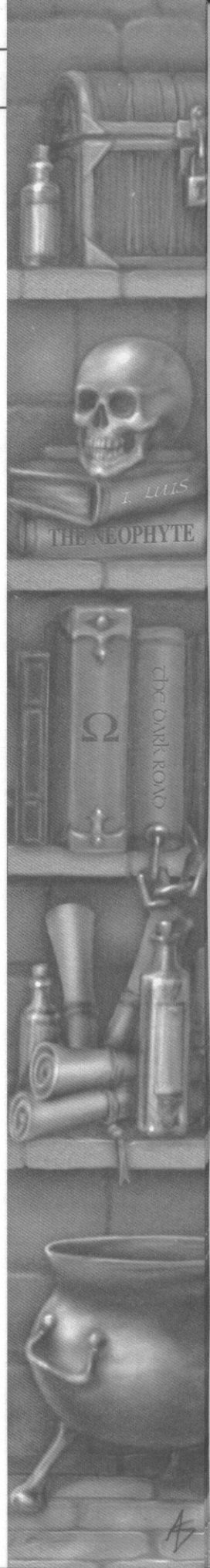
Sure, it's nice to have. You just have to live long enough to appreciate it.

Lyssa

Tending the Soil

To plant a spell seed, only the Locus and the target of the enchantment need to be present. A host may never hold more than one seed and, once a seed has been planted, it cannot be removed. To improve the chance the seed will take hold, a period of purification and attunement must be conducted with both participants present at all times. This purification must take place in an area specially cleansed and prepared for such a purpose. These circles are often found in the deepest heart of the sylvan glades, and are the closest guarded secrets among the fey.

The Locus must determine the spell to be used as part of the spell seed, and the spell must be from the druid or ranger spell list, and also be one the Locus can normally cast. The purification ritual takes one month per spell level of the desired effect. During this time, the two may not be interrupted, and may not cast or have spells cast upon them. The location needs to be a quiet, comfortable area specially consecrated by the fey. The participants are assumed to work for 8 hours each day. Only one spell seed can be worked on at a time. During resting times, both members can engage in light activity such as talking or walking but cannot fight,



cast spells, use magic items, conduct research, or perform any other physically or mentally demanding task. Once the process is begun, it cannot be interrupted for even one day, or the spell seed will be ruined.

Planting the Seed

When the purification has been performed, the Locus can attempt to plant the spell seed. On the night of the full moon and in the presence of the host, the Locus must cast the spell upon the host and immediately enter the Reverie. The difficulty of this check is based upon the spell level of the desired effect (DC 20 + 5 per spell level). This check must be made once per hour for each spell level. Each time the check is successful, the host loses one permanent hit point, as part of his life force flows into the spell seed to feed its growth. If the Locus fails, he may attempt again in the next hour.

Before the moon sets (within the next eight hours), the Locus must achieve a number of successes equal to the spell level. If successful, the spell seed takes hold, feeding on the energies of the Essence and life force of the host that was transferred into it. From that time on, the character itself serves as the host for the magical effect. If he does not achieve the required number of successes, the seed withers and dies immediately. Any hit point loss remains permanent.

Effects

The planting of a spell seed transforms the nature and effect of the spell. Once per day as a move-equivalent action, the host can call upon the effects of the spell seed to cast the chosen spell. The initial caster level is equal to the minimum level required to cast the spell. After every ten years, the effective caster level increases by 1, and for any non-fey, the character loses one permanent hit point as the spell seed continues to grow. In addition, spell effects granted by a spell seed overcome any maximum effect a spell could usually have (such as a maximum natural armour bonus of +5 granted from *barkskin*).

Spell Seeds

The initial caster level of the spell is the minimum level required to cast

the spell. A sample list of spells to be made into spell seeds is presented below. Additional spells may be used at the discretion of the Games Master.

Spell Seed Spells

- Level 0 – *detect magic, detect poison*
- Level 1 – *detect animals or plants, detect snares and pits, endure elements, invisibility to animals, magic fang, pass without trace*
- Level 2 – *barkskin, resist elements, speak with animals*
- Level 3 – *greater magic fang, poison, protection from elements, speak with plants, water breathing*
- Level 4 – *freedom of movement, rusting grasp*
- Level 5 – *death ward, tree stride*
- Level 6 – *find the path, transport via plants*
- Level 7 – *true seeing, wind walk*
- Level 8 – *command plants, word of recall* (back to sylvan glade)
- Level 9 – *foresight, shapechange*

Dispelling/Destroying

Spell seeds are extremely difficult to dispel, though their effects may seem weak at first. The difficulty of any dispel magic is equal to the DC of the initial Reverie check. A successful dispel only negates the effect of the magic for 24 hours. If the character is ever killed, the spell seed immediately dies. If the character is brought back to life at a later date, the ability is no longer available, though the hit point loss remains.



FEY ITEMS

The fey have many unique methods of crafting magical items. The chaotic nature of the Reverie means these items possess highly unusual characteristics.

CHARACTERISTICS OF FEY ITEMS

Though very few items crafted by the fey have true sentience, they do seem to possess a particular 'attitude'. Characters who have beliefs, ideals and attitudes similar to the fey can usually use these items without difficulty, but the farther the character strays from these ideals, the more temperamental their fey items seem.

Loyalty

Non-fey (and creatures without knowledge of the Reverie) may have difficulty using an item created by the fey. Items that are not use-activated can be worn and used normally by non-fey. For items that are use-activated, a character must make a Diplomacy check to influence the item enough to allow it to be activated. The DC of this check depends on several factors. Rogues and bards may substitute their Use Magic Device skill in place of Diplomacy.

Condition	DC or modifier
Base DC	15
Character is Lawful	+5
Device is being used against a fey	+5
Character is a cleric or paladin	+5

ITEMS

Although many of the fey items are sized particular to their size (small or tiny), fey have also been known to craft larger items for their allies. Larger-sized fey items can be commonly found among the centaurs, elves, rangers and druids living close to sylvan glades. Unlike most magical items, fey items sized for small or tiny creatures will not resize to fit larger users.

Armour

Armour created by the fey is suited well for sylvan environments and is usually created to augment the existing abilities of most of the fey. The following

tables will help to generate particular types of fey armour.

Size and Type

Roll twice on the following table to randomly determine the size and type of fey armour.

Roll	Size	Type
01-30	Tiny	Padded
31-75	Small	Leather
76-90	Medium	Studded Leather
91-00	Other (i.e. Quadruped, Barding)	Vine

Vine Armour

This armour is carefully craft from living vines that are then enchanted to wrap around a specific person, fitting them precisely. This type of protection has an armour bonus of +4. Base speed is unaffected by characters wearing vine armour, and the armour has an arcane spell failure chance of 10%. The maximum dexterity bonus is +8, and there is no armour check penalty. Vine armour is considered light armour, and weighs approximately 10 pounds. The vines are extremely durable (Hardness of 5, 15 hit points), and over time will heal any wounds that were inflicted to it at the rate of 1 pt per day. Vine armour can be enchanted as a normal suit of armour.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *wood shape*; *Market Price:* 1,100 gp.

Special Abilities

Fey have also created special enchantments to improve the effectiveness of those protecting their sylvan glades.

