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FIVE NEW FEY CREATURES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ASRAIS

A shining humanoid shape flutters about on the breeze. Its hazy form seems to disperse and coalesce in a wispy blur as it swims through the air on the vague suggestions of wings.

ASRAIS

CR 2

XP 600; CG Tiny fey

Init +4; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision; Perception +12

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (2d6-2); fast healing 1

Fort -1, **Ref** +7, **Will** +5

Defensive Abilities *blur*; **DR** 5/cold iron; **SR** 14

OFFENSE

Speed 20 ft., fly 50 ft. (good), swim 30 ft.

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks hypnotic hum

Spell-Like Abilities (CL 6th, concentration +8)

constant – *blur*, *detect evil*, *detect good*

at-will – *dancing lights*, *stone tell*

STATISTICS

Str 6, **Dex** 19, **Con** 8, **Int** 13, **Wis** 15, **Cha** 15

Base Attack +1; **CMB** -6; **CMD** 8

Feats Skill Focus (Fly)

Skills Acrobatics +10, Fly +16, Knowledge (nature) +7, Perception +12, Sense Motive +8, Stealth +18, Swim +18; **Racial** Perception +4

Languages Aquan, Auran, Common, Sylvan, and Terran

SQ coalescence

ECOLOGY

Environment temperate forests, hills, or plains

Organization solitary, pair, flock (3-14), or assembly (15-40)

Treasure standard

SPECIAL ABILITIES

Coalescence (Sp or Su) An asrais gains special properties as long as it is in contact with certain natural elements or environments:

Air: As long as an asrais is airborne, it may enter a *gaseous form* as a swift action. It retains its supernatural abilities and gains a 20 foot fly speed with perfect maneuverability in this form, which otherwise functions like a *gaseous form* spell.

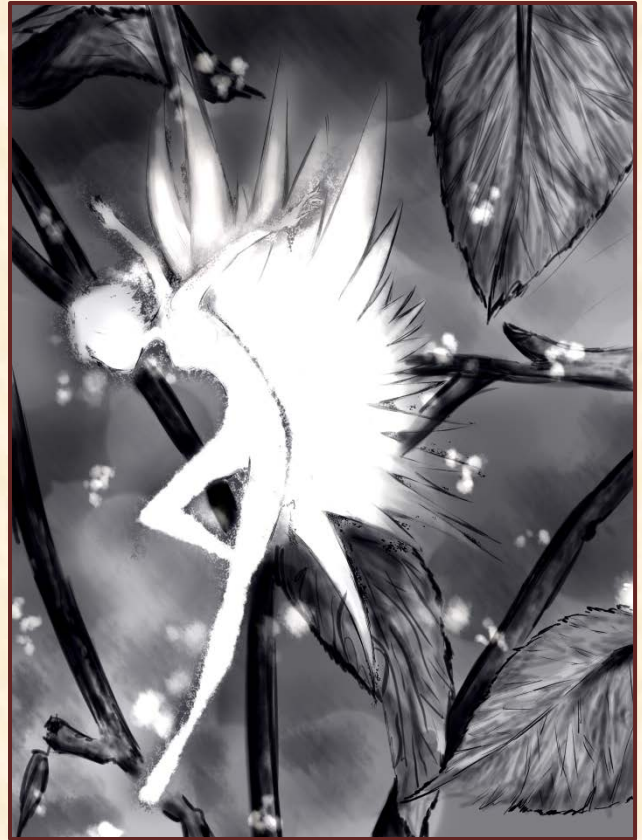
Earth: As long as an asrais is standing on solid earth or unworked stone, it benefits from a *pass without trace* effect and gains the woodland stride class feature, as a druid. Furthermore, the asrais' fast healing ability increases to fast healing 3.

Water: As long as an asrais is submerged in water, it may become invisible as a swift action, as the *greater invisibility* spell. Though invisible creatures displace water and as such normally benefit only from a 20% concealment chance, the asrais instead gains a 50% concealment chance while invisibly submerged due to the hazy and indistinct shape of the asrais' natural form.

