

THE ICONIC BESTIARY

CLASSIC FEY



BY KEITH BAKER

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Lions Den Press – The Iconic Bestiary: Classic Fey

THE ICONIC BESTIARY CLASSIC FEY

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In these pages are are seven new monsters, fully ready for use. Each one of these creatures correlates to one of the iconic monsters not included in the SRD. They are not the same creatures in disguise, but rather occupy the same niche, and possess comparable though not identical abilities.



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INTRODUCTION

What Are the Fey?

As we begin, this is the question we must answer. The fey are creatures of mystery and magic, spirits of wood and wind. At first glance, this may seem to tie them to elementals, but the differences are significant. Elementals are truly alien creatures, embodying the purity of the elements themselves. The fire elemental is raw fire given form, the essence of flame, and it exists to burn. It has no place in our world, no common frame of reference, and if it is unleashed in the realm of compounded elementals, it is likely to fly out of control and destroy the unfortunate creatures that cross its path.

Elementals may be the purest forces of nature, but the fey are the bridge between humanity and the natural world. When a sailor hears a song on the ocean wind, he may think of the mermaid. When the gale howls outside the manor, those inside fear the fell omen of the beansidhe. And walking through the deep woods, it is easy to believe that there is some force that is aware of you — whether it is the dryads bound to the trees or the leshy, lord of the forest itself.

Classic Fey, the next in the **Iconic Bestiary** line, offers an assortment of faerie creatures. Most are drawn from the folklore and legends of earthly cultures. In addition to statistics for the creatures themselves, you'll also find ideas for variant rules when dealing with the fey: storybook curses, faerie changelings, and other elements that may play a crucial role in any adventure dealing with the fey.

When using fey, consider the following ideas.

Immortality. Most of the fey are ageless spirits. They can be killed by mortal hands, and especially fear the bite of cold iron, but time cannot end their dance. This should always play a role in encounters with mortals. The short lifespan of humans is baffling to the fey. One of the quiet folk might mistake a human for the man's great-grandfather, who the spirit spoke with in ages past. This can provide the basis for an interesting adventure: perhaps the ancestor made a promise to the fey — or vice versa — and now the spirit has come to complete the agreement.

Tradition Versus Chaos. To the outside observer, fey often appear to be the epitome of chaos. They are wild and unpredictable, sweeping mortals away with their revels. But those who study the fey often find them to be creatures of tradition. The deep mermaid will always return to the same rock at the same time each week, combing her hair for precisely one thousand strokes before returning to the water. The grig fiddler can play with a skill beyond that of any human bard — but he may not be able to create new music of his own. Fey may be baffled or even frightened by new things or innovations they do not understand.

Furthermore, fey are often bound by rules or traditions about which mortals know nothing. The beansidhe, for example, cannot aid her mortal charge even if she wishes to: she is a spirit of warning, and that is all that she can do.

Word is Bond. Even the chaotic fey are deadly serious about promises. If a faerie makes a promise, it is bound to hold up its end of the bargain. However, the fey are legendary for their ability to twist words to their benefit. Furthermore, if the mortal involved

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ever breaks his word to the fey or attacks the spirit, the fey is released from all obligations.

Nothing is Predictable. Just because a player has memorized every detail about every monster doesn't mean a deep mermaid can't surprise him. The appendix at the end of this book includes an assortment of magical feats that fey creatures can possess. Many of the fey presented here already use one or more of these feats, but these can always be changed and adjusted — and you should feel free to come up with new feats with similar flavor. Traditionally, it is the beansidhe who curses those who cross its path. But the barbarian who decides to attack the pixie may find it has the same power!

Appearances Can Be Deceiving. Many fey are similar in appearance to humans or elves, but they are not mortal creatures, and this should become clear to anyone who spends much time around one. They eat and drink, but cannot actually starve to death — and furthermore, many fey have unusual

diets. A dryad may dine on flowers and rain-water; a changeling of the Quiet Folk may be able to eat ten times its weight at a single sitting; and a beansidhe dines on misery and sorrow.

In general, you should always look for ways to highlight the mysterious and alien nature of the faerie folk. The fey are not simply monstrous humanoids. They are the whispers of the world, the magic that exists because we know that it must. Tree-spirit, house-spirit, omen of doom and despair — the fey are always there in the shadows, and humans who delve into their world often end up the worse for it. Fate itself twists in favor of the fey, and the wise adventurer will learn to treat them with respect.

Welcome to *The Iconic Bestiary: Classic Fey!*

Keith Baker

BEANSIDHE

You see a beautiful young woman with pale skin and long dark hair that spills out from the hood of her tattered gray robe. Her cheeks are streaked with tears, and her eyes are wild and unfocused with grief. Spotting you, she drops to her knees, opens her mouth and howls — a horrible, keening wail that fills you with a sense of loss and despair.

Medium Fey (Incorporeal)

Hit Dice: 6d6+12 (33 hp)

Initiative: +4

Speed: 30 ft (6 squares); fly 30 ft. (perfect)

AC: 17 (+4 Dex, + 3 deflection), 17 touch, 13 flat-footed

Base Attack/Grapple: +3/–

Attack: None

Full Attack: None

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Deadly vengeance

Special Qualities: Blood guardian, damage reduction 10/cold iron, darkvision, *dimension door*, low-light vision, spell resistance 20

Saves: Fort +4, Ref +9, Will +9

Abilities: Str –, Dex 18, Con 15, Int 11, Wis 18, Cha 16

Skills: Hide +13, Knowledge (nature) +5, Listen +15, Perform (song) +12, Profession (washer-woman) +8, Sense Motive +13, Spot +15

Feats: Alertness, Curse of the Fey*, Shun Steel*

Environment: Any

Organization: Solitary

Challenge Rating: 0*

Treasure: None

Alignment: Neutral

Advancement: 7–20 HD (Medium)

Level Adjustment: —

While there is an undead creature whose wail can strike down the living, the true beansidhe

(pronounced BAN-shee) is not a ghost, but rather a fey spirit that warns the living of mortal danger.

Most of these wailing spirits are tied to specific families, traditionally those of pure and noble blood. A beansidhe appears to warn her charges of the presence of death. There are three common manifestations of the beansidhe:

- A young woman wailing and keening in inconsolable misery, as described above. This is the most common form of the beansidhe, but in this manifestation she typically stays at a distance from the charge; her cries can easily be mistaken for a terrible wind.
- An old woman washing clothes; on closer examination, she is washing the blood-stained clothing of the person whose death she foretells. In this form, she may or may not speak.
- A stately matron in her middle years, proud and strong. This is the one form in which she will usually engage in conversation, pleading with her charge and warning him of the danger that lies ahead.

Needless to say, in most campaigns, a character faces death every day. If a player character has a bond to a beansidhe, it would be foolish to have her show up all the time, moaning

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“Don’t go into the dungeon!” As such, the appearance of a beansidhe should portend a significant threat aimed directly at the character in question, ignoring events where the character is choosing to put himself in harm’s way.

To summon the beansidhe, the threat has to be truly dire: adventurers who encounter the beansidhe should have reason to fear and to reconsider their course of action.

A beansidhe rarely speaks, but she understands Common, Sylvan, and the native language of the families she watches over.

Combat

A beansidhe will never engage in combat — thus her challenge rating of zero. If she is attacked, a beansidhe will flee, possibly remaining long enough to lay a curse on the person who dared strike at her. However, she will never actively try to provoke an attack, or curse anyone who has not harmed her. She cannot take *any* action to protect her charge, aside from warning.

A beansidhe is incorporeal, but this will not become obvious until someone attempts to touch her; she appears to be completely solid. A *true seeing* spell will reveal her inhuman and incorporeal nature.

A beansidhe does not need to eat, sleep, or breathe.

Blood Guardian (Ex): A beansidhe has an instinct connection to a particular mortal bloodline. She can sense threats to the heirs of this bloodline, and when she has detected a threat she can locate the endangered heir. She may warn her charge, but her ability to interfere with the situation is extremely limited. More often than not, the beansidhe herself knows nothing more than the fact that a threat exists; occasionally she will possess more specific knowledge, but her warnings will be cryptic at best. As such, neither *detect thoughts* or *zone of truth* will be able to force more information out of a beansidhe.

Darkling Retribution (Su): Anyone who attacks a beansidhe — using a ranged attack, melee attack, or spell with any sort of aggres-

sive effect — immediately takes 10d6 points of damage (Will save DC 16 for half). This requires no effort on the part of the beansidhe and will affect a character who makes multiple attacks multiple times.

Dimension Door (Su): A beansidhe can use *dimension door* at will as a supernatural ability. She will use this power to place herself in the path of her charge, and to flee if attacked. Caster level: 20th.

What Do You Know?

The following skill checks can provide useful information about the beansidhe.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: The beansidhe is a spirit that warns of death and disaster. While a harbinger of doom, she is not responsible for the threat and bears no malice towards those she warns.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: Though she appears solid, the beansidhe is an incorporeal spirit. She is a creature of the fey, and not a ghost or other form of undead.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

Information: A beansidhe will never initiate combat, but those who dare attack her may be instantly killed or cursed.

Skill Check: Knowledge (religion) (DC 20)

Information: A character who makes this check knows nothing about the beansidhe, but can at least tell that it is not an undead creature.

Adventure Ideas

For long term use, it can be interesting to attach a beansidhe to one of the player characters. If the spirit hasn’t shown up for a few generations, its appearance can be unnerving and potentially mistaken for an attack. Once the PC has come to terms with the nature of the fey

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guardian, there are many ways it could influence a story.

- An outsider, deity, or other powerful enemy — such as the dullahan, described on page 12 — has targeted the character for destruction. The beansidhe's warning can put the character on his guard, and potentially give some hint as to the nature of the foe.
- The party has been invited to court by the king himself — but the beansidhe warns of treachery and murder. Refusing a royal invitation is out of the question, but now the party *knows* they are walking into a trap. Provided that there are multiple people who might wish the party ill, it's an excellent chance to add a little paranoia into the scenario.