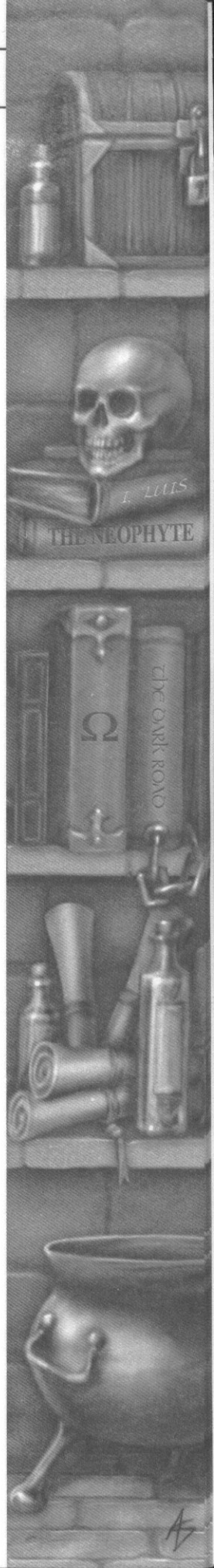
Trackless

This armour is commonly worn by defenders of sylvan glades, who need to pass through dense underbrush without leaving any trace of their passage. While worn, the character gains the ability to *pass without trace* at will.

Caster Level: 1st; *Prerequisites:* Craft Magic Arms and Armour, *pass without trace*; *Market Price:* +1 bonus.

Unseen

Many of the fey and their protectors lack the natural ability to become unseen to those around them. This enchantment allows that ability to be granted through the armour that is being worn. When



FEY ITEMS

activated, the character gains the ability to become *invisible* at will (as a standard action).

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *invisibility*; *Market Price:* +3 bonus.

Tree

Against some powerful foes, it is more important to the fey to escape notice. Characters who wear this armour can activate its power to assume the form of a tree at will, identical to the *tree shape* spell as a standard action.

Caster Level: 3rd; *Prerequisites:* Craft Magic Arms and Armour, *tree shape*; *Market Price:* +2 bonus

Earthen Grasp

When all other defenses fail, the fey sometimes turn to the earth itself to grant protection. When activated (as a standard action), characters wearing this armour, along with all of their items, are drawn into the earth for protection, duplicating the effects of the spell *meld into stone*.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *meld into stone*; *Market Price:* +2 bonus.

Weapons

Slumber

This enchantment can only be placed upon a ranged weapon (usually a short bow). When struck by an arrow from this bow, the target must make a Fortitude save (DC 15) or fall asleep.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, creator must be a fey; *sleep*; *Market Price:* +2.

Sprite Dagger

Though the pixies are often hindered by the size of the weapons they can use, they have managed to compensate for this hindrance through magical enchantments. This weapon is the size and weight of a dagger, but it inflicts damage as if it were a short sword. The weapon is wielded as a dagger, and any additional bonuses for using a dagger (such as Weapon Focus, Weapon Specialisation) apply normally.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *enlarge*; *Market Price:* 9,302 gp; *Cost to create:* 4,802 gp + 360 XP.

Stone of Confusion

This stone appears to be the kind of rock commonly used in slings, but it has been given an additional enchantment. When this stone strikes its target (when hurled or from a sling), the victim and everyone within a 15 ft radius must make a Save vs Will (DC 18) or immediately be affected by a confusion spell for 10 rounds.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armour, *confusion*; *Market Price:* 1,400 gp; *Cost to create:* 700 gp + 56 XP.

Potions

Fey Sight

This potion allows the character to sense the presence of fey Essence and those possessing the gift of the Reverie. For 1 hour after drinking the potion, fey or objects which contain Essence (living or otherwise) will be seen with a faint green glow. The strength of the glow (dim, moderate, overwhelming) will help determine the amount of Essence currently within the object.

Caster Level: 2nd; *Prerequisites:* Brew Potion, creator must have the Knowledge (reverie) skill or be fey; *Market Price:* 250 gp.

Dreaming

Often granted to characters just learning how to control the Reverie, this potion eases the difficulty of the first passages. More experienced characters also use these potions before attempting particularly difficult tasks. A character drinking this potion gains a +5 to all Reverie checks made during the next hour.

Caster Level: 5th; *Prerequisites:* Brew Potion, character must be fey or have 5 ranks in the Knowledge (reverie) skill; *Market Price:* 300 gp.

Enchanted Sleep

Often used to slip into the drink of mortals who have intruded upon fey gatherings, this potion is enchanted with a powerful sleep spell. Characters who drink this potion are affected by a *sleep* spell, regardless of their total level or hit dice. A normal saving throw applies against this effect.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *sleep*; *Market Price:* 250 gp.

Rings

Fey Blessing

While the fey take their loyalty very seriously, allies can commonly find themselves under the influence of fey enchantments without their knowledge or permission. These rings are often given to protect against such occurrences. While wearing this ring, a character gains a +4 resistance bonus against Enchantment spells.

Caster Level: 3rd; *Prerequisites:* Forge Ring, *resistance*; *Market Price:* 4,000 gp.

Predator

Designed to aid fey hunters and protectors of sylvan glades, these rings are only given to the most trusted of allies. When worn, this ring grants +10 competence bonus to Hide and Move Silently checks. In addition, the character gains the Trackless Step ability (identical to the druid ability in *Core Rulebook I*).

Caster Level: 1st; *Prerequisites:* Forge Ring, *silence*, *invisibility*, creator must be druid; *Market Price:* 8,000 gp.

Rods

Fey Locating

This rod pulses in the wielder's hand and points to the largest source of Essence within 30 feet (living or enchanted). If more than one source is within range, the rod points to the largest first. Each operation requires a full-round action.

Caster Level: 9th; *Prerequisites:* Craft Rod, *locate creature*; *Market Price:* 23,000 gp.

Dreaming

When grasped while entering the Reverie, the character may choose to reroll any one Reverie check made during that evening. The owner must accept the results of the second roll. This ability may only be used once per week.

Caster Level: 9th; *Prerequisites:* Craft Rod; *Market Price:* 23,000 gp.

Fey Blood

When held, this allows the wielder to act as if she was of fey blood for purposes such as using fey-enchanted items without being subject to the effects of loyalty. This ability can only be used for singular activities and has no bearing on long-term effects for non-fey (such as the limitations of storing Essence).



Caster Level: 9th; *Prerequisites:* Craft Rod, *polymorph self*, creator must be fey; *Market Price:* 23,000 gp.

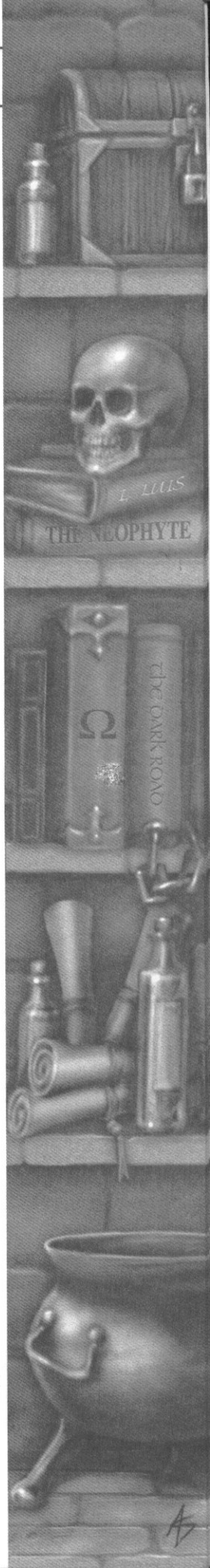
Staves

Wanderer

Similar to the staff of the woodlands, this staff has been crafted to aid those often sent out through the wilderness to improve their chances of survival. This oak staff allows use of the following spells:

Detect snares or pits (1 charge)
Resist elements (1 charge)
Speak with animals (1 charge)
Tree stride (1 charge)
Find the path (2 charges)

Further, the staff may be used as a weapon, functioning as a +2 *quarterstaff*. While held, the staff also grants the *pass without trace* ability, with no charge cost.



Caster Level: 9th; Prerequisites: Craft Staff, Craft Magic Arms and Armour, pass without trace, detect snares or pits, resist elements, speak with animals, tree stride, find the path; Market Price: 90,000 gp.