Hypnotic Hum (Su) When an asrais enters or passes through a space occupied by a living creature, that creature may succumb to the hypnotic effects of a strange and otherworldly hum that seems to accompany the asrais wherever it goes. A living creature must succeed on a DC 13 Will saving throw or gain the fascinated condition, standing or sitting quietly and watching or looking for the asrais while offering no physical resistance to any further exposure to the hum. A creature that is already fascinated falls into a deep sleep, as though it were affected by a *deep slumber* spell effect. Both the fascination and the *deep slumber* effects have nearly-permanent durations; these effects can persist for many years if not broken by an outside force. Any creature that successfully saves against the *deep slumber* effect is entitled to a new saving throw to break free from the fascination effect. A creature lulled to sleep by the asrais' hum is magically nourished as it slumbers, and is not at risk of dehydration or starvation. The save DC is Charisma-based. This is a mind-affecting effect.

The fickle but serious-minded asrais are a fey force for good, and take serious offense to those that would defile or commit evil within the sacred forests and hills that these creatures call home. These creatures often adopt self-appointed roles as guardians in untamed corners of the world, and have been known to use their hypnotic powers to placate entire tribes of evil humanoids, cause whole raiding parties to succumb to sleep in dangerous territories, or lure evil creatures and trespassing adventurers deep into the woods before lulling them into an enchanted slumber for years at a time.

An asrais is one foot tall and weighs less than two pounds.



FROSTJACK

This rakish, blue-skinned humanoid wields an icy scimitar in one hand as it flits through the air on frosty, insectile wings. A surge of slush and freezing water trails behind the creature wherever it goes.

FROSTJACK

CR 1

XP 400; CN Small fey (cold)

Init +3; Senses low-light vision; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 10 (3d6)

Fort +0, Ref +6, Will +5

DR 5/cold iron; Immune cold, Resist fire 5

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 50 ft. (good), swim 40 ft.

Melee +1 keen scimitar +2 (1d4-1/15-20x2, plus 1d6 cold)

Special Attacks breath weapon (15-ft. cone, 2d6 cold damage, Reflex DC 10 for half, usable every 1d4 rounds), icy breath

Spell-Like Abilities (CL 3rd, concentration +6)

constant - *slipstream*

at-will - *ray of frost*, *touch of fatigue* (DC 13), *vanish*

STATISTICS

Str 7, Dex 16, Con 8, Int 14, Wis 14, Cha 16

Base Attack +1; CMB -2; CMD 10

Feats Toughness, Weapon Focus (scimitar)

Skills Acrobatics +9 (+13 jump), Bluff +9, Craft (sculptures) +6, Fly +11, Knowledge (nature) +6, Perception +8, Sleight of Hand +9,

Sense Motive +8, Stealth +9, Swim +12

Languages Aquatic, Common, and Sylvan

SQ hold breath, icewalking

ECOLOGY

Environment cold hills, lakes, and rivers

Organization solitary, gang (2-4), band (6-11) or tribe (20-80)

Treasure standard (ice scimitar, other treasure)

SPECIAL ABILITIES

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces that the frostjack climbs must be icy. The frostjack can move across icy surfaces without penalty and does not need to make an Acrobatics skill check to run or charge across ice.