- When the wailing woman appears and warns you from your current course of action... are you *sure* it's a beansidhe? What if it's just a doppelganger, using the reputation of the fey to steer you away from its secret schemes?

A beansidhe can also serve as a motivating factor in a game even if it's not attached to one of the PCs. If the characters are preparing to attack an aristocratic villain, perhaps a beansidhe tied to *his* family places *him* on guard. Or a nobleman haunted by a beansidhe fears for his life and asks the adventurers to protect him from unknown threats.

DEEP MERMAID

You hear the song before you see the woman. You can't make out the words, and you're not even sure there are words; the song is pure music, sweet and haunting. The singer is a woman, sitting on one of the rocks spread out along the barren shore. She is naked, but the pale skin of her back is largely hidden by her long, flowing black hair, which glistens and gleams like deep water. Her beauty is breathtaking, and yet slightly disturbing, as well. As she turns her dark eyes towards you, you can't help but feel that such perfection is unnatural. And that's when you see the long fish-tail that takes the place of her legs.

Medium Fey

Hit Dice: 12d6+24 (66 hp)

Initiative: +4

Speed: 5 ft. (1 square), swim 120 ft

AC: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +6/+8

Attack: Claw +8 melee (1d4+2)

Full Attack: 2 Claws +8 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sea songs

Special Qualities: Amphibious, aquatic bond, damage reduction 10/cold iron, low-light vision, spell resistance 20, voice of the water,

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water breathing, wild empathy
Saves: Fort +6, Ref +12, Will +12
Abilities: Str 14, Dex 18, Con 15, Int 18, Wis 18, Cha 22
Skills: Bluff +20, Concentration +15, Diplomacy +15, Heal +15, Hide +19, Knowledge (nature) +15, Listen +15, Perform (oratory) +15, Perform (sing) +24, Sense Motive +15, Spot +15, Survival +10, Swim +20
Feats: Extend Spell, Greater Spell Focus (enchantment), Inhuman Performance, Spell Focus (enchantment), plus one of the follow-

ing — Child of Magic, Evil Eye, Fey Curse, Oracular Vision
Environment: Aquatic
Organization: Solitary or pair (deep mermaid and deep merman)
Challenge Rating: 10
Treasure: Double standard (and deep underwater)
Alignment: Any Chaotic
Advancement: By character class (typically bard or druid)
Level Adjustment: —

DEEP MERMAN

A massive figure rises from the water: a man, heavily muscled and towering over nine feet tall. His snow-white hair is wild and loose, flowing around his shoulders like the spray of a storm-wave, and he has a long, thick beard. His gaze is like a thunderbolt, confident and aggressive. For a moment, he seems to be wrapped in the water; as the lightning flashes, you see that his lower body is that of a powerful fish. The mighty merman raises a heavy, trident-like halberd and laughs, and the thunder rolls in perfect time with his mirth.

Large Fey
Hit Dice: 18d6+72 (135 hp)
Initiative: +2
Speed: 5 ft. (1 square), swim 120 ft
AC: 19 (+2 Dex, +8 natural, -1 size), touch 11, flat-footed 14
Base Attack/Grapple: +9/+21
Attack: +2 *halberd* +18 melee (2d8+14, 19-20/x3)
Full Attack: +2 *halberd* +18/+13 melee (2d8+14, 19-20 x3)
Space/Reach: 10 ft./10 ft.

Special Attacks: Stormcalling
Special Qualities: Amphibious, aquatic bond, damage reduction 10/cold iron, fast healing 5, low-light vision, spell resistance 22, voice of the water, water breathing, wild empathy
Saves: Fort +12, Ref +13, Will +18
Abilities: Str 26, Dex 14, Con 19, Int 13, Wis 20, Cha 17
Skills: Concentration +20, Handle Animal +20, Intimidate +24, Knowledge (nature) +22, Listen +20, Perform (oratory) +20, Spot +25, Survival +26, Swim +20

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Feats: Combat Expertise, Dodge, Great Fortitude, Improved Critical (halberd), Iron Will, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Environment: Aquatic

Organization: Solitary or pair (deep mermaid and deep merman)

Challenge Rating: 12

Treasure: Double standard (and deep underwater)

Alignment: Any Chaotic

Advancement: By character class (typically barbarian or druid)

Level Adjustment: —

Common merfolk are mortal creatures, driven by the same emotions and desires as human beings. The deep merfolk are another matter entirely. Though similar in appearance to the mundane merfolk, these creatures are fey spirits with a strong bond to the ocean depths. The deep mermaid embodies the mystery and hypnotic lure of the ocean. The deep merman is the master of storms, the lord whose fury can send vessels to their doom. Both are territorial creatures of habit, tied to their chosen domains. Anyone crossing the realm of a deep merman would be wise to throw an offering into the sea at the start of the voyage. Those who anger the fey may be destroyed by storms or lured from the ship by enchanting song, while those who honor the spirits can receive fair winds and good weather.

The behavior of the deep merfolk is strongly influenced by alignment. A chaotic good deep merman may serve as the guardian of the waters, fighting off dangerous monsters or aquatic undead and caring for the natural creatures of the region; sailors who cause no harm have nothing to fear. But the chaotic evil fey sees mortals as toys, and takes pleasure in crushing their ships or luring them to their doom.

The deep merfolk are solitary by nature, though a merman and mermaid are occasionally found together, and it is possible to find one of the deep merfolk leading a band of mortal merfolk. Traditionally it is the deep mermaid

who yearns for mortal companionship, but it is always possible that a deep merman will take an interest in a mortal bride, especially a druid or bard.

The coloration of the deep merfolk often reflects the creatures that inhabit its waters. Arctic merfolk are pale, while those bound to tropical waters will be bright and colorful. Deep mermaids are slender and beautiful, while the deep mermen are stern and powerfully built.

Deep merfolk speak Common, Aquan, and Sylvan.

Combat

Despite the physical power of the deep merman, neither merman nor mermaid particularly enjoys physical combat. A deep mermaid will always try to use enchantments and songs to deal with her foes, often fleeing if forced into physical combat. A deep mermaid prefers to rely on his powers of stormcalling to strike down his foes from a distance: when forced into battle he makes use of his tremendous speed, using Spring Attack to strike his foes and move on. Both merman and mermaid may be accompanied by other creatures of the deep. Unless they are evil, the deep merfolk will not sacrifice the lives of these creatures needlessly, but if the odds can be turned with the aid of a few octopi, these creatures will cheerfully join the fray.

Aquatic Bond (Ex): Each of the deep merfolk has a strong tie to a particular region of water. Unlike dryads, the deep merfolk can leave their home waters without suffering a penalty, but they prefer not to. While in their home waters, the deep merfolk can use *commune with nature* as will, as a druid with a caster level equal to their hit dice. The effect only reaches to the boundaries of the merfolk's personal domain, as defined by the DM.

This bond can manifest in many other ways, at the DM's discretion. A deep mermaid may be able to hear any time her name is spoke over her waters. If an item is thrown into the water as a sacrifice to a deep merman, it may end up reaching him regardless of where he is. This is fey magic, and there are no hard and fast

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rules for it; the deep merfolk are spirits of salt and sea, and this is one of the mysteries of the water.

Fast Healing (Su): A deep merman has a stronger bond to the ocean than his mate, and the sea heals his injuries. As long as a deep merman is submerged in salt water, he gains the benefits of fast healing.

Sea Songs: The power of the deep mermaid lies in her voice. A deep mermaid can cast spells as a 12th-level bard, though she does not possess any of the other powers of the bard class. Deep merfolk usually specialize in enchantment and illusion effects, and they cannot use evocation or transmutation effects.

Typical bard spells known (3/5/5/4/2; Save DC 16+ spell level, 18+ spell level for enchantments): 0—*dancing lights, detect magic, light, lullaby, message, prestidigitation*; 1st—*cause fear, charm person, hideous laughter, sleep*; 2nd—*calm emotions, enthrall, suggestion, whispering wind*; 3rd—*charm monster, confusion, cure serious wounds, deep slumber*; 4th—*break enchantment, legend lore, shout*.

If a deep mermaid takes levels of bard, these stack with her hit dice to determine spells known, spells per day, and other effects dependent on caster level.

Stormcalling (Sp): The deep merman is a powerful foe, but his greatest strength is his command of wind and weather. He possesses the following spell-like abilities, which he uses as an 18th-level druid: At will—*call lightning* (DC 18), *control weather, control wind* (DC 20); 2/day—*call lightning storm* (DC 20). The saving throws are Wisdom based.

Voice of the Water (Ex): The deep merfolk can communicate with any aquatic or amphibious creature, as if under the effects of *speak with animals*. This is a constant effect that requires no effort on the part of the merfolk.

Water Breathing (Sp): Any deep merfolk can cast *water breathing* once per day (caster level 15th). Should one of the deep merfolk take a mortal lover, she will use this power to bring her paramour beneath the waves.

Wild Empathy (Ex): The deep merfolk

can use this ability to influence the attitude of any aquatic or amphibious animal. This functions much like a Diplomacy check, but the merfolk rolls 1d20+5 and adds his hit dice and Charisma modifier to the result. Any druid or ranger levels stack when using this ability.

Skills: The deep merfolk receive a +12 racial bonus on Swim checks. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided that they are swimming in a straight line.

Possessions: The deep merfolk possess double standard treasure, but at least half of this will be hidden in their lairs, far from where they are likely to be encountered and inaccessible unless the party can venture into deep water. A deep merman will always possess a magic weapon with a market price modifier of at least +2. Deep mermaids are more likely to possess rings or wondrous items — jewelry or combs that impart magical powers to the bearer. Both prefer to avoid armor and clothing, although magical bracers are acceptable.

What Do You Know?