Protection

This staff appears to be made of petrified wood, and the tips have been shod in iron, making it extremely durable. This +3 defending staff also has the ability to cast the following spells:

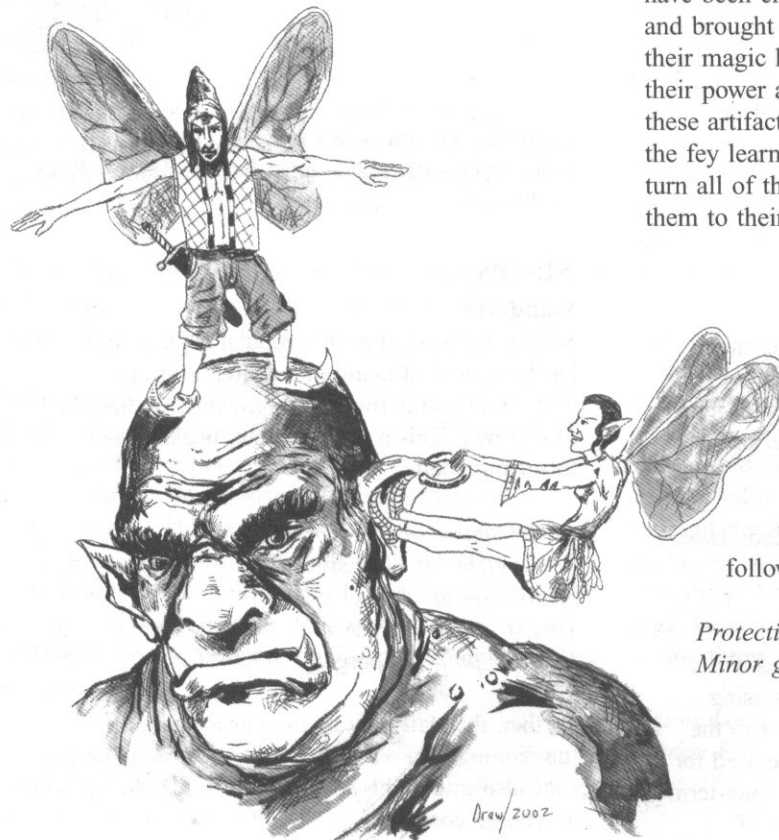
- Barkskin (1 charge)*
- Protection from elements (2 charges)*

Caster Level: 8th; Prerequisites: Craft Staff, Craft Magic Arms and Armour, barkskin, protection from elements; Market Price: 45,000 gp.

Tree Staff

This powerful oak staff is thicker than most, making it difficult to use in combat (-1 to attack). When grasped firmly, the staff allows the use of the following spells:

- Tree stride (1 charge)*
- Changestaff (2 charges)*
- Shambler (3 charges)*



Caster Level: 9th; Prerequisites: Craft Staff, tree stride, changestaff, shambler; Market Price: 90,000 gp.

Wondrous Items

Fey Tokens

Fey tokens are unique magical items in many respects. For fey tokens found by characters, use the following tables to randomly determine the abilities of the object. A character with the Reverie skill must attempt to reawaken the power of the token before it can be fully used.

Number of Token Abilities by Level

Roll on the table below to determine the level and spells of a fey token. Fey tokens found as treasure never contain any Essence. The table identifies what abilities a token possesses, based on level. Determine the individual spells using the druid spell list.

Artifacts

Though the power inherent in items enchanted by the fey can often surpass the bonds of human imagination, there are even greater legendary items. These great treasures of the fey are rumoured to have been created within the plane of Faerie itself and brought over into the material world, where their magic has rendered them almost limitless in their power and nearly indestructible. Many of these artifacts have been lost to history but, should the fey learn that items have been found, they will turn all of their considerable resources to returning them to their rightful owners.

Stone of Fal

This legendary artifact is said to be able to judge who is worthy of leading the armies of the fey. When grasped by someone of lawful alignment, the item bestows one negative level.

When held by a fey, the item grants the following abilities:

- Protection from elements*
- Minor globe of invulnerability*

Fey Tokens

d%	Token Level	Spells Available	Level 1 Spells	Level 2 Spells	Level 3 Spells	Level 4 Spells	Level 5 Spells
01-40	1	-	1	0	0	0	0
41-70	2	01-70	2	0	0	0	0
		71-00	0	1	0	0	0
71-90	3	01-70	3	0	0	0	0
		71-90	1	1	0	0	0
		91-00	0	0	1	0	0
91-95	4	01-70	4	0	0	0	0
		71-80	2	1	0	0	0
		81-90	1	0	1	0	0
		91-00	0	0	0	1	0
96-00	5	01-70	5	0	0	0	0
		71-80	3	1	0	0	0
		81-90	2	0	1	0	0
		90-95	1	0	0	1	0
		96-00	0	0	0	0	1

More information on fey tokens can be found in the Help for Games Masters chapter of this book.

In addition, when held by one worthy to lead the armies of the fey (as determined by the Games Master), the item lets out a fierce cry, and the following additional ability is available:

Leadership feat : *Summon nature's ally* (I-IX) – fey creatures only

Magic Sword of Nuada

This enchanted blade is rumoured to only strike mortal blows once it is drawn. The sword of Nuada is a +5 *keen vorpal* short sword of wounding.

Slingshot of Lugh

Crafted in the days when the fey warred against the giants for control over the forests, this slingshot was created by one of the greatest warriors of the fey. The slingshot of Lugh is a +5 giant bane sling of distance. In addition, when used with stones taken from sylvan glades, the slingshot is considered to be a *keen* weapon (threat range doubled) and does +d6 damage.

Cauldron of Dagda

This massive iron cauldron is difficult to move, but to those who possess the words to call upon its magic, it can provide infinite sustenance. Upon speaking each command word, the cauldron is magically filled with enough food to feed 50 people per day. In addition, everyone who partakes of the food is affected by Heroes' Feast.



UNUSUAL MATERIALS

The incredible variety of magical herbs found in sylvan glades and other fey settings put these materials in high demand from alchemists and herbalists. While the fey are very wary of those who wish to harvest these items in bulk, characters who have established a good relationship with the fey can usually obtain small amounts of these materials for their own study. It is important to note that these plants are normally considered quite mundane, and it is only the long term effect of the fey and their magical nature that has caused them to have the following effects.

Since these herbs must be taken fresh from the glade, they quickly lose their potency. Items not used immediately in the crafting of magical objects last for one week before losing all their power.

Hawthorn: Also known as Witches' Tree, hawthorn is sacred to the fey, and has a close tie with their nature. When used as part of a wand or staff and used against the fey, the target has his saving throw increased by +2. Touching a wand of hawthorn to a dryad tree will also force it to immediately return to its tree and appear before the bearer of the wand (although she will rarely be happy about the summoning).

Oak: Fey tokens crafted of oak increase the effective caster level of their effects by +2.

Apple: When burned as part of a sacred ritual, the smoke of the burnt apple tree has the ability to grant a +2 bonus to any Reverie checks for the following hour.

Bluebells: When used as a material component in a spell which summons fey, the fey receive +1 hit point per hit die, and have a +1 bonus to attack and damage spells.

Clover: Clover is a powerful charm to all the fey. Summoning spells which call the fey that use clover as a material component are affected as if cast with the Extend Spell feat.

Elderberry: Elderberries are used to make fey wine (Alchemy DC 25). When imbibed, the character is able to *detect fey* (as the spell) for the next hour.

Elfwort: When used as a component in a fey token, this root causes any spell to be affected by the enlarge spell feat.

Foxglove: Although foxglove is considered to be a powerful poison when taken internally, fey are strangely attracted to the its scent. Characters who openly wear foxglove gain a +2 bonus to all charisma checks when dealing with the fey.

Heather: When heather is brewed into a potion, any fey who imbibes it is affected as if it was a *potion of love*.