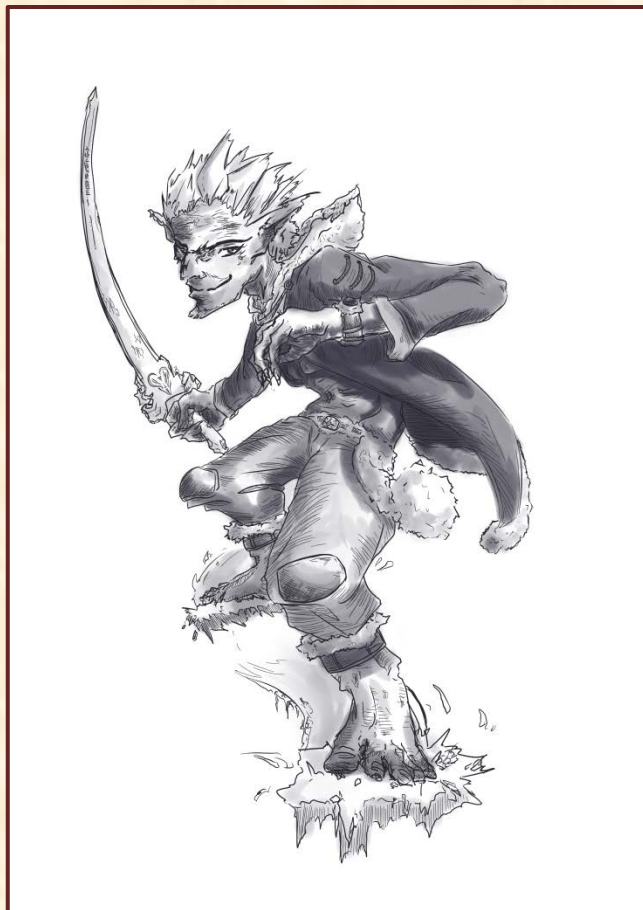
Icy Breath (Su) A frostjack can expel and shape its frosty breath to create a non-magical, unattended object made of sculpted ice. This ability works like a *minor creation* spell, except that the frostjack may not create complex items, and any item created melts if it enters an area with temperatures in excess of 70° F. Furthermore, if the frostjack uses this ability to create and wield an appropriately-sized scimitar, the blade gains a +1 enhancement bonus on attack and damage rolls, inflicts +1d6 cold damage, and gains the *keen* weapon property for as long as it holds the weapon (reflected in the statistics above). The caster level for this ability is equal to the frostjack's Hit Dice (usually 3).

Alternately, the frostjack can use this ability to create a 15-foot-radius area of ice adjacent to its space. Creatures walking on ice must spend 2 squares of movement to enter an icy square, and the DC for Acrobatics skill checks in the area increases by +5.

Using this ability in either capacity counts as one use of the frostjack's breath weapon; the frostjack must wait 1d4 rounds before using this ability a second time, or before attacking with its breath weapon in the traditional way.

Frostjack are rakish and adventurous fairy creatures whose very essences are suffused with the power of the freezing northern climes that they call home. The frostjack lives for adventure, and takes great pride in its ability to use its icy breath and special powers to overcome larger and more dangerous opponents. The eldest members of a frostjack tribe are often quick to dismiss the escapades of the young as cavalier, frivolous, and irresponsible, despite most having had an adventurous youth of their own.

A frostjack is nearly four feet tall and weighs fifty pounds.



SLIPSTREAM AND VANISH: These spells are featured in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* by Paizo Publishing, LLC, and both are reprinted in the appendix to this product. *Slipstream* allows the frostjack to benefit from a 10-foot increase to its ground speed across level ground, or 20 if moving downhill or swimming. *Vanish* works like an *invisibility* spell with a 1-round duration. Both spells can also be reviewed online, on the [Pathfinder Roleplaying Game Reference Document](#).

GROGOCH

A dirty, bearded figure stands clad in rags and sack-cloth. The long whiskers on its ruddy cheeks twitch in a feline fashion, and it's bulbous nose wrinkles as it seems to scent the air.

GROGOCH CR 1/2

XP 200; NG Small fey
Init +7; **Senses** blindsense 5 ft.; low-light vision, scent; Perception +0
Aura stench (1 round, DC 12)

DEFENSE

AC 11, touch 10, flat-footed 11 (-1 Dex, +1 natural, +1 size)

hp 5 (1d6+2)

Fort +2, **Ref** +1, **Will** +2

Defensive Abilities stability; **DR** 2/cold iron

Weaknesses antipathy

OFFENSE

Speed 20 ft.