The following skill checks can provide useful information about the deep merfolk.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: While most merfolk are mortal, a few are powerful fey with a strong tie to ocean waters.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: These deep merfolk have different powers based on gender. The mermaid is known for the magical power of her voice, and can lure men to her doom. The merman has tremendous control over wind and water, and can call down storms to shatter ships.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

Benefit: At this level, the character has heard tales of any deep merfolk that are active in the

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local waters. The character knows the general behavior of the merfolk — whether they prey on all who cross their territory, or if they can be placated. The character also knows the sacrifices typically made to buy the favor of the fey; these are up to the DM, as befits the nature of the specific spirit and the needs of the campaign.

Adventure Ideas

- An artifact the party desperately needs is found to have been aboard a ship that sunk on open waters — and now it is in the hands of a deep mermaid. It will be very difficult for the party to reclaim it from the depths on their own: can they make a deal with the mermaid? What will this chaotic spirit want in exchange?
- A series of terrible storms are interfering with shipping to the town the party uses as a base of operations. This deadly weather is the work of a deep merman: but why is the spirit so angry, and what can be done to placate him?
- During a long sea voyage, the party begins hearing enchanting singing at night — the voice of a deep mermaid who is following the ship. Eventually she lures an ally of the party — or one of the PCs — over the edge and into the depths. Can the adventurers find a way to rescue their companion from the mermaid? What if he doesn't want to be rescued?
- When the ship the adventurers are traveling on is destroyed, they are rescued by one of the deep merfolk, who gives them the power to breath water for one day. But the party is very far from land, and the merfolk have no interest in helping them further, leaving the adventurers with one day to find an answer to their problems. Think *Hitchhiker's Guide to the Ocean!*

DULLAHAN

A powerful black stallion canters towards you. Its eyes are red, and sparks fly from its nostrils as it snorts and scents the air. A well-dressed man sits astride the horse, a lord dressed in black and crimson finery — a man with no head. He holds a short whip in one gloved hand, a flail formed from a human spine, and in the other he holds his own head. The flesh glows ever so faintly, and the mouth is twisted in an idiotic grin. The eyes are small and black, and are still alive in the severed head. The spectral horseman fixes you with his gaze, and you feel an unreasoning horror flow through you. . .

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Large Fey

Hit Dice: 22d6+154 (231 hp)

Initiative: +2

Speed: 80 ft.

AC: 39 (+2 Dex, +14 natural, +14 deflection, –1 size), 25 touch, 33 flat-footed

Base Attack/Grapple: +11/+25

Attack: +3 *flail of wounding* +23 melee (1d8+13 plus 1d4 constitution damage)

Full Attack: Whip +23/+18/+13 melee (1d8+13 plus 1d4 constitution damage) and 2 hooves +15 (1d6+5)

Space/Reach: 10 ft./ 5 ft.

Special Attacks: Death's call, tears of blood, terrifying gaze

Special Qualities: DR 15/magic and cold iron, darkvision 120 ft, death's herald, *dimensional lock*, low-light vision, regeneration 5, resistance to cold 10 and fire 10, soul scent, spell resistance 35, unbarred passage, unblemished gold

Saves: Fort +14, Ref +15, Will +16

Abilities: Str 30, Dex 14, Con 25, Int 13, Wis 16, Cha 18

Skills: Climb +20, Listen +28, Jump +35, Search +26, Sense Motive +28, Spot +28, Swim +25, Survival +28

Feats: Combat Expertise, Dodge, Improved Overrun, Improved Trip, Mobility, Power Attack, Run, Spring Attack.

Environment: Any

Organization: Solitary

Challenge Rating: 18

Treasure: See below

Alignment: Chaotic evil

Advancement: 22–30 HD (large)

Level Adjustment: —

The dullahan is one of the most dangerous of the fey. Many fey embody aspects of the natural world, from the dryad and leshy of the forests to the deep merfolk of the sea. The dullahan is a spirit of death, come to seize a mortal soul and carry it to a darkness beyond the world. A particular dullahan exists only to claim the spirit of its victim. It tears along the roads leading to the home of its quarry, calling out the doomed man's name, and as soon as the

quarry hears the call, the victim is struck dead. The dullahan is tireless, and neither wall nor gate can stop it. If the dullahan is hunting for you, pray your heroes can find it before it reaches you.

The dullahan hunts only at night. It typically appears within 20 miles of its prey and follows the roads leading towards its target. Should the victim somehow survive until sunrise, the dullahan will vanish, only to appear again the next night. This continues until the victim dies or the dullahan is defeated.

Typically, those the dullahan hunts are people already in danger: the ill, the over-indulged, or those who could die even without the spirit's help. However, it's always possible the dullahan could come for someone in the full bloom of health. No one knows how or why a dullahan chooses its victims, or the fate of the souls it claims. Some say that dullahans serve long-forgotten gods who still hunger for human sacrifice. Others believe the dullahans take the souls to a dark orchard in a sunless plane, where they are used to fertilize strange and terrible trees. In the end, this decision is up to the DM, because once a soul is claimed by a dullahan, the only way to return the victim to life will be to get to the bottom of this mystery.

Combat

A dullahan's sole goal is the destruction of its designated prey. When attacked, it will seek to continue the hunt as swiftly as possible, using trip, overrun, and Spring Attack to scatter its foes and keep moving. It will only pause if it is faced with an enemy it cannot outrun, who manages to inflict significant injury on the dullahan. In this situation it will focus on that foe, returning to the hunt as soon as the foe is incapacitated.

A dullahan is quite similar to a centaur for combat purposes. Though it appears to be a human riding a horse, the human body cannot be removed from the horse (willingly or not) and the two act as a single creature.

A dullahan's head can only be removed from its hand if it chooses to throw it, and even then, it returns at the end of the round.

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However, anything held in its other hand — such as its flail — can be disarmed or dislodged through normal means.

A dullahan's natural weapons and any weapons it wields are considered to be magical, evil-aligned, and chaotic-aligned for purposes of overcoming damage reduction.

Death's Call (Ex): While on the hunt, the dullahan can only speak to call out the name of its victim. When it comes within 500 feet of its victim, it will raise its head and call out the name. This sound will carry through any natural barrier, tearing the soul from the victim's body and killing him instantly. Worse yet, his soul is trapped by an effect similar to *soul bind*; in order to restore the victim to life, allies will have to face the force that commands the dullahan. If the dullahan is somehow silenced, it can perform the same effect by flinging its head at its intended victim. This is a ranged touch attack with a range of 60 feet.

As soon as the dullahan collects the soul it has been sent for, it vanishes.

Death's Herald (Ex): While not undead, the dullahan is an embodiment of death. As such, it possesses a number of unique traits. A dullahan does not eat, sleep, or drink. It is immune to poison, disease, death effects, and mind-affecting effects. It is not subject to critical hits, nonlethal damage, ability drain, or energy drain, and is immune to fatigue and exhaustion. A dullahan is not at risk from death due to massive damage, but it will disincorporate instantly when reduced to zero hit points.

Dimensional Lock (Su): The dullahan is surrounded by a continuous *dimensional lock* effect. This is identical to the spell (caster level 22nd), but affects a 500-foot radius centered on the dullahan.

Soul Scent (Su): A dullahan has an unerring sense of the location of its prey. This is similar to *discern location*, but not even *mind blank* will protect the victim.

Tears of Blood (Su): Anyone who sees a dullahan must make a Will saving throw (DC 14). Those who fail are struck blind as bloody tears flow from their eyes. This effect lasts for one hour. Regardless of success or failure, an

individual only needs to save against this effect once per encounter. The first time a character sees a dullahan, check for blindness before the effects of terrifying gaze. The saving throw is Charisma-based.

Terrifying Gaze (Su): Anyone who meets the gaze of a dullahan's severed head must make a Will saving throw (DC 25) or be affected as though by a *fear* spell (caster level 22nd). This follows all of the standard rules for a gaze attack. The save DC is Charisma-based.

Unbarred Passage (Su): Nothing can slow the movement of a dullahan in pursuit of its prey. It can run through bog, cross water, and even run up walls. It receives all of the benefits of *freedom of movement*, *water walking*, and *spider climb*, and can move through all forms of terrain at normal speed. It even runs across empty air, levitating as it runs across a short chasm. It cannot, however, stand on air, and will fall if it ends its move on empty space.

Any sort of gate or portal that lies in the path of a dullahan will fly open as soon as the dullahan comes within 30 feet of it. This is the equivalent of combined *knock* and *open* spells (caster level 22nd). If a magical barrier such as a *wall of force* is used to block a dullahan's progress, it is struck by *greater dispel magic* (caster level 22nd) as soon as the dullahan comes within 30 feet of the effect. If the barrier survives, the dullahan can attempt to dispel it again as a standard action.

Unblemished Gold (Ex): Gold repels a dullahan. Wearing or holding a gold object provides a character with immunity to the tears of blood ability, and a +5 morale bonus to saving throws against the terrifying gaze. Any character who knows of this weakness can attempt to turn the dullahan by threatening it with the gold object; treat the character as a cleric of equal level, and the dullahan can only be turned, not rebuked or destroyed. If the character is a cleric and expends a daily use of the turn undead ability, he receives a +6 bonus to the check.

A weapon made of pure gold will bypass the damage reduction and regeneration of the dullahan, and inflicts an additional 1d6 dam-

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age per strike. Gold is a soft metal, and gold weapons have a –1 penalty on damage rolls, a hardness value of 7, and 20 hit points per inch of thickness.

Possessions: Every dullahan carries a +3 *flail of wounding* made from a human spine, which it uses like a short whip. While in the hands of the dullahan, the *wounding* effect of the flail is increased to 1d4 points of Constitution damage per hit. When the dullahan is reduced to zero hit points, it disincorporates, leaving behind its flail, a +3 *ring of protection*, and a set of *horseshoes of speed*. While there is no obvious mechanical effect, carrying the whip of a dullahan is a sure way to attract misfortune and bad luck.