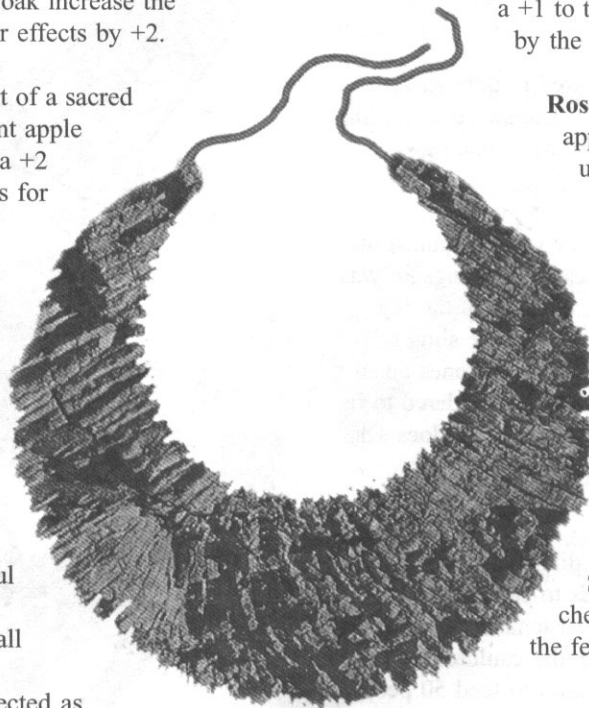
Mistletoe: The most sacred herb of the Druids, mistletoe is also highly valued by the fey. Enchantment spells cast by mistletoe taken from a sylvan glade add +1 to any DC to save against their effects.

Peony: Peony is a powerful bane to the fey, and they rarely approach those cloaked in its scent. Characters wearing a wreath of peony gain a +2 bonus to any saves made against fey magic.

Poppies: When ingested, poppies grant a +1 to the next Reverie check made by the character.

Roses: Roses are highly appealing to the fey. When used in any enchantment spell against the fey, they roses provide a -2 modifier to all saving throws.

Thyme: The scent of thyme aids in perceiving the presence of the fey or fey magic. Characters who wear a necklace of thyme receive a +2 bonus to any Spot, Search, or Reverie checks to sense the presence of the fey or fey magic.



HELP FOR GAMES MASTERS

So, now the secrets of the fey and their magic have been revealed. Given enough access and enough time, it would seem nothing is stopping your characters from embarking on enchanting objects, companions and each other for the next 20 years of game time. At the end of that period, they could possibly amass countless fey tokens, enchanted animal companions and personal abilities, not to mention any spell seeds they may have let grow for the past 20 years. So what is stopping them?

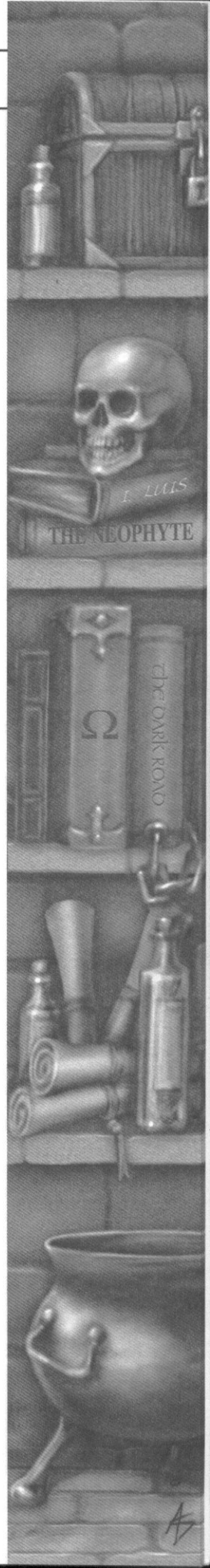
You are! It is the responsibility of the Games Master to ensure that the characters earn the right to the Reverie, and also have sufficient opportunity to use its gifts, while still focusing on the adventuring goals of the characters. By managing the accessibility of the fey and the pace of game time, Games Masters can control the character's use of the Reverie.

THE GIFT OF THE REVERIE

The Reverie is a reward, given by the fey to characters that have proved their worth to the causes of the fey. These causes relate directly to the abilities of the fey in protecting and maintaining their homelands, as well as the plane of Faerie. While the mechanics for finding the fey and learning fey magic are given in the Seeking the Reverie chapter, the Games Master should also consider taking a great deal of time within the game to roleplay the characters finding and entering the sylvan glade, as well as finding an appropriate mentor. This system naturally benefits those characters specialised in Charisma-based skills, at least initially, and elves, rangers and druids should also find it easier to obtain the trust of the fey. This is exactly as it should be.

While the fey are powerful in their own right, they are not omnipotent. Though fey are not beyond using spells such as *detect thoughts* to root out any possible traitors in their midst, characters with enough charm might be able to convince the fey to grant them the Reverie more easily than those without such skills. Druids and rangers will also have an easier time, since they have already proved their willingness to dedicate their activities to similar goals. Let them take advantage of their decisions.

These gifts are also not exclusive to good and neutral-aligned characters, and the Unseelie can also be coerced into teaching these benefits to more unscrupulous characters. In fact, one way of



perhaps introducing the characters to the Reverie and the fey is to throw them up against an evil druid or ranger well trained in the Reverie with a few Unseelie fey as backup. The characters might very well be surprised to come up against not only 'evil' fey but also an opponent wielding magic far beyond that which he would normally be capable.

TIME IS ON YOUR SIDE

Once the characters have learned the Reverie skill, it is important to give them time to explore the abilities. Since many of the activities require a significant investment of time (in particular the Item Creation feats), take the time to let the characters try (and fail) several of the normal activities available

to them. If they have worked particularly well with the fey, perhaps even allow a fey non player character to continue to offer advice and mentoring through some of the more difficult activities.

There should still be a sense of urgency, however, on behalf of the characters. Though they have time to practice their art, there are still evil deeds to thwart and victims to save. The abilities of the Reverie should never take over the spirit of the game, which is to seek out adventure and to perform heroic deeds.

LIVING THE FEY

The fey are intended to be an enigma. A puzzle that might take characters months or years to solve before they are able to unlock their mysteries. So, how can an all too human Games Master possibly role-play an inhuman and cryptic race such as the fey?

One of the simplest ways is to focus on the single motivation of most fey: the preservation of their species. As civilisation evolves, their sacred forests and glades are being cut down and turned to farmland. Meanwhile, the forces of evil invade their lands, intent on pillaging their magical resources. The resources of the fey might seem inadequate to withstand such assaults. This is in fact the case.

The fey have only managed to survive through deceit and subterfuge. They hide in their glades, warded by powerful magic, and lash out viciously at those who enter their homes. Mortals living nearby typically believe the fey can call upon their powerful magic at any time to repel attackers. In truth, the fey must resort to associating with others to preserve their homelands. Centaurs, unicorns and treants often willingly ally with the fey and throw their resources toward protecting them.

This is where the players come in. The fey are searching for those who are willing to defend the fey and their lands, even at the expense of their own lives. The life span of a fey extends far beyond even the elves and this perspective presents a unique insight into how the fey perceive their allies. Since they know their mortal allies will die during the course of their own lives (through old age or accident, etc.), they naturally view their own survival as



more important. Allies of the fey must demonstrate their willingness to give their lives for a greater cause (that cause being the survival of the fey) to earn the right of the Reverie.

Even when a character has earned the loyalty of the fey and learned the Reverie, the fey will not treat the character as one of their own. They are welcome to enter sylvan glades and, so long as they continue to uphold their oath to protect the fey, they can freely travel through any of the areas within fey lands. It is important to remember, however, that the fey still consider the character mortal, and therefore expendable, if their death will continue to preserve the safety of the fey as a whole. Alliance with the fey also does not protect the character from the numerous pranks and tricks played by the fey upon outsiders, and it is often in the best interest of characters to keep their interaction with the fey to a minimum to prevent any unwanted 'accidents'.