Melee club +2 (1d4+1)

Ranged sling +0, 50 ft. (1d3+1)

Spell-Like Abilities (CL 1st, concentration +0)

constant – *endure elements*

at-will – *invisibility* (self only), *mage hand*, *prestidigitation*

1/day – *magic stone*, *mending*, *shillelagh*, *unseen servant*

STATISTICS

Str 12, **Dex** 9, **Con** 15, **Int** 9, **Wis** 11, **Cha** 9

Base Attack +0; **CMB** +0; **CMD** 9 (13 vs. bull rush or trip)

Feats Toughness

Skills Climb +9, Craft (sculptures) +3, Craft (stonemasonry) +3,

Disguise +3, Sense Motive +4; **Racial** Climb +4

Languages Common and Giant (cannot read)

SQ twitching whiskers

ECOLOGY

Environment temperate mountains, or any urban

Organization solitary or clan (10-20)

Treasure standard (club, sling, other treasure)

SPECIAL ABILITIES

Antipathy (Su) Grogoch have a serious psychological aversion to practitioners of divine magic, and a supernatural ability to find and identify such persons. A grogoch can determine whether or not a creature that it can detect with its scent ability has the ability to cast divine spells. A grogoch that can smell such a creature must succeed on a DC 15 Will save or be overcome with such trepidation and distress that it is compelled to remain at least 10 feet away from the creature for 1d4 hours. Regardless of whether or not a grogoch succeeds on its saving throw, a grogoch that finds itself within 10 feet of a creature capable of casting divine spells has its Dexterity score reduced by 4 points, as though voluntarily occupying an area affected by an *antipathy* spell.

Stability (Ex) Grogoch receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Twitching Whiskers (Ex) A grogoch's long, stiff facial hair can help it to detect subtle vibrations in the air and sudden changes in local air pressure, helping it to react more quickly to danger. These whiskers grant the grogoch a +8 bonus on initiative checks, and blindsense to a range of 5 feet. Water or exposure to strong winds, such as those created by a *gust of wind* spell, confuses these fine senses and negates the bonuses described above for as long as the exposure persists.

Grogochs are a strange and exclusively male fey species with unusually meager hygienic habits and an even more unusual (and often unfounded) mistrust of holy men and religious figures. Despite this odd prejudice, the grogoch have no aversion to sacred sites, holy places, or the gods themselves. In spite of the shy natures and the unwashed stink of these dwarfish fairy folk, the presence of a grogoch near a rural community is cause for celebration, as one of the fey creatures' many strange habits is a fondness for chores and housework. Folks who leave out milk or cream for a grogoch often find their chores finished overnight!

A grogoch is three and a half feet tall and weighs sixty-five pounds.

GROGOCH FAMILIARS: Due to the enthusiasm that a grogoch displays with regards to the performance of menial labor and housekeeping-related tasks (mainly by using its *prestidigitation*, *mending*, and *mage hand* spell-like abilities), wizards with busy schedules find that these fey creatures make terribly convenient familiars – that is, if you can stand the smell. In order to gain a grogoch familiar, a spellcaster must be neutral good, have a caster level of 5th, and have the Improved Familiar feat.



LEANHAUN

This voluptuous, feminine figure resembles a well-proportioned human woman with several decidedly-elven features. A pair of large, colorful butterfly wings protrudes from her bare back.

LEANHAUN

CR 2

XP 600; CN Medium fey

Init +3; Senses low-light vision; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 10 (3d6)

Fort +1, Ref +7, Will +4

DR 5/cold iron; Immune magical sleep effects

OFFENSE

Speed 30 ft.; fly 40 ft. (good)

Melee masterwork dagger +2 (1d4/19-20x2)

Ranged masterwork dagger +5, 10 ft. (1d4/19-20x2)

Special Attacks muse

Spell-Like Abilities (CL 8th, concentration +11)

at-will – *charm monster* (DC 16), *lullaby* (DC 13)

3/day – *daze* (DC 13), *disguise self*, *hypnotism* (DC 14)

STATISTICS

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

Base Attack +1; CMB +1; CMD 11

Feats Dodge, Persuasive

Skills Bluff +9, Diplomacy +11, Disguise +8, Fly +13, Intimidate +11,

Knowledge (local) +8, Perform (any) +9, Sense Motive +7

Languages Common, Elven, and Sylvan; telepathy 100 ft.