What Do You Know?

The following skill checks can provide useful information about the dullahan.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: The dullahan is a harbinger of doom, brought into the world to harvest the soul of an unfortunate mortal. It appears at nightfall and moves directly towards its victim. When it reaches the home of the unfortunate target, it need only call his name to tear his soul from his body.

Despite its ghastly appearance, the dullahan is a fey spirit, and not an undead creature. However, it possesses many of the same strengths as the walking dead.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: Merely seeing the dullahan can fill a man with terror or strike him blind. Pure gold offers some protection against this spirit, and wearing a gold ring is enough to block its blinding powers.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

Information: The dullahan and its horse are a single creature, and cannot be separated. It is highly resistance to both magic and injury, though enchanted weapons forged from cold iron can harm it.

Skill Check: Knowledge (religion) (DC 15) *and* either Knowledge (nature) (DC 15) *or* Bardic Knowledge (DC 20)

Information: The dullahan can be driven back if a gold object is presented in a forceful manner.

Benefit: The character can attempt to turn the dullahan by using an object made of gold in place of a holy symbol; see unblemished gold, above.

Adventure Ideas

- An ally of the PCs comes to them with a desperate plea. Every twenty years, a dullahan claims a member of his family — and the hunter is scheduled to arrive tomorrow night. Can the party find some way to keep the dullahan from claiming its prey?
- There is no saving throw against death's call, and even an epic hero can be struck down by a dullahan. But why was the spirit unleashed against the PC? Did the party anger a fallen god? Can this spirit be appeased, or can it be destroyed completely, freeing all the spirits it has gathered over the course of centuries?
- Under normal circumstances, the appearance of a dullahan is a rare and fearsome event. But over the course of a year, dullahans begin appearing with increasing frequency. Why are these heralds of death gathering so many souls? Does this portend the arrival of an even greater spirit? Or are the souls of the dead serving a vital role on another plane, with the dullahans acting as valkyries in a terrible extraplanar war?

LESHY

The little man before you is green. His body is covered with shirt green fur, and he has a long green beard and hair that flows to his shoulders. He has cloven hooves instead of feet, and short goat-like horns protrude from his forehead. He wears a sheepskin robe, but curiously, he has it turned inside out. He regards you with sparkling green eyes and smiles confidently.

Medium Fey (Shapechanger)

Hit Dice: 24d6+72 (156 hp)

Initiative: +6

Speed: 40 ft., climb 30 ft., swim 30 ft.

AC: 30 (+2 Dex, +10 deflection, +8 natural),
22 touch, 28 flat-footed

Base Attack/Grapple: +12/+18

Attack: Claw +14 melee (1d4+2)

Full Attack: 2 Claws +14 melee (1d4+2) and
bite +8 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Lord of the forest, spell-like
abilities

Special Qualities: Change shape, DR
10/magic and cold iron, forest bond, leshy
traits, low-light vision, regeneration 5, resist-
ance to acid 10, cold 10, and lightning 10,
spell resistance 30, wild empathy, woodland
speech

Saves: Fort +13, Ref +16, Will +24

Abilities: Str 14, Dex 15, Con 17, Int 16, Wis 26,
Cha 23

Skills: Bluff +15, Climb +15, Diplomacy +15,
Handle Animal +35, Heal +20, Hide +20,
Intimidate +25, Knowledge (geography)
+10, Knowledge (nature) +30, Listen +30,
Move Silently +20, Search +15, Sense Motive
+20, Spot +30, Swim +15, Survival +35

Feats: Alertness, Blind-Fight, Faerie Luck*,
Great Fortitude, Improved Initiative,
Improved Unarmed Strike, Improved Grapple,
Iron Will, Reality Bends*

Environment: Forest

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Usually neutral

Advancement: 25–50 HD (Medium)

Level Adjustment: —

The leshy (plural leshiye) is the lord of the forest and all its creatures. His voice is the wind, and the storm is his fury. Every leshy is bound to a particular woodland region. Good leshiye do their best to protect their animal subjects, while evil leshiye turn the power of the forest against any humanoids rash enough to test the strength of the wild. They lie dormant during the winter, but can be encountered at any other time of year.

A malevolent leshy will rarely be seen by his victims. His shapechanging powers allow him to inflict his mischief on intruders without revealing his presence. But if an adventuring party has an accomplished druid or ranger, a leshy may appear to the travelers. Leshiye love to drink and gamble, and may play games with the party or ask for stories from foreign lands, but the leshy demands respect from all who deal with him. He is the master of his domain, and those who insult him will feel his wrath.

A leshy can assume many forms, and will usually approach strangers in the guise of an elderly man. He saves his true form for those he

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trusts, or those he intends to drive from his lands.

Leshiye speak Common, Auran, Aquan, Sylvan, and Terran. Leshiye often keep in contact with neighboring leshiye and other powerful fey or elementals, and adventurers who earn the friendship of a leshy may be able to

benefit from this network of contacts. While leshiye rule the natural animals in their domains, they are not the masters of the fey: dryads, grigs, skogsnuftar and the like may show respect for the local leshy, but they are not obliged to follow his orders.



Combat

While a colossal leshy is a dangerous foe, the leshiye disdain physical conflict and are far more likely to use magic to deal with an enemy, or to call on the local wildlife to aid in the struggle. A malicious leshy will often use the least of its powers to deal with enemies, calling on *ghost sound* and *ventriloquism* to lead travelers off pathways and into dangerous terrain. An angrier leshy may raise a storm to strike at a party camped in its forest. It will only resort to its full powers if a party is posing a clear threat to its domain, slaughtering the inhabitants of the forest or destroying the plants.

Leshiye are clever combatants. If it is outmatched or outmaneuvered, a leshy will use *transport via plants* to escape, healing itself and carefully planning the next stage of the battle.

Change Shape (Su): The leshy is a master of many forms. A leshy can assume the form of any plant or animal (including dire animals) as a standard action. It can also assume the form of an elderly human. While in its natural form it can alter its size, shifting anywhere from Fine to Colossal size; the effects of this are described in more detail below. The leshy can maintain a new form as long as it wishes, though it will revert to its natural shape if killed.

Forest Bond (Su): A leshy is lord of a particular region of woodland. He can *commune with nature* at will; this effect covers the entire length of the leshy's domain, regardless of size. He can also use *greater scrying* (caster level 20th) to scry anywhere within the borders of his domain. A leshy can use *whispering wind* or any spell-like ability that targets animals through the spell sensor, allowing him to dominate animals at a distance.

A leshy leaves no scent or trail when moving through woodland environments, and can ignore any penalties caused by woodland terrain.

These only touch on the possible limits of this power. Some say that the leshy is aware of anything seen or heard by one of its animal subjects. It's possible that this bond can hurt

the leshy — that the destruction of a significant portion of woodland would lower the maximum hit points of the leshy. The full extent of the bond is left to the DM, as best serves the needs of the story.

Leshy Traits (Ex): A leshy is a spirit of life. A leshy is immune to disease and death effects, and receives a +4 racial bonus on saves against poison.

Lord of the Forest (Su): A leshy has complete control over the natural creatures of its domain. Unless driven by an outside force, such creatures will always have a helpful attitude towards the leshy. In addition, the leshy can dominate (as *dominate animal*) all native animals within its line of sight as a standard action. The leshy can maintain this control as long as it wishes. There are stories of leshiye sending flocks of birds or rodents to neighboring fey to pay off gambling debts. Creatures can resist the effect with a Will save (DC 30), but only those with a hostile or unfriendly attitude will attempt to save.

In addition, while a leshy is in its domain it may use up to 40 spell levels of *summon nature's ally* per day (eight castings of *summon nature's ally V*, five castings of *summon nature's ally VIII*, and so on). However, the leshy may only summon creatures that actually live in its domain, and it is reluctant to summon other fey; such creatures are not subjects of the leshy, and service will create a debt the forest lord must repay.

Regeneration (Ex): A leshy cannot regenerate damage caused by cold iron weapons. It can only regenerate while in its forest domain.

Spell-Like Abilities: At will—*animal messenger*, *animal trance* (DC 20), *barkskin*, *calm animals* (DC 19), *charm animal* (DC 19), *dominate animal* (DC 20), *entangle** (DC 19), *find the path**, *ghost sound*, *goodberry**, *hide from animals*, *hold animal* (DC 20), *repel vermin* (DC 22), *transport via plants**, *ventriloquism*, *wall of thorns**, *whispering wind*; 3/day—*animal growth*, *call lightning** (DC 21), *command plants** (DC 22), *contagion*, *control weather**, *control wind** (DC 23), *greater magic fang*, *plant*

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growth, protection from energy, reduce animal, remove disease, restoration*, stone tell*; 1/day—animal shapes*, heal, liveoak*, water breathing.* Caster level 24th. The save DC is based on Wisdom. Powers marked with an asterisk are tied to the leshy's domain. If the power can normally be used at will, it can be used 3 times per day beyond the leshy's realm; other powers can only be used in the fey's home forest.

Many of these abilities may seem redundant when Lord of the Forest is taken into account, but they reflect the leshy's ability to control foreign animals brought into the realm.

Woodland Speech (Ex): A leshy can communicate with any woodland creature or plant, as if under the effects of *Speak with Animals* and *Speak with Plants*. This is a constant effect that requires no effort on the part of the fey.

Skills: A leshy receives a +8 racial bonus on Climb and Swim checks, and can always choose to take 10 on a Climb or Swim check.

Possessions: Leshiye do not hoard material goods; their wealth is the forest itself. Someone who does a favor for a leshy could receive an exceptional animal (+2 to all physical ability scores) to serve as a mount or companion.