Challenges

Judging challenges can be difficult, since the test should be challenging, but still a chance of success. It is important to remember that the fey want the challenge to be interesting to watch and participate in, so the more unique the challenge, the more likely the fey are to accept (regardless of the chances of success and failure). As a guideline, assume the fey will not accept a challenge in an untrained skill, nor a challenge that will endanger themselves or the surrounding area.

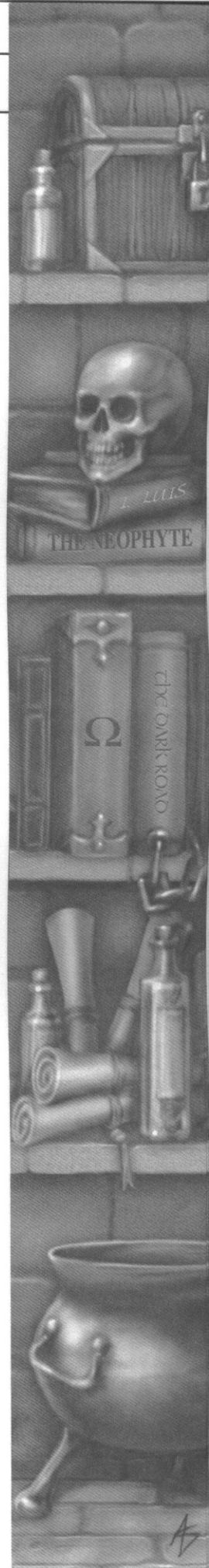
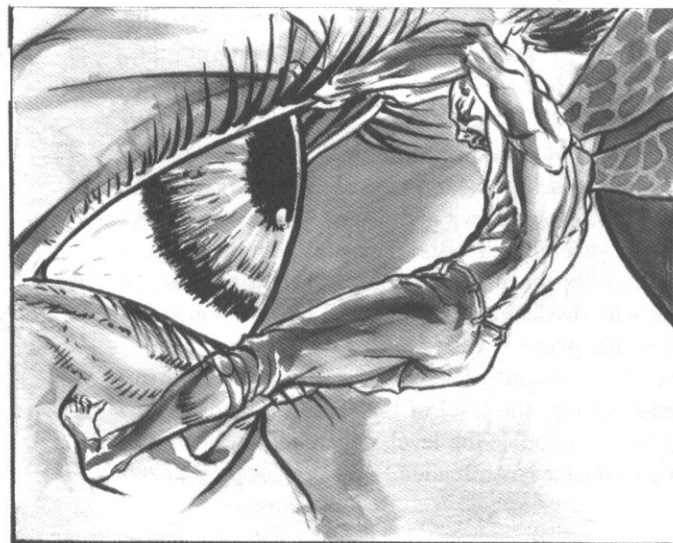
Take the time to clearly establish the parameters and conditions of the challenge, and allow the players to get the full experience of dealing with the fey. While some of the details might be tedious to state, it is important that there is no opportunity for foul play to interfere with the challenge. The fey will often permit magic to be used prior to and during the challenge, but they will rarely allow outsiders to assist the participants.

Although the challenge could be handled quickly with a series of die rolls, it is better to take the time to fully describe the events of the challenge and the reaction of the fey who are watching. Characters who make a true spectacle out of the event are likely to

have a much more favourable experience dealing with the fey in the future.

Wrath of the Fey

Characters who fall from grace and turn their fey gifts toward selfish gains face the unending wrath of the fey. This betrayal is often marked by direct attack upon one of the fey, or the breaking of a fey oath. Once the fey learn of the treachery, they will quickly spread the word throughout their allies, and the character's life will be declared forfeit. The fey cannot run the risk of their powers being turned against them, and will move swiftly to remove the character from existence. Of course, they will make every effort to make the traitor suffer first.



Oathbreaking

Oaths should be clearly worded and written down, so that both the player and the Games Master are clearly aware of the details. If the Games Master is feeling particularly lenient, or if the adjudication of the oath in a particular event is questionable, the Games Master can warn a character when a particular action will constitute a violation of his oath. If the action is taken, however, the Games Master should immediately take note of the fact that the oath has been broken. There is no visible sign of the breaking of the pact and it is possible, although unlikely, that a character may break their oath without being aware of the fact.

Upon breaking an oath, a character is immediately branded with an arcane symbol upon his forehead, invisible to all except the fey and those with the Reverie skill. The meaning of the mark is immediately clear, and it is the responsibility of all of the fey (and their allies) to make others aware of the presence of an oathbreaker, and then take the necessary actions to punish the traitor.

Curses

The brand is a one-use charge enchantment that requires the presence of a fey to activate. When within 30 feet of the oathbreaker brand, any fey can activate it, immediately causing the character to be affected by a *bestow curse* spell (no saving throw or spell resistance). The nature of the curse is at the discretion of the fey activating the brand, and the fey take great pride in finding just the right curse to inflict upon an oathbreaker. This curse cannot be removed by any means short of a *wish* or *miracle*. Once the curse has been inflicted, the invisible brand remains upon the character but is still visible to the fey and their allies.

Hunters

Once the fey have been informed of an oathbreaker and the curse inflicted, the fey will form a party of hunters to track down and destroy the traitor. This group generally consists of several bogles, along with pixies for magical backup. If the situation is particularly dangerous, sidhe will be summoned from the plane of Faerie, along with fey hounds or cats for assistance. The CR of this group will be at least equal to the level of the character, and may even go to double the level, depending on how much the character has offended.

When confronted by a pack of fey hunters, the character has few options available. Attacking the fey further demonstrates their betrayal, and the pursuers are unlikely to be interested in negotiations. Interestingly, some who have unknowingly broken a fey oath have managed to earn their lives by surrendering to the hunters and being taken back to the sylvan glades to answer for their crimes. While these oathbreakers have never been heard of again, they were at least spared the public attack of the fey hunters.



FEY CREATURES

There is a tremendous variety of creatures born of the fey. Few are similar to the tales of loving faeries told to children at night and adventurers should be wary whenever entering their domain. For those seeking to harness the power of the Reverie, the fey creatures presented in this chapter should be regarded as warnings of what they may just expect to face on their long and difficult path.

Note: All fey have low-light vision.

BOGLE

Medium-size Fey

Hit Dice: 5d6+20 (38 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 16 (+2 Dex, +4 natural)

Attacks: 2 claws +6 melee, bite +2 melee

Damage: Claw 1d4+4, bite 1d6+2

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

Special Qualities: Damage reduction 15/+1

Saves: Fort +5, Ref +6, Will +4

Abilities: Str 18, Dex 14, Con 18, Int 6, Wis 11, Cha 7

Skills: Hide +9*, Hide +6, Listen +6, Move Silently +6, Spot +5

Feats: Multiattack, Track

Climate/Terrain: Temperate and warm forest

Organisation: Gang (2-4), band (6-11)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 6-8 HD (Medium-size); 9-12 HD (Large)

Bogles are the chosen defenders of sylvan glades and also those warriors chosen to lead hunting parties to track and eliminate oathbreakers. They appear to be 6 feet tall dwarves comprised entirely of stone, though their fingers and teeth end in long, vicious claws. They do not relish combat, but instead enter it with the cold, calculating presence of a creature that knows it will succeed or die trying. Bogles speak Sylvan and Common.

Combat

Bogles are relentless in combat, wading directly into their foes to rip them apart with their claws and bite.

Skills: *Bogles receive a +8 racial bonus to Hide checks when concealed against a background of worked stone.