ECOLOGY

Environment temperate forests, or any urban

Organization solitary or pair

Treasure standard (masterwork dagger, other treasure)

SPECIAL ABILITIES

Muse (Su) A leanhaun can extend an intimate offer to any creature with an Intelligence score of 3 or higher that succumbs to its *charm monster* spell-like ability. This seductive offer sounds too good to be true: the leanhaun will serve as the target's muse in return for a seemingly trivial service. The catch is as simple as it is insidious; the favor is worded in such a way as to be all but impossible to complete. To convince her victim, the leanhaun must succeed on a Bluff skill check opposed by the target's Sense Motive skill check. If the leanhaun wins the check, the offer sounds plausible to the charmed victim's ears, and the target is compelled to agree. Such a creature is bound to serve the fey as though under the effects of a *geas-quest* spell with a duration of 1 year. The effect can only be lifted if the afflicted party can convince another intelligent creature to complete the favor in his place. Combat and other distractions ruin any attempt to deliver the leanhaun's offer.

If the leanhaun fails to convince her victim, the *charm person* effect is immediately broken, and the leanhaun is magically compelled to serve as a muse for her intended victim for 1 year. The leanhaun must remain within 100 feet of the target, and may not voluntarily leave this 100-foot radius, or directly cause or compel her master to move more than 100 feet away from her. While serving as a muse, the leanhaun's mere presence grants her new master a +4 insight bonus on Craft, Perform, and Profession skill checks, and a +1 morale bonus on saving throws. If her master voluntarily moves more than 100 feet away from her, the effect is broken and the leanhaun may once again act freely. This is a sonic, language-dependent, mind-affecting effect.

Though rarely evil, neither does a leanhaun think much of mortal men and women. In some ways, a leanhaun embodies all that sensible mortals fear about the fey: a leanhaun is capriciously devious, dangerously seductive, and ruinously clever.

A leanhaun is just over five and a half feet tall and weighs one hundred and thirty pounds.

LOVELORN LEANHAUN: A leanhaun that succumbs to the service of an intelligent creature with 20 Hit Dice or more quickly becomes enthralled and helplessly loyal to its powerful new master. A lovelorn leanhaun's alignment changes to match that of her masters, and the muse's service becomes permanent. If her master has either the good or evil subtype, or an aura of good or evil strong enough to register as "overwhelming" to a *detect evil* or *detect good* spell, the lovelorn leanhaun gains a share of her new master's power for as long as she serves. The leanhaun gains a +8 bonus to her Strength and Constitution scores, the ability to cast spells as a 5th-level bard, and also gains a +4 profane (if evil) or sacred (if good) bonus to Armor Class and the ability to smite good (if evil) or smite evil (if good) 3 times per day as a 5th-level paladin. A lovelorn leanhaun adds +2 to its CR.



SHEOQUE

This green-skinned, childlike creature has wild hair entwined with bristling roots and vines, and adorned with brightly-colored flowers throughout. Verdant wings and dangerous thorns sprout from her body.

SHEOQUE

CR 1

XP 400; N Small fey

Init +6; Senses low-light vision; Perception +8

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 13 (3d6+3)

Fort +0, Ref +6, Will +5

DR 1/cold iron; Immune paralysis, poison, polymorph effects, sleep effects, and stunning

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee 2 claws +4 (1d3-2)

Special Attacks sacred brush, wild growth

Spell-Like Abilities (CL 6th, concentration +8)

constant – *speak with plants*

at-will – *detect snares and pits, endure elements*

1/day – *bless, charm person* (DC 13), *goodberry, hallow* (see text)

STATISTICS

Str 6, Dex 15, Con 10, Int 8, Wis 15, Cha 14

Base Attack +1; CMB -2; CMD 10

Feats Improved Initiative, Toughness

Skills Fly +11, Knowledge (geography) +4, Knowledge (nature) +4, Perception +8, Sense Motive +10, Stealth +16; Racial Sense Motive +2, Stealth +4 in light or heavy undergrowth

