

FOUR HORSEMEN PRESENT

GRUESOME FEY

The Rogue Genius “Gruesome” line seeks to expand Pathfinder campaigns by exploring either iconic tropes or terrifying new ideas for monstrous encounters. The *Guide to Gruesome Fey* presents new templates with example monsters a GM can add to any adventure to create novel and memorable encounters. A GM can use these creatures, and templates as threats that are less familiar to experienced players, clues or elements for a specific background story, or to just have a powerful new fey as the focus of a climactic final battle.

All the gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters with fey. Some of the gruesome templates are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME FEY?

Fey are a staple of fantasy, but are all too often pigeonholed as wise guardians of nature, troublesome pests, or quirky two-dimensional villains. They don’t inspire the terror of centuries ago, when the folk were called fair so they wouldn’t ruin mortal lives. Classic fey like dryads, nymphs, and pixies aren’t scary at all, while even dark fey like redcaps can come off more goofy than intimidating. While some fey like the bogeyman hit the right notes, players are a savvy lot, and they know what to expect.

The idea behind gruesome fey is to “spice up” these monsters, to make them more interesting (and frightening) for players and GMs. Rather than face another gremlin or satyr, the players find themselves fighting a troupe of sadistic performers inspiring fear and pain for otherworldly patrons, or exiled fey lords that wield godlike power within a small territory. Creatures that have more wrong with them than “just” being a run-of-the-mill fey, gruesome fey have uncanny appearances, smells, and sounds that makes them more frightening to even veteran characters (generally represented by each template’s shock value – see below), while the fact that they are difficult to identify makes them more of a mystery for players.

CREATING GRUESOME FEY

Creating a gruesome fey is just a matter of adding one of the gruesome templates presented below to an existing fey.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off of the example creature, offering the GM some idea how to convey the sights, sounds, and smells of fey with the template to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but the GMs should easily be able to add details from the description of the base fey a template is added to.

EXAMPLE CREATURE

All gruesome fey templates include an example fey with the template applied for ready use in any game.

BACKGROUND

After the example creature is a short outline of the concept behind the gruesome template with suggestions for how fey of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome fey have a “shock value”, which represents a supernatural, disturbing quality that even the most frightening fey don’t possess. The shock aura ability means the fey has the frightful presence universal monster rule with a range of 30 feet, if they do not normally possess it. The template’s shock value increases both the DC of the ability and the effective hit dice of the fey for the purpose of affecting other creatures with frightening presence. Once a creature encounters an fey with the shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome fey, regardless of how many times the character runs into that kind of gruesome creature. This is a mind-affecting fear effect that requires line of sight.

There’s a limit to how shocking even the most gruesome fey can be. If an fey has multiple gruesome templates, its shock value is equal to the highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); *Location:* aura

GRUESOME FEY

CR

Each gruesome template adjusts the CR of the fey it is applied to.

AC

Some gruesome fey templates add to the AC of the fey it is applied to.

DEFENSIVE ABILITIES / SPECIAL ATTACKS

Some gruesome fey gain defensive abilities, special attacks, or other abilities that build off of their gruesome features, either extending unusual powers, or giving it abilities that match its thematic elements.

ABILITIES

Gruesome fey gain increases or take decreases to ability scores as indicated.

FEATS

Some gruesome fey gain bonus feats as indicated.

WEAKNESSES

Gruesome fey are designed to have weaknesses (although in some cases these are fairly minor), to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base fey they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DC's of these checks are based on the base DC of Knowledge (local) checks used to gain information about any type of fey – DC 10 + CR for typical monsters. Making this base DC allows a player to identify a creature as “something similar to” the base fey but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature's abilities and weaknesses).

OTHER USES

All gruesome fey templates are designed for application to creatures with the fey type, but that doesn't mean that they can't be applied to a wider variety of creature types. This section offers suggestions on varying creature types that could also fit well with the template.

GRUESOME FEY TEMPLATES

The following templates can be used to create special fey with gruesome and fearful themes and abilities.

BELIEVER

This large-eyed humanoid looks like a smiling, emaciated elven child with small, transparent wings. Light and shadow bend with the creature's every motion.

BELIEVER LURKER IN LIGHT CR 7

XP 3,200

NE Small fey (extraplanar)

Init +10; **Senses** low-light vision; Perception +16

Aura frightful presence (9 HD, DC 20)

DEFENSE

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 60 (8d6+32)

Fort +6, **Ref** +12, **Will** +9

Defensive Abilities blend with light*; **DR** 5/cold iron; **Immune** blindness

Weaknesses dramatic, shattered lies

OFFENSE

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +9 (1d3+1) or dagger +9 (1d3+1/19–20 plus poison*)

Special Attacks sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +13)

At will—*dancing lights*, *disguise self* (DC 16), *flare* (DC 15), *hallucinatory terrain* (DC 19), *ghost sound* (DC 15), *light*, *mage hand*, *major image* (DC 18), *minor image* (DC 17), *silent image* (DC 16)

3/day—*blindness/deafness* (DC 18), *daylight*, *shadow conjuration* (DC 19)

STATISTICS

Str 13, **Dex** 22, **Con** 19, **Int** 14