BROWNIE

Tiny Fey

Hit Dice: 1/2 d6 +1 (3 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 16 (+2 size, +4 Dex)

Attacks: Dagger: -1 melee; or composite shortbow +6 ranged

Damage: Dagger 1d4-3; or composite shortbow 1d4-3

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: SR 17

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

Skills: Craft (any one) +3, Escape Artist +7, Hide +15, Jump +5, Listen +6, Move Silently +8*, Perform (dance, melody, plus any other one) +6, Search +3, Spot +4

Feats: Improved Initiative

Climate/Terrain:

Temperate and warm forest

Organisation: Gang (2-4), band (6-11) or tribe (20-80)

Challenge Rating: 1

Treasure: No coins; 50% goods; 50% items

Alignment: Always neutral good

Advancement: 1-3 HD (tiny)

Brownies are well known among the villages near to sylvan glades. Often, a brownie will 'adopt' a family or a



FEY CREATURES

house and often sneak inside in the middle of the night to conduct household chores, fix up broken items, or mend torn clothing, expecting small but tasty titbits in return. Though essentially good-natured, brownies can be as mischievous and unpleasant as any other Seelie fey if they are treated badly or not shown the proper respect.

While rarely seen, they appear to be diminutive elves (slightly under 2 feet tall), with sharp features and long, pointed noses. Certain varieties have also been seen without any fingers or toes, and the villagers have given names for particular types (such as booka, bodach and killmoulis), but they are all by their basic nature brownies.

Brownies speak Sylvan and Common.

Combat

Brownies prefer to avoid combat altogether, preferring to hide or flee from combatants. They are far from pacifists, however, and will instead use their innate magical abilities to make the offender suffer for their aggression.

Spell-like Abilities: 3/day – *confusion, dancing lights, prestidigitation, silent image, ventriloquism*. These abilities are as the spells cast by a 9th level sorcerer (save DC 12 + spell level).

Skills: Brownies receive a +4 bonus to Jump checks.

*They also receive a +5 racial bonus to Move Silently checks in a forest setting.

FEY CAT

Medium-size Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +5 (Dex)

Speed: 40 ft.

AC: 17 (+5 Dex, +2 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: Claw 1d6+3, bite 1d8 +1

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

Special Qualities: *Pass without trace*, Scent

Special Attacks: Pounce, Improved Grab, Rake

Saves: Fort +7, Ref +10, Will +3

Abilities: Str 16, Dex 20, Con 14, Int 5, Wis 12, Cha 8

Skills: Hide +12, Listen +6, Move Silently +7, Spot +6

Feats: Alertness, Dodge

Climate/Terrain: Temperate forest, hill, or mountains and underground

Organisation: Solitary, pair, or pride (6-10)

Challenge Rating: 3

Treasure: No coins; 50% goods; 50% items

Alignment: Usually neutral

Advancement: 7-9 HD (Large); 10-18 HD (Huge)

Companions to fey hounds, fey cats are far from the house cats one might expect to accompany the fey. These beasts are closer to their dire counterparts, standing four to five feet at the shoulder, and are nearly unmatched in their tracking ability.

Combat

Fey cats prefer to sneak up on their prey, using their natural gifts for stealth, and attack when the victims are alone or most vulnerable.

Pass Without Trace (Su): Fey cats leave no evidence of their passage and always *pass without trace* (as the spell).

Pounce (Ex): If a fey cat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the fey cat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A fey cat can make two rake attacks (+9 melee) against a held creature with its hind legs for 2d4+3 damage each. If the fey cat pounces on an opponent, it can also rake.

Skills: Fey cats receive a +4 racial bonus to Hide and Move Silently checks.

FEY HOUND

Medium-size Magical Beast

Hit Dice: 4d10 +8 (30 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 16 (+3 Dex, +3 natural)

Attacks: Bite +6 melee

Damage: Bite 1d6+2

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

Special Qualities: Howl, Scent

Saves: Fort +6, Ref +7, Will +4

Abilities: Str 14, Dex 17, Con 14, Int 10, Wis 13, Cha 11

Skills: Hide +8, Listen +8, Sense Motive +5, Spot +8

Feats: Iron Will

Climate/Terrain: Temperate and warm forest

Organisation: Solitary, pair, or pack (7-16)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Medium-size); 8-12 HD (Large)

Fey hounds are great dogs, standing nearly 5 feet at the shoulder, called from the plane of Faerie to guard sylvan glades, or aid in hunting down oathbreakers. Rarely found without a master, they are extremely intelligent, and will not attack unless protecting their owner or under his command. Fey hounds speak Sylvan but they can understand Common.

Many fey dogs are born with pale brown patches over their eyes, resembling a second pair of eyes. These dogs have a permanent ability to see through all illusions and other magical deceptions, exactly as though they have a *true seeing* spell in permanent effect. This is a spell-like ability.

Combat

Fey hounds attack their foe relentlessly, first unleashing an unnerving howl, then racing forward to attack while their prey is disoriented.

Howl: Three times per day, a fey hound can unleash a fearsome howl. All creatures except fey and fey hounds within 120 feet must succeed at a Will save (DC 15) or be weakened with fear, losing half their current Strength scores for 2d6 rounds. Those within 30 feet become deafened for 2d6 rounds. Creatures with 8 or fewer HD get no saving throw, but others can negate the effect with a successful Fortitude save (DC 15). Deafened creatures cannot be affected again by the howl.

GREMLIN

Tiny Fey

Hit Dice: 1/2 d6 +1 (3 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 16 (+2 size, +4 Dex)

Attacks: Dagger: -1 melee

Damage: Dagger 1d4-3

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: SR 17

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

Skills: Craft (any one) +3, Escape Artist +7, Hide +15, Jump +5, Listen +6, Move Silently +8*, Perform (dance, melody, plus any other one) +6, Search +3, Spot +4

Feats: Improved Initiative

Climate/Terrain: Temperate and warm forest

Organisation: Gang (2-4), band (6-11) or tribe (20-80)

Challenge Rating: 1

Treasure: Standard coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 1-3 HD (tiny)

Vicious cousins to the brownie, gremlins are mischievous fey that take pride in sneaking into homes at night and disrupting the house by breaking valuables, misplacing items, and generally causing havoc.

Gremlins look like miniature goblins, with dark greenish skin and malevolent features. Their cat-like eyes glow in the dark, giving them an even more cruel appearance.

Gremlins speak Goblin, Sylvan and Common.

Combat

Gremlins are consummate cowards, and will almost never enter combat. Characters who raise their ire, however, will often find themselves relentlessly tracked by these cruel little sprites.



FEY CREATURES

Spell-like Abilities: 3/day – *dancing lights, knock, mage hand, prestidigitation, ventriloquism*. These abilities are as the spells cast by a 9th level sorcerer (save DC 12 + spell level).

Skills: Gremlins receive a +4 bonus to Jump checks. *They also receive a +5 racial bonus to Move Silently checks in a forest setting.

GWYLLION

Medium-size Fey

Hit Dice: 1d6+1 (4 hp)

Initiative: +0

Speed: 20 ft.

AC: 14 (+4 natural)

Attacks: Stone club +2 melee

Damage: Stone club 1d10+2

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

Special Attacks: None

Special Qualities: Stonecutting, spell-like abilities

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills: Appraise +4, Bluff +3, Craft (stoneworking) +4, Hide +4, Jump +4, Listen +4, Move Silently +4, Spot +4

Feats: Weapon Proficiency (stone club)

Climate/Terrain: Any hill, mountains, and underground

Organisation: Gang (2-4), band (6-11) or tribe (20-80)

Challenge Rating: 1

Treasure: Standard coins; double goods; standard items

Alignment: Usually neutral

Advancement: By character class

Said by some scholars to be the ancient ancestors of dwarves, gwyllions are fey that bear a strong affinity with the earth. They appear to be dwarves composed of natural stone, and their voices grate like stone on stone. They can commonly be found in remote mountain areas, where they tend to their own sylvan glades of rock and stone.