Languages Sylvan (children can always understand a sheoque, no matter what language it speaks)

SQ woodland stride

ECOLOGY

Environment cold and temperate forests

Organization solitary, pair, or grove (3-8)

Treasure standard

SPECIAL ABILITIES

Sacred Brush (Su) A sheoque is first and foremost a protector of the faerie courts and the natural order of things. To that end, a sheoque can use her *hallow* spell-like ability to affect a single 10-foot square of light and/or heavy undergrowth. Over time, a grove of sheoque can transform entire swaths of forest into sacred fey dominions. Like a druid's *hallow* spell, any undergrowth made holy by a sheoque's *hallow* spell-like ability has no impact on the effectiveness of channeled energy.

As a standard action, a sheoque can cause an area so *hallowed* to lash out at a single would-be trespasser or defiler within or adjacent to the holy ground and no more than 60 feet away from the sheoque. The *hallowed* undergrowth has an attack bonus equal to the sheoque's Wisdom modifier (usually +2) and deals 1d8 points of bludgeoning and piercing damage on a successful strike. Undead struck by the brush take an additional 1d8 points of damage.

Wild Growth (Su) As a standard action, a sheoque can cause a 5-foot square of light undergrowth to grow out of fertile earth. The sheoque can produce undergrowth in any adjacent square, and the undergrowth produced by this ability is not magical; it persists for as long as it can grow there. The sheoque may use this ability 12 times per day.

Woodland Stride (Su) A sheoque may move through any sort of undergrowth at her normal speed and without taking damage or suffering any other impairment. Overgrown areas that have been magically manipulated to impede motion (such as an area affected by an *entangle* spell), still affect her.

The childlike sheoque are contradictory creatures. On the whole, sheoque are well-intentioned fey, but they have been known to use their natural magic to charm (and effectively kidnap) human "playmates," especially children. Long-lived as most fey are, a sheoque might keep a human playmate for years, always meaning to return the mortal to its home "tomorrow." If a sheoque is sought out and beseeched to return a mortal companion, she is almost certain to comply. The sacred brush and forests that the sheoque call home are always guarded carefully, however, and trespassers are advised not to linger long in a sheoque's domain.

A sheoque is three feet tall and weighs forty pounds.



A Common Village Rhyme

Small Sharol Shipsail (or another name here)

Disappeared before dawn

Sheoque, oh sheoque; where has my Sharol gone?

APPENDIX

ADVANCED PLAYER'S GUIDE SPELLS

Presented below are two spells (*slipstream* and *vanish*) featured in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, for use with the frostjack's spell-like abilities (see page 3 of this document).

SLIPSTREAM

School conjuration (creation) [water]; **Level** druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a few drops of oil and water)

Range touch

Target creature touched

Duration 10 minutes/level (D)

Saving Throw Reflex negates (harmless); **Spell Resistance** no

You create a low-creeping wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 ft. If going downhill, speed increases by 20 ft. instead, but *slipstream* provides no movement bonus when going uphill. While swimming, the *slipstream* increases the target's swim speed by 20 ft.—if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

VANISH

School illusion (glamer); **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V, S

Range touch

Target creature touched

Duration 1 round/level (up to 5 rounds) (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the subject attacks any creature.

MONSTER ROLES

The following lists categorize all of the monsters in this book by their roles, as described in the Monster Advancement section of the *Pathfinder® Roleplaying Game: Bestiary™*. These roles indicate what types of character classes are treated as key classes.

COMBAT ROLE

asrais, frostjack, grogoch, sheoque

SKILL ROLE

leanhaun, lovelorn leanhaun

MONSTERS BY CHALLENGE RATING

The following section lists all monsters included in this document, alphabetically by CR.

CR 1/2

grogoch

CR 1

frostjack, sheoque

CR 2

asrais, leanhaun

CR 4

lovelorn leanhaun



CREDITS

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