Altered Size: While in its natural shape, the leshy can shift in size, transforming from the size of the smallest leaf to that of the tallest tree. This affects its physical abilities, natural armor, and other factors as shown below:

Fine: AC 42, touch 34, flat-footed 36; 132 hp; cannot claw or bite; grapple –3; Saves Fort +12, Reflex +20; Str 4, Dex 23, Con 15; Hide +40, Move Silently +24.

Diminutive: AC 37, touch 29, flat-footed 32; 132 hp; claw +13 (1 point), bite +8 (1 point); grapple +1; Saves Fort +12, Reflex +19; Str 4, Dex 21, Con 15; Hide +35, Move Silently +23.

Tiny: AC 34, touch 26, flat-footed 30; 132 hp; claw +12 (1d2–2), bite +7 (1d2–2); grapple +6; Saves Fort +12, Reflex +18; Str 6, Dex 19, Con 15; Hide +30, Move Silently +22.

Small: AC 32, touch 24, flat-footed 29; 132 hp; claw +13 (1d3), bite +8 (1d3); grapple

+12; Saves Fort +12, Reflex +17; Str 10, Dex 17, Con 15; Hide +25, Move Silently +21.

Large: AC 30, touch 20, flat-footed 29; 204 hp; claw +17 (1d6+6), bite +12 (1d6+3); grapple +26; Saves Fort +15, Reflex +15; Str 22, Dex 13, Con 21; Hide +15, Move Silently +19.

Huge: AC 31, touch 18, flat-footed 31; 252 hp; claw +20 (1d8+10), bite +15 (1d8+5); grapple +34; Saves Fort +17, Reflex +14; Str 30, Dex 11, Con 25; Hide +10, Move Silently +18.

Gargantuan: AC 33, touch 16, flat-footed 33; 300 hp; claw +22 (2d6+14), bite +17 (2d6+7); grapple +42; Saves Fort +19, Reflex +14; Str 38, Dex 11, Con 29; Hide +6, Move Silently +18.

Colossal: AC 34, touch 12, flat-footed 34; 348 hp; claw +22 (2d8+18), bite +17 (2d8+9); grapple +50; Saves Fort +21, Reflex +14; Str 46, Dex 11, Con 33; Hide +2, Move Silently +18.

What Do You Know?

The following skill checks can provide useful information about the leshy.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: Tales tell of powerful fey spirits that hold dominion of entire regions of forest. Some only secret to protect the wilds, while others use trickery and magic to lead travelers into danger.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: The faerie lord of the forest is known as the leshy; he looks like a green man with the horns and hooves of a goat. Leshiye are accomplished shapeshifters and can take the form of any natural creature. They can also change their own size; a leshy can hide beneath a leaf or tower about the trees.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

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Information: Leshiye love gambling and drinking. A traveler who makes an offering of good food or strong drink upon entering a forest can usually avoid the spirit's wrath, provided the traveler treats the creatures of the woods with respect.

Benefit: Due to his knowledge of the leshiy, the character receives a +2 circumstance bonus to Bluff, Diplomacy, and Sense Motive while dealing with a leshy.

Adventure Ideas

- While traveling through the woods, the party hears the cries of an infant in the darkness. Is this a leshy trick, intended to lure the adventurers into bog or briar? Or is the child actually a young leshy — in which case the party who goes to its aid may receive the favor of the father, while those who allow it to come to harm will feel his wrath.
- An old man approaches a party camped in the woods. He says that he is a hermit, living in the woods; he wants to talk, share their drink, and maybe play a hand of cards or dice. Those who treat the leshy respectfully may earn his friendship, while rude adventurers or anyone he catches cheating will earn his ire . . . and would be wise to avoid the forest in the future.
- A group of farmers approach the heroes with a problem. The local leshy has begun demanding tribute in exchange for grazing rights in the meadows adjacent to his domain. He wants vast quantities of strong drink, and the finest beasts of the herd. Can the party locate the leshy and convince him to go easy on the poor farmers?
- Once the party has earned the friendship of a leshy, they may be drawn into dealings between powerful fey spirits. To pay off a gambling debt, a leshy must send a herd of deer to another forest, and he is worried about hunters preying on the deer en route. Can the heroes escort this strange herd across the land, protecting it from both natural and human hazards?

QUIET FOLK

You see a tiny man with dark skin and a red, bushy beard that falls to his waist. At first you think he may be a small gnome covered with soot from the fireplace, but his proportions are odd. His arms are too long for the rest of his body, and when you look down, you notice that his feet are strangely large and flat. He wears a well-tailored crimson doublet and breeches, and a large black hat.

Tiny Fey (Earth)

Hit Dice: 2d6+6 (13 hp)

Initiative: +1

Speed: 20 ft.

AC: 16 (+1 Dex, +2 size, +3 natural), touch 13,

flat-footed 14

Base Attack/Grapple: +1/–3

Attack: +7 melee (5 points, slam) or by weapon

Full Attack: +7 melee (5 points, slam) or by weapon

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Space/Reach: 2.5 ft./ 0 ft.

Special Attacks: None

Special Qualities: Cap of darkness, conjuring point, darkvision 60 ft, damage reduction 5/cold iron, light sensitivity, low-light vision

Saves: Fort +3, Ref +4, Will +5

Abilities: Str 18, Dex 12, Con 16, Int 10, Wis 14, Cha 14

Skills: Craft (any two) +14, Hide +14, Listen +7, Move Silently +10, Profession (any one) +11

Feats: Craftman's Blessing, Domestic Spirit, Superstitious

Environment: Urban and underground

Organization: Solitary, family (2–5), or village (20–50)

Challenge Rating: 2

Treasure: Quadruple coins, standard items

Alignment: Usually neutral

Advancement: By class (usually expert)

Level Adjustment: +2

The quiet folk are one of the many subspecies of “little people” who prefer to live around civilization as opposed to the wilds. While large groups establish their own underground communities, individual quiet folk are more likely to settle in a human house. The quiet folk rarely reveal themselves to the owners of their abode; they steal whatever they need to survive, “paying” for these goods by performing domestic tasks. If the homeowner actively carries the favor of the fey — leaving out better food or supplies for their work, or praising his “good neighbors” — he may receive greater services in exchange. The quiet folk are skilled craftsmen and love nothing more than hard work: a smith who has a good relationship with the quiet folk may find weapons or armor finished overnight, or he may find his own skills improving. In contrast, those who anger their fey houseguests may suffer professional sabotage, soiling or spoiling of food and clothes, or in the worst case, the effects of the Evil Eye or a Fey Curse. (The Craftsman's Blessing, Evil Eye, and Fey Curse feats are new, and may be found on page 30.)

For these fey, work is a labor of love. They could easily buy what they want — but they don't like the system of buying and selling, and prefer their own style of barter. Quiet folk often possess stashes of gold, and some believe these fey can actually conjure gold from the air; however, trying to get the gold of one of the quiet folk is a sure way to anger the creature.

On rare occasions, quiet folk have been known to reveal themselves to humans. Sometimes this is a request for help, but in other cases a solitary fey may simply desire companionship.

The quiet folk look like long-armed gnomes, though they are only one and a half to two feet in height. They have dark skin and wild, bushy hair and eyebrows. Quiet folk have webbed, flat feet like ducks, but are embarrassed about this feature and become angry if it is pointed out.

Quiet folk speak Common and Terran. Both men and women speak with deep, resonant voices.

Combat

Despite their tremendous strength, the quiet folk prefer to avoid combat and rarely wear armor or carry weapons. Quiet folk spend most of their lives under the cloak of invisibility, working on their domestic chores.

Cap of Darkness (Su): Each of the quiet folk carries a cap that bears a personal enchantment. While wearing this hat, the little one can use *invisibility* at will. Triggering the hat is a standard action that does not provoke an attack of opportunity. There is no duration for this effect; it continues until the wearer chooses to suppress it or until he takes an action that negates it.

If the hat is taken from the owner, it loses its enchantment after one hour. It takes six hours for one of the quiet folk to create a new *cap of darkness*.

This power has no effect on fey creatures, including other quiet folk. The fey can always find one another.

Conjuring Point (Su): By spending one hour in meditation, a quiet folk can designate a

five foot by five foot square as his conjuring point. As long as he is within 500 feet of this point, he may teleport any item weighing no more than 10 pounds from the square to his hands or from his hands to the square, as if using *gloves of storing*. This is a standard action that does not provoke an attack of opportunity. This allows the quiet folk to establish a haven within a house where they store their valuables, food, and tools. A quiet folk can only have one conjuring point at any given time, though he can abandon the old one any time he wants to establish a new one.

Skills. The quiet folk are inhumanly skilled at their crafts, and receive a +4 racial bonus to Craft and Perform checks. They also receive a +4 racial bonus to Move Silently checks.

What Do You Know?

The following skill checks can provide useful information about the quiet folk.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: The quiet folk are tiny fey, similar in appearance to gnomes. They are usually harmless as long as they are treated with respect. Quiet folk are exceptional artisans and brewers.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: The quiet folk have the power of invisibility, which they use to hide within human homes. People who cultivate a good relationship with the quiet folk can receive valuable services in exchange.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

Information: Quiet folk are superstitious creatures that fear religious icons and pray. A cleric or paladin can drive these fey away using the same techniques as he would to turn undead.

Adventure Ideas

- Does the party have a favorite tavern? If it does, that tavern has the best ale for miles around. This is, unbeknownst to the public, the work of one of the quiet folk. When the faerie disappears, the innkeeper suspects foul play and begs the party to find his invisible friend. But who's responsible? A rival brewer or rival fey... or both?
- A low-level party desperately needs to enter a building unseen, but they lack the skills or magic to accomplish this task. A friend happens to know a local family of quiet folk. Can the party convince the fey to lend them *caps of darkness*? And will they be wise enough to return the caps, or will they seek to hold onto what appear to be powerful magic items — only to have the enchantment fade away?
- When the party purchases a home of its own, valuable objects begin disappearing. How long will it take them to locate the quiet one who shares their home? Diplomatic parties may work out an alliance with the spirit and gain great insight into the local fey activities. More aggressive adventurers will find that their little housemate has the power to throw curses on those who mistreat her...