Gwyllions speak Sylvan, Common and Dwarven.

Combat

Spell-like Abilities: 3/day – *stone shape, meld into stone*. These abilities are as the spells cast by a 9th level sorcerer (save DC 9 + spell level).

Stonecunning: Gwyllion receive a +2 racial bonus to checks to notice unusual stonework. Something that is not stone but is disguised as stone also counts as

unusual stonework. A gwyllion who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

Skills: Gwyllion receive a +2 racial bonus to Appraise checks and Craft or Profession checks that relate to stone or metal.

LEPRECHAUN

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft.

AC: 14 (+1 size, +3 Dex)

Attacks: Dagger +4 melee

Damage: Dagger 1d4-2

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

Special Attacks: Spell-like abilities

Special Qualities: SR 17

Saves: Fort +0, Ref +7, Will +3

Abilities: Str 7, Dex 16, Con 11, Int 16, Wis 13, Cha 18

Skills: Bluff +16*, Climb +2, Craft (any one) +7, Diplomacy +8, Hide +11, Jump +2, Listen +8, Move Silently +8, Perform (dance, melody, plus any other two) +8, Pick Pocket +7, Sense Motive +10*, Spot +6

Feats: Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse (dagger)

Climate/Terrain: Temperate and warm forest

Organisation: Gang (2-4), band (6-11) or tribe (20-80)

Challenge Rating: 3

Treasure: Double coins; 50% goods; 50% items

Alignment: Always neutral

Advancement: 2-3 HD (small)

Leprechauns are fun, spirited, small fey who enjoy playing tricks on others and participating in raucous celebrations involving vast amounts of fey wine. Leprechauns at first glance appear to be a type of halfling but their pointed ears reveal their fey nature. They often dress in gaudy, brightly coloured clothes, and are fond of making their presence readily known to everyone in the area.

Leprechauns speak Sylvan and Common.

Combat

Leprechauns would rather flee than fight, and most of their special abilities relate to their cowardice. When pressed directly into combat, they use their spell-like abilities to confuse their opponent long enough to turn invisible and escape.

Spell-like Abilities: At will – *dancing lights*, *invisibility*, *prestidigitation*, *major image*, *ventriloquism*. These abilities are as the spells cast by a 9th level sorcerer (save DC 14 + spell level). Leprechauns are also well known for their ability to grant *wishes* (as the spell cast by an 18th level sorcerer) but they will use this only if they have absolutely no alternative: each *wish* will cost the leprechaun a d4 permanent ability loss to their constitution, which can never be healed or regained by any means. So, the old folklore about catching a leprechaun and forcing him to grant you three wishes has a grain of truth to it, but granting the wishes may well kill the leprechaun anyway.
Skills: Leprechauns receive a +4 bonus to Bluff and Sense Motive checks.

SPRIGGAN**Small Fey**

Hit Dice: 2d6+2 (9 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft.

AC: 13 (+1 size, +2 Dex)

Attacks: Halfspear +3 melee or sling +4 ranged

Damage: Halfspear d6+1 or sling d4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Spell-like abilities

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 13, Dex 14, Con 12, Int 13, Wis 10, Cha 5

Skills: Climb +3, Craft (any one) +6, Hide +11, Jump +5, Listen +5, Move Silently +11, Perform (dance, melody, plus any other three) +5, Pick Pocket +7, Spot +5

Feats: Point Blank Shot, Far Shot

Climate/Terrain: Temperate hills and forest

Organisation: Scouting gang (2-5) or band (20-40)

Challenge Rating: 4

Treasure: Double coins; double goods; standard items

Alignment: Usually neutral or neutral evil

Advancement: Small (2-3HD)

Spriggans are ugly, sharp-featured little horrors. They look reasonably innocuous, if vicious, but when threatened they can grow into even more horrific, warped-looking things (using *enlarge*, *stoneskin* and *cause fear* – see below). They usually live on rocky, coastal hills, which they fill with treasure robbed from mortal victims. Spriggans are also regularly found defending the glades of the Unseelie court (and occasionally the Seelie court), where they act as skirmishers in support of the bogles' more direct attacks.

Combat

Unlike those of most fey, spriggans' spell-like abilities are quite combat-orientated. Despite this, they are bullies and bandits rather than warriors, preferring to either fight from a distance with slings enhanced by *flame arrow*, or entangle their foes with a *web* and then put them to *sleep*. Their genuinely frightening appearance, enhanced by judicious use of *cause fear*, means that most enemies try to avoid engaging them in direct combat anyway.

Spell-like Abilities: At will – *flame arrow*, *cause fear*, *dancing lights*, *web*, *sleep*. Three times per day – *enlarge*, *keen edge*, *stoneskin*. These abilities are as the spells cast by a 10th level sorcerer (save DC 11 + spell level).



DESIGNER'S NOTES

I have always felt a bit concerned how the fey are portrayed in the 'classic' fantasy campaign. While legends persisted of their incredible magical powers, they were still depicted as flighty and annoying 'props' to throw at characters when they needed a break from killing undead and dragons. Their closest allies, the elves, had a natural affinity for magic, and even possessed some small relics of ancient magic long since lost. Where did that magic come from? More importantly, where did it go?

Fey Magic – Calling the Reverie is my opportunity to give the fey their proper respect. While the fey described here are still flighty, they are also not a force to be trifled with, having defended their homes for countless generations and amassed a considerable amount of magical power in that amount of time.

Then, of course, there are the Unseelie. While deserving of their own book, the introduction of the Unseelie gives the Games Master the opportunity to present the fey as true enemies to be overcome without any possible alignment problems. The Unseelie are just as powerful as the good fey presented in *Core Rulebook III* but are lacking the moral fibre that would restrain them from using their powers for something other than defence. What happens when the forest suddenly starts to attack?

With this one book, players and Games Masters have a new realm of opportunity open to them, for role-playing, adventuring and magic use. While I could create an entire book dedicated only to the fey lifestyle, I leave that task to your capable hands – for the time being.

There is still, of course, a natural hesitation with regard to incorporating fey magic into a game. I will be the first to admit that fey magic goes beyond the spellcasting rules of *Core Rulebook I*. Several of them. In the right (or wrong) hands, fey magic may have the potential to unbalance a campaign setting. That is why the players will want it. The method of gaining such powers, however, is firmly in the hands of the Games Master, who can force characters to

earn these abilities, usually without resorting to 'go kill that monster for us.' The manner of gaining the Knowledge (reverie) skill also encourages role-playing, helping players learn more about their characters. That is why the Games Master will want to introduce fey magic to his world.

This book can be both carrot and stick. It can encourage creativity and role-playing but also punish players who try to get too much out of it. The threat of the fey policing the use of Fey Magic is also one that, used properly, can ensure players use it in moderation.

I hope you enjoy the opportunities introduced for fey magic and I look forward to seeing more creative ways of using its gifts.

Just try not to break any oaths.

Chad Brunner



'Your world is not our world.'

Jack shifted uncomfortably in his heavy armour as he stood before the glistening pool. Around him, the forest hummed with a life and power of its own, as if he was standing within the chest of a great sleeping giant. The sun filtered down through the trees overhead, illuminating the small clearing and the vast lake before him. He blinked his eyes several times, trying once more to make out the wavering image of the woman he saw only moments ago, hovering just beneath the surface of the pool.