SHEERIE

A swarm of glittering lights dance in the air, sparkling in the dusk. As it flows towards you, you see that each glimmer is a tiny humanoid figure, a naked, elfin being with a cruel smile. Hundreds of the tiny spirits dance around you, calling out in strange and incomprehensible voices, and you feel the world slipping away. . .

Diminutive Fey (Incorporeal, Swarm)

Hit Dice: 5d6+5+3 (25 hp)

Initiative: +4

Speed: 60 ft flight (perfect)

AC: 21 (+4 Dex, +4 size, +3 deflection), touch 21, flat-footed 17

Base Attack/Grapple: +3/–

Attack: Swarm (Confusing touch)

Full Attack: Swarm (Confusing touch)

Space/Reach: 10 ft./ 0 ft.

Special Attacks: Confusing touch, maddening cry

Special Qualities: Darkvision 60 feet, haunting images, immune to weapon damage, low-light vision, spell resistance 15 (from Child of Magic), swarm traits

Saves: Fort +3, Ref +8, Will +5

Abilities: Str –, Dex 19, Con 12, Int 10, Wis 13, Cha 16

Skills: Bluff +11, Hide +28, Knowledge (nature) +9, Listen +9, Spot +9, Survival +9

Feats: Ability Focus (confusing touch), Child of Magic^B, Superstitious, Toughness^B

Environment: Any sparsely populated region

Organization: Solitary, pair, or host (2d4)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: —

Level Adjustment: —

The sheerie are malevolent spirits that take pleasure in leading travelers to their doom. Some

legends say that they are the spirits of children who died in birth, who are now trapped between worlds. The fact that they are repulsed by positive energy lends some credence to this claim, though most druids believe the sheerie are simply a capricious manifestation of nature.

Sheerie are only found in swarms. They cling together and seem to be driven by a group consciousness. Individual sheerie are luminescent and insubstantial humanoids, two to three inches in height. There are no reports of anyone ever having a successful conversation with a sheerie swarm. While they act with intelligence, the only time they speak is to utter cacophonous howls that drive their victims to madness. While they do not speak, multiple sheerie swarms always act with perfect coordination.

Sheerie frequent desolate places, and while the sun does not harm them they only emerge during the hours of darkness.

Being insubstantial, the sheerie do not actively collect treasure. The sheerie's hoard represents the remains of previous victims, and it should be scattered over the area. Tracking down the treasure can be a deadly task in its own right!

Combat

The sheerie are completely insubstantial and cannot cause any direct physical harm to their victims. Instead, they use the terrain as their weapon, trying to cause travelers to stumble into natural hazards. The haunting images power of the sheerie is an effective tool; sheerie will often

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make broken bridges appear whole, cover over deadly chasm, or create the image of a welcoming inn across deadly quicksand.

When the sheerie choose to close, they drive their victims mad with dazzling lights, chattering voices, and fey magic. The victims of sheerie madness may stumble into danger or may turn on one another.

Sheerie do not need to eat, sleep, or breathe.

Confusing Touch (Su): When the sheerie ends its move, all creatures that share its space must make a Will saving throw (DC 17). Those that fail become confused for five rounds. A victim must make a new save every time the sheerie ends a turn in his space; the effects are not cumulative, but a failed save will reset the duration to five rounds.

At the start of each round, use the following table to determine the actions of a creature affected by confusing touch:

01–20	Act normally
21–40	Do nothing but babble incoherently
41–70	Flee at top speed in a random direction
71–100	Attack the nearest creature other than the sheerie

The saving throw for this effect is Charisma-based. It is a mind-affecting enchantment effect.

Haunting Images (Su): Sheerie can create illusory images to lure travelers to their doom. As a standard action, a sheerie can create a *minor image*. This image fills four five-foot cubes — the same space as the sheerie itself. A successful Spot check (opposed by the sheerie's Hide) will reveal the sparkles of light hidden in the image. A character can also disbelieve the illusion with a successful Will save (DC 15). Multiple sheerie may join together to create a larger image, but they will also play games with perspective. If a sheerie disguises itself as an inn that's only five feet tall, people may assume that it's simply far away.

This is an illusion effect with a caster level of five. The save DC is Charisma-based.

Maddening Cry (Su): The sheerie do not speak any known language, but when attacking

they may choose to howl at their victims, creating a maelstrom of eerie, incomprehensible sound. Any creature that can hear the sheerie suffers a –2 morale penalty to his saving throw against any sheerie's confusing touch. The maddening cry is a free action for the sheerie, but some prefer to act in silence.

Swarm Traits (Ex): A swarm is not subject to critical hits or flanking. It cannot be tripped, grappled, or bull rushed. It is immune to any spell or effect that targets a specific number of creatures. It takes an additional 50% damage from spells or effects that affect an area, such as *burning hands* or splash weapons.

Wind effects (such as *gust of wind*) typically deal 1d6 nonlethal damage to the swarm per spell level, but as the sheerie are insubstantial, they are immune to this effect.

What Do You Know?

The following skill checks can provide useful information about the sheerie.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: You have heard tales of swarms of dancing lights that haunt the wilds at night, luring travelers to their doom. Unlike the will o' the wisp, these swarms are incorporeal and cannot cause direct physical harm.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: These fey creatures are called the sheerie. While they are incorporeal, the sheerie can steal their victim's wits with a touch; those so afflicted wander madly for as long as they remain within the swarm of lights.

Skill Check: Bardic Knowledge (DC 25), or Knowledge (nature) (DC 20) and Knowledge (religion) (DC 20)

Information: While they are fey creatures, the sheerie are repulsed by true faith and the pure essence of positive energy. Tales tell of priests driving the sheerie away, much like turning undead.

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Skill Check: Knowledge (nature) (DC 25), Bardic Knowledge (DC 30)

Information: The sheerie have the ability to create static illusions. One should always be careful when crossing a bridge in the wilds, or if shelter seems to appear from nowhere: the sheerie could be luring you into a trap.

Benefit: A character with this level of knowledge should receive a +2 circumstance bonus on saving throws against the sheeries' confusing touch and haunting images; he knows the tricks of these creatures and is on his guard against them.

Adventure Ideas

- A shattered stagecoach lies on the far side of a bridge. It looks like it's been hit by bandits, but a sharp eye can see the glint of gold coins scattered around the ground.

Someone seems to be trapped under the coach; a hand can be seen, a lady's hand with a number of rings, fingers twitching. In fact, the coach and a significant portion of the bridge are sheerie images. The first person to cross the bridge will end up in the bog below.

- Traveling at night, the party spots a campfire. If they scout carefully, they realize that it's *their* camp: they can see themselves sleeping around the fire, with one of the characters on watch. Or perhaps, looking closer, they see that the members of this mirror party have all been killed — and when they try to move in for a closer look, the camp disappears. The sheerie are hoping that the party will separate to investigate; a lone adventurer is easily led astray by sheerie madness.

SKOGSNUFVA

A young woman emerges from the woods and your eyes are instantly drawn to her face. Her skin is smooth, her features perfect, and her emerald eyes sparkle with a mischievous light that sends a thrill through your nerves. She wears a simple green dress, and her hair is long and loose, flowing down her back in a fragrant cascade.

Depending on the Spot skill of the observer, you might add the following:

As she turns, you notice a faint flicker of movement along the base of her dress. Studying it, you come to the conclusion that she is hiding a long

Medium Fey

Hit Dice: 9d6+36 (67 hp)

Initiative: +2

Speed: 40 ft.

AC: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +4/+15

tail, similar to that of a cow; you can see the very tip at the edge of the hem. And as you study her hair, you notice something stranger than any tail: empty space instead of flesh — an open hollow where her back should be!

Attack: Claw +11 melee (1d4+7) or unarmed strike +11 melee (1d3+7, can be lethal or nonlethal)

Full Attack: 2 claws +11 melee (1d4+7) or unarmed strike +11 melee (1d3+7, can be lethal or nonlethal)

Space/Reach: 5 ft./5 ft.

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Special Attacks: Rend (2d4+10); fey temptress

Special Qualities: Child of the woods, DR 10/cold iron, fast healing 2, low-light vision, spell resistance 14, spell-like abilities, wild empathy, woodland speech

Saves: Fort +7, Ref +8, Will +8

Abilities: Str 24, Dex 14, Con 18, Int 13, Wis 14, Cha 18

Skills: Bluff +15, Climb +7, Disguise +7 (+17 to conceal fey traits), Diplomacy +6, Hide +14, Knowledge (nature) +8, Listen +12, Move Silently +14, Spot +12, Swim +7, Survival +12; plus one of Handle Animal +14, Heal +12, or Profession (any one) +12

Feats: Ability Focus^B (fey temptress), Improved Grapple, Improved Unarmed Strike, Power Attack, and any one of the following — Child of Magic, Evil Eye, or Fey Luck

Environment: Forest

Organization: Solitary

Challenge Rating: 7

Treasure: Standard; no coins or goods.

Alignment: Any chaotic

Advancement: By class

Level Adjustment: —

The skogsnufva (plural skogsnufvar) is also known as the wood woman or wood-wife. She is a forest spirit, though unlike the dryad, she is not bound to a specific tree and can find a home in any woodland region. Good-aligned skogsnufvar serve as guardians of the forests, while evil wood women take pleasure in preying on unwary travelers.

The skogsnufvar are often fascinated by mortal men. The wood women are infamous for enthralling mortals, using magic to bind men to their will. However, some skogsnufvar truly love their mortal mates, and it is a lucky farmer who wins the heart of a wood woman.