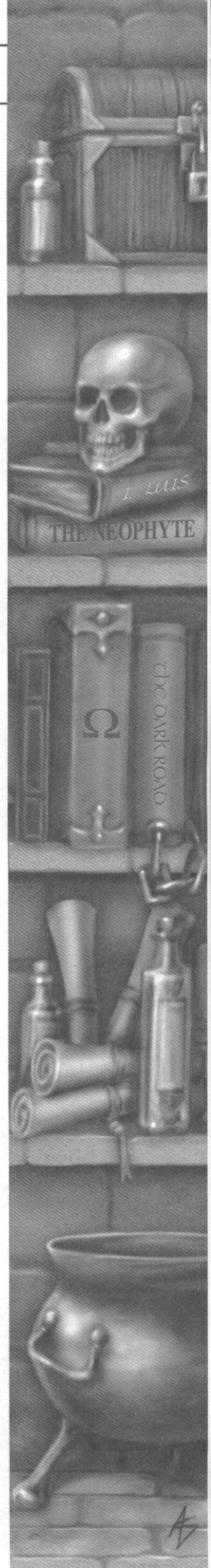
The lilting voice repeated, 'Your world is not our world. I can understand the sorrow of a lost child, but it is forbidden for any of your kind to enter this place. If you travel further, we will be forced to stop you.' He took a step forward, the metal tip of his boot brushing against the lapping waves of the lake. 'I know my boy is in there. A few of the villagers said they saw him coming down this path.'

An icy edge began to creep over the calm voice of the woman in the lake. 'Do not take another step, human. We will not let any of your kind defile our world.'

Jack's hand went to the hilt of his sword. 'You must let me pass. Don't you understand? This is my child we're talking about!' Another step, and his foot splashed into the pool. The lake began to rise over the heels of the man. He shifted for a moment as a strange tug pulled on his leg. 'You forget your place, man. You have entered our world, and you must live by our rules.'

Jack let out a cry and his legs were pulled out from beneath him. In a long swift pull, the water force dragged him beneath the surface and into the depths.

The last thing he saw was the face of his boy, sleeping peacefully at the bottom of the lake.



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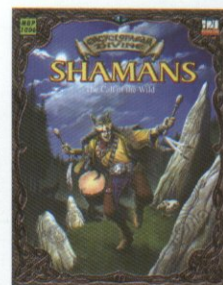
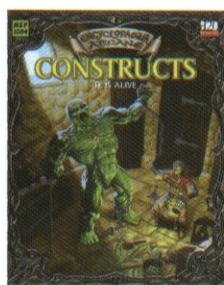
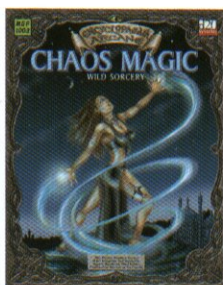
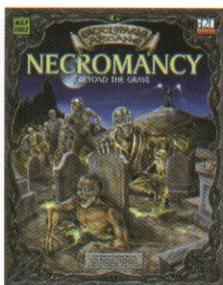
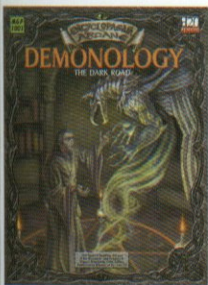
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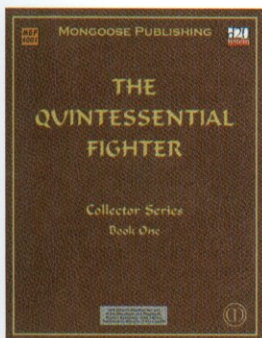
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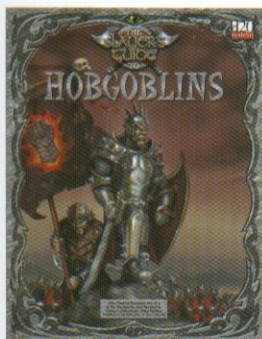
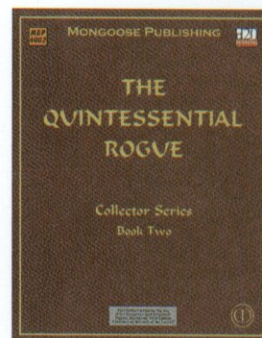
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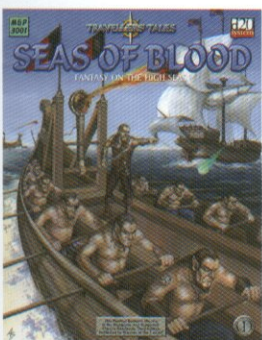
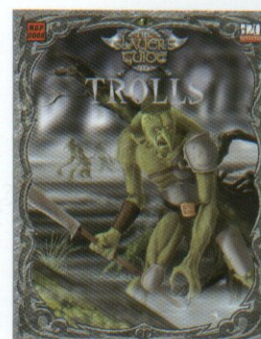
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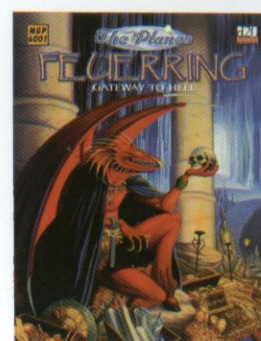
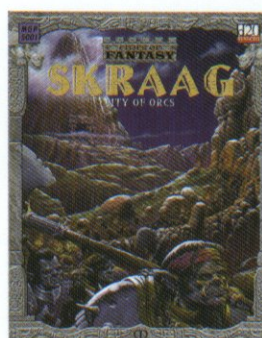
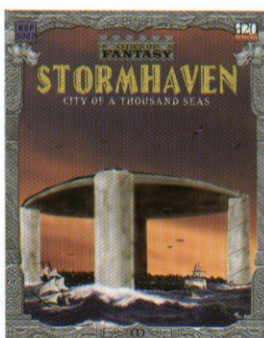
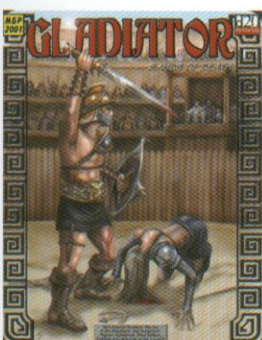
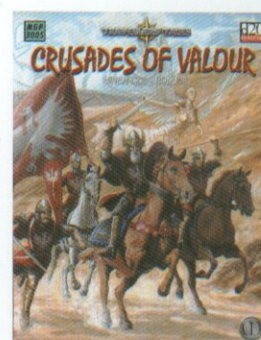
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FEY MAGIC

DREAMING THE REVERIE

The fey – also known as faerie, or fair folk – are some of the most misunderstood creatures in fantasy games. Some view them as harmless sprites living in the depths of sylvan woods; others see them as vindictive creatures with limitless power who steal children and play cruel and even lethal pranks on those that cross their path. The truth, as might be expected of such an enigmatic race, is that both perspectives are sometimes accurate, although there is far more to the fey than either view would suggest.

For those looking deeper into the mysteries coiled around the fey, another area of speculation is the magic they wield. In some cases it seems quite innocuous, while in other circumstances it is nearly unstoppable in its destructive force. The fey are understandably quite protective of their gifts and the source of these powers. All that most mortals have been able to learn is its name: the Reverie.

Inside You Will Find:

The Fey – An Overview: Find out just how the Fey view the world and learn the secrets in wielding their awesome powers.

Seeking the Reverie: Discover how to contact the Fey and enter the Reverie to access their magic.

Fey Magic: Bond to the Fey, craft powerful tokens and charms, and enhance the powers of druids, rangers and elves when in the wild.

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Fey Feats: New feats to bring your character closer to the Fey and the magic they wield.

Fey Spells: Fey magic can have little in common with the known arcane and divine arts. Discover just what is possible with the Fey as an ally.

The Great Art: Awaken the land with powerful grove wards, or perform dance magics and spell seeds as you become closer to the Fey.

Help for Games Masters: Integrate Fey magic seamlessly with the rest of your campaign.

Fey Creatures: New Fey creatures to ally with and draw power from – the Bogle, Brownie, Fey Cat, Fey Hound, Gremlin, Gwyllion, Leprechaun, and Spriggan are all detailed here.

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