Skogsnufvar appear to be beautiful female humans. This guise is marred by three distinctive features: a long cow's tail; a hollow back; and claws in places of fingernails. Wood women are quite adept at concealing these features, using clothing and misdirection; their claws retract slightly when not in use, and a

wood-wife hiding in polite society might wear gloves. Most skogsnufvar have pale complexions, but this can vary by region; a wood-woman in a tropical rain forest might have dark skin and the tail of a jaguar.

Skogsnufvar speak Common, Auran, and Sylvan.

Combat

Like many of the fey, most skogsnufvar prefer to avoid physical combat, leading enemies astray through trickery or magic. Should a wood woman be forced into battle — or should her favored animals be slaughtered by unwise hunters — she will prove a surprisingly deadly opponent. Despite their frail and willowy appearance, the skogsnufvar are incredibly strong and tough, easily capable of tearing a man limb from limb. If a skogsnufva wishes to hide her claws, she can use her great strength to grapple with her foe and crush the breath from his lungs.

Child of the Woods (Ex): A skogsnufva possesses a number of special abilities that only apply in woodland environs. While in a forest or jungle, she can Track as if she possessed the feat. She herself leaves no trail, including scent, unless she wishes to. She can move through any woodland terrain at full speed, and never takes damage or suffers impairment due to woodland terrain. Finally, while in woodland terrain her base speed is increased by 20 feet.

Fast Healing (Su): A skogsnufva's fast healing doesn't heal injuries caused by cold iron weapons.

Fey Temptress (Su): Skogsnufvar are infamous for seducing mortal men. The kiss of a skogsnufva carries the effect of *charm person* (DC 20). This suffers the usual penalties if used during combat, but it is a very powerful effect; a victim will refuse to accept the idea that he has been enthralled, and will take any action to protect his beloved wood-wife from harm, even from his own allies. This effect continues until the victim has been away from the skogsnufva for 24 hours. Bear in mind that if this does not occur in combat, it may not be

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immediately obvious to the companions of the victim. He is smitten with the skogsnufova, but she may simply ask to accompany him, as opposed to turning him against his friends.

If the victim sleeps with the skogsnufova, the bond grows even stronger. The victim will obey any command without question, as if dominated. Furthermore, if he is removed from the wood-wife for more than a day — including if she is killed — he will suffer. A victim will either go mad (suffering the effects of *insanity* or *feblemind*, at the DM's discretion) or waste away, becoming sickened and suffering 1d6 points of damage each day; this damage cannot be healed while the curse remains in effect. The victim can be cured by *miracle*, *wish*, *limited wish*, or by a *remove curse* spell with a caster level of at least 15. There is no saving throw against the effects of sleeping with a skogsnufova. It is a mind-affecting effect that only affects male humanoids, so some creatures are immune to its power.

The saving throw DC of the wood woman's kiss is Charisma-based.

Not all skogsnufovar possess this ability, and it is up to the DM to decide if a particular wood woman is a temptress. Those that do not have it possess the Wild Shape ability, described below.

Rend (Ex): If a skogsnufova strikes her opponent with both of her claw attacks, she latches on and tears at her foe, inflicting an additional 2d4+10 damage.

Spell-Like Abilities: While in a forest or jungle environment, a skogsnufova may use the following spell-like abilities: 3/day — *ghost sound*, *summon nature's ally I*; 1/day — *commune with nature*, *transport via plants*, *ventriloquism*; 1/week — *summon nature's ally V*. Caster level 9th. The effects of *commune with nature* only cover woodlands, even if the spell effect would normally reach into other terrain. *Summon nature's ally* can only be used to summon creatures or fey found in a forest environment; *summon nature's ally V* can also be used to summon a large air elemental.

Wild Empathy (Ex): A skogsnufova can use this ability to influence the attitude of any

woodland animal. This functions much like a Diplomacy check, but she rolls 1d20 and adds her hit dice and Charisma modifier to the result, along with any druid or ranger levels.

Wild Shape (Su): Many skogsnufovar can assume the form of wild beasts. This power is identical to the class ability of a 9th-level druid; the skogsnufova may assume the form of any small, medium, or large animal up to three times per day.

Woodland Speech (Ex): A skogsnufova can communicate with any woodland creature, as if under the effects of *speak with animals*. This is a constant effect that requires no effort on the part of the fey.

Skills: A skogsnufova receives a +10 bonus to Disguise checks, solely for the purpose of concealing her fey features (her claws, tail, and hollow back). In the case of her claws, this reflects a minor form of retraction; if she uses them in combat, they become obvious to all observers.

Possessions: Any treasure possessed by a skogsnufova will be items she can wear, typically clothing or jewelry. Skogsnufovar despise armor (and are not proficient in its use), though one could use bracers.

Special: A skogsnufova can be summoned using *summon nature's ally VII*; such a spirit will be chaotic neutral and possess the wild shape ability instead of fey temptress.

What Do You Know?

The following skill checks can provide useful information about the skogsnufovar.

Skill Check: Knowledge (nature) (DC 10), Bardic Knowledge (DC 15)

Information: The skogsnufova, or wood-wife, is a forest spirit that appears as a beautiful human woman. She possesses the tail of a cow and a hollow back, though she will hide these traits from observers.

Skill Check: Knowledge (nature) (DC 15), Bardic Knowledge (DC 20)

Information: Skogsnufovar are often hostile to travelers, especially those who harm the crea-

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tures of the forest. A skogsnufva possesses superhuman strength and can tear a man apart. The wood-women are also known for their seductive powers, and anyone who sleeps with a skogsnufva will fall under her sway.

Skill Check: Knowledge (nature) (DC 20), Bardic Knowledge (DC 25)

Information: If one knows that conflict with a wood-wife is inevitable, there are precautions you can take. Wear your outer garments inside out, and chew garlic; both of these will help to weaken the fey spirit.

Benefit: A character who follows these defensive precautions gains a +5 bonus to saving throws made against the Fey Temptress power. In addition, a skogsnufva suffers a -2 morale penalty on attack and damage rolls made against someone protected in this manner.

A character with this level of knowledge will also know the traditional methods for placating a wood-wife, which are similar to those of the leshy: a ritual offering of food upon entering the forest, and careful effort to respect the creatures of the region.

Adventure Ideas

- While traveling, the party stops at a rural inn. Any ranger or druid will note that the livestock are especially well cared for

— and the most observant character catches a glimpse of the matron's cow tail. This wood woman has managed to keep her true nature a secret from her inobservant husband for five years, and there's no telling how he'll react if the truth is revealed. Does the party spoil the relationship? And what vengeance will the skogsnufva seek if they do?

- A close friend and business associate of the adventurers has taken to wandering in the woods, and he falls under the sway of a skogsnufva temptress. He plans to move to the forest to be with his mysterious beloved. Even if the party deals with the skogsnufva, their ally will begin pining away: can they find some way to cure this lethal love?
- During a journey through a vast forest, a woman approaches the party at dusk. A great evil — an aberration or fiend — has made its home in the region, and the wood woman cannot defeat it on her own. Should the adventurers succeed in cleansing the forest, the skogsnufva may fall in love with the most heroic PC. If she has the powers of a fey temptress, the kiss that she rewards him with may have unforeseen consequences for everyone involved!

Fey Curses

The curse is a classic element of faerie tales. When the hag is shunned from the christening, she lays an inescapable curse on the child. When the miller steals from the witch's garden, she renders his line barren. In the classic tales, people fear the quiet folk, and with good reason: If you cross the fey, you may suffer a punishment that will last you the rest of your life.

While any fey *can* have the power to curse, in practice few do. Faerie curses are represented by three feats: Evil Eye, Fey Curse, and Death Curse.

The Evil Eye is the weakest of these, and mimics the effects of *bestow curse*. The victim receives a saving throw to resist the effect. The advantage of the Evil Eye is that it can be used on whoever the fey wishes. If the old pixie is in a foul mood, he can curse the first person to cross his path in the morning.

Fey Curse is far more powerful, but far more limited. A fey may only use this feat when he has actually been wronged: it is reactive, not proactive. Of course, "being wronged" is still in the eyes of the fey. The king may not see a missed invitation to the christening to be that important, but if it matters to the hag, it's worth a curse. In any case, if a character treats a fey respectfully, peacefully and politely, he should remain safe from a curse. Even violence is acceptable, in self-defense: a leshy can't attack you and then curse you because you fight back. But if you strike the first blow, that's a different story.

Fey curses are powerful effects. The *bestow curse* and *binding* spells can both be used as guidelines, but only as guidelines. This is a case where the DM should be prepared to throw the rules out the window and come up with something that makes a good story. Consider the following:

- *Aging*: The victim ages one year at the start of each day.

- *Barren Touch*: Any food or drink touched by the victim spoils. Any plants he tills die. Any Healing checks he makes automatically fail, and any *cure* spells he casts have a 50% chance of becoming *inflict* spells of the same level.
- *Ignominy*: Anyone who comes into contact with the victim will forget any noble or valorous deeds she has done, while clearly remembering any crimes she has committed or mistakes she has made. People will attribute the character's greatest achievements to other people. If the curse is lifted, memories will return.
- *Ostracism*: The victim is surrounded by an aura that causes all NPCs to have a hostile attitude towards him. This also results in a –6 penalty to the victim's Charisma score, to a minimum score of 1. People can't explain *why* they don't like the victim — he just seems suspicious and hateful. NPCs can resist this somewhat, but will still find the character strangely repellent; they may suspect that he has been replaced by a doppelganger or an evil twin. In addition, any sort of spell used to detect alignment will always respond with the alignment most hostile to the caster, and *discern lies* will always show the victim as lying.
- *Poverty*: Any precious metal that the victim touches turns to lead.

These are just a few examples. From the curse of Oedipus to Sleeping Beauty, any curse the DM can come up with is possible. Of course, the power of the spirit should be consistent from encounter to encounter. In Irish folklore, the sidhe Macha lays a curse on all the men of Ulster after she is wronged; that's not something just any pixie can pull off.

While the Evil Eye may fail, there is no saving throw against a fey curse. After all, how

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interesting is a faerie tale if the princess just saves against the witch's curse? However, spell resistance *does* apply. Most fey curses have a caster level of 20th. Mortals may be helpless before a fey curse, but gods, fiends, and magical creatures are not so easily bound.

Remove Curse and *Break Enchantment* will negate the effects of the Evil Eye, but not a true fey curse. The only spells that can lift such a curse are *wish* and *miracle*. However, every curse has a set of circumstances that will break the effect. These are known to the fey who lays the curse, but are not chosen by her: they are set by the DM, and thus could be far simpler than the fey would like. So it's possible that the

curse of poverty can be broken by something as simple as one truly generous act, or perhaps the victim must go one full year without touching gold. In the end, a fey curse serves the needs of the story, and the DM should choose the release conditions accordingly.

Normally, leveling a curse is a standard action that does not provoke an attack of opportunity. the fey addresses the victim, announcing his fate. The Death Curse feat allows the fey to curse her killer as an immediate action at the moment of her death. This feat also supercedes the self-defense rule. Even if the fey starts the fight, if she has Death Curse, you're bound to suffer if you kill her.

Fey Marriage

Faerie tales are filled with examples of fey who fall in love with mortals. These stories often seem strange to the outsider: why does the beautiful wood woman take an interest in the average farmer? Why is the deep mermaid intrigued by the sailor when there are so many mermen in the sea? Some sages say that the draw is based on children: that the fey believe that they do not have true souls, and that a child of a mortal-fey union will be capable of a spiritual life the pure fey can never have. A simpler answer is that opposites attract, that the vibrant spark of the mortal fascinates the fey, and that the fey is drawn to the farmer precisely because his life is so different from her own. As such, a fey is more likely to take an interest in the human fighter or rogue than the elf wizard or gnome illusionist; long-lived and magical, the elf is not so different from the fey themselves.

A true marriage between fey and mortal — entered willingly by both parties — confers benefits on both. As long as he remains in the company of his fey spouse, the mortal inherits a fraction of her immortality: the passage of time is reduced by 25% when determining the effects of age, so after 20 years of marriage, he is only considered to have aged 15 years. Furthermore, he receives a +3 bonus to all saving throws against disease.

The fey partner draws inspiration from her mortal companion, as well. Due to their bond, she receives a +1 morale bonus to all saving throws and skill checks.

These bonuses only apply to matches of true love. When a skogsnuuva temptress claims a mortal as a toy, neither gain any benefit from the arrangement.

Fey Feats

One of the few things that can be relied upon when dealing with the fey is that nothing can be relied on. In one folktale, a mermaid lays a terrible curse on the love who spurns her. But not all mermaids possess such power. These feats provide a way to customize the fey to suit the needs of a particular tale.

While these abilities are selected using feat slots, they vary in power and are typically far stronger than feats available to normal characters; they are a compromise between mortal feats and the salient powers of immortal, god-like beings. These feats should never be made available to non-fey, and fey player characters can only select these feats *with the permission of the DM*. Ultimately, these feats are expressions of the spirit's magical nature. Craftsman's Blessing is appropriate for the Quiet Folk and for sprites that live in urban areas, but it doesn't make sense for a beansidhe or a dullahan, and shouldn't be given to these creatures. A crusty old pixie may have the ability to lay a curse on those who bother her, but that makes her a fearful legend — Fey Curse should not be treated with the nonchalance of Power Attack.

Child of Magic [Fey]

Your spirit is suffused with magical power, and as a result, you can shrug off the effects of many lesser spells.

Prerequisite: Fey, one or more spell-like abilities.

Benefit: A fey with this feat gains spell resistance equal to 10 + its hit dice and class levels. If the fey already possesses spell resistance, increase its innate SR by 5.

Special: You may select this feat multiple times. Each time, it increases your spell resistance by 5.

Craftsman's Blessing [Fey]

Folktales are filled with stories of the inhuman skill of fey artisans, who can squeeze the work of days into a single night and produce work of amazing quality.

Prerequisite: Fey, 5 ranks in two or more Craft skills.

Benefit: This feat provides you with a number of benefits. You receive a +5 insight bonus to all Craft skill checks. Creating items takes only 25% of the normal time.

You can give up these benefits for 24 hours in order to grant a single creature a +3 insight bonus on a single Craft skill check. Granting this gift is a standard action, and the bonus applies to the first Craft check the target makes in the 24 hour period.

Curse of the Fey [Fey]

You have the power to level powerful curses on those who wrong you.

Prerequisite: Fey.

Benefit: You can level a fey curse (explained in more detail on page 28). While there are no specific prerequisites, this is one of the rarest and most powerful abilities presented here, and should be used with caution.

Death Curse [Fey]

If you are slain, you may lay a curse upon your killer.

Prerequisite: Fey, either Curse of the Fey or Evil Eye.

Benefit: When you are slain, you may immediately target your killer with Curse of the Fey or Evil Eye, whichever you possess. Regardless of your choice, there is no saving throw against this effect. People should think twice before going on pixie hunts!

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Domestic Spirit [Fey]

You can perform a host of minor magics that can make you a boon around the house — or a terrible pest.

Prerequisite: Fey, Helpful Spirit.

Benefit: You can use *prestidigitation* at will. This is a spell-like ability with a caster level equal to one-half the sum of your class levels + hit dice (minimum 1).

Evil Eye [Fey]

You have the power to lay minor curses on your enemies.

Prerequisite: Fey.

Benefit: You may use *bestow curse* once per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity, does not require a touch attack, and has a range of 30 feet. The caster level is 10th, or your character level, whichever is higher. The curse can be negated with a Will saving throw, with a DC of 15 + your Charisma modifier. When you use this ability, you must verbally state the nature of the curse.

Faerie Luck [Fey]

Fortune often favors the fey. Many of the faerie folk are gifted with remarkable luck — when things appear to be at their worst, they suddenly take a turn for the better.

Prerequisite: Fey.

Benefit: Twice per day, you may reroll a die roll you have just made. You must accept the result, even if it is worse than the original roll.

Special: You may take this feat multiple times. Each time, your daily allotment of rerolls increases by two.

Helpful Spirit [Fey]

You have an innate gift for assisting others.

Prerequisite: Fey.

Benefit: You receive a +2 bonus to the check whenever you attempt to Aid Another, either with a skill check or in battle. If you are successful, you provide your ally with a +3 bonus (to an attack roll, AC, or skill check, as appropriate).

Standard: The aid another action provides a +2 bonus.

Inhuman Performance [Fey]

The songs and music of the faerie folk are beautiful and hypnotic.

Prerequisite: Fey, 5 ranks in two or more Perform skills.

Benefit: You receive a +3 insight bonus to Perform skill checks. When using bardic music effects with static saving throws (such as *suggestion* and *mass suggestion*, but not *fascinate*, which bases its save on a Perform check), increase the DC of the saving throw by 2.

You can give up these benefits for 24 hours in order to grant a single creature a +3 insight bonus on a single Perform skill check. Granting this gift is a standard action, and the bonus applies to the first Perform check the target makes in the 24 hour period.

Inspiration [Fey]

You have a gift for guiding the minds and hands of others.

Prerequisite: Fey, Helpful Spirit.

Benefit: Once per day you may choose to lend your guidance to another creature. This provides your target with one of the following benefits, which you must choose when you use the feat:

- +1 insight bonus to all skill checks
- +1 insight bonus on attack rolls
- +1 insight bonus to armor class.

This is a supernatural mind-affecting ability, and the effects last for 24 hours.

Oracular Vision [Fey]

You can have the gift of Sight, and can see visions of the future or advise those in need.

Prerequisite: Fey, Wisdom 15+.

Benefit: You can use *augury* once per day as a spell-like ability. Once per week, you can perform one of the following: *commune*, *commune with nature*, or *legend lore*. You are not actually communing with a specific deity — you are simply drawing the answers from the world itself. The caster level is equal to your combined hit dice + character levels.

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Reality Bends [Fey]

Faerie Luck can bring dramatic changes in fortune. But sometimes reality only needs to bend a little to make all the difference in the world.

Prerequisite: Fey, Faerie Luck.

Benefit: You receive a pool of luck points equal to your Charisma modifier (minimum 1). When you have just failed an attack roll, saving throw, skill check, or ability check, you may choose to improve the roll to the minimum result required for success; this requires one luck point for each point of modification. If you have insufficient luck, the attempt automatically fails, but you keep your points. Your pool of luck points replenishes at the start of each day.

Special: You may take this feat multiple times. Each time, your daily allotment of luck points increases by three.

Shadow Weaver [Fey]

Fey are renowned for their power to deceive and enchant their victims.

Prerequisite: Fey, arcane spellcaster.

Benefit: Select one of your arcane spellcasting classes. Add two spells to your spells known list. These must be illusion or enchantment spells that you are capable of casting based on level. You do not need a spellbook to prepare these spells, and the saving throw DC of these spells is increased by 2.

Special: You may take this feat multiple times. Each time, it applies to two new spells.

Shun Steel [Fey]

Your spirit is suffused with magical power, and as a result, you can shrug off the effects of many lesser spells.

Prerequisite: Fey, damage reduction (cold iron).

Benefit: You gain regeneration 1. You cannot regenerate wounds caused by magic or cold iron. Furthermore, you suffer an additional 1d6 points of damage whenever you are struck by a cold iron weapon. Even touching a cold iron object causes you to suffer 1 point of damage for each round of contact.

Superstitious [Fey]

You have an inherent fear of religion, and devout people can drive you away by invoking holy powers.

Prerequisite: Fey.

Benefit: You cannot take cleric or paladin levels. Furthermore, you are vulnerable to turning attempts as if you were an undead creature. However, you can only be turned: you cannot be destroyed, commanded, or rebuked.

Despite these drawbacks, you may select two additional fey feats. You must meet the prerequisites for any feat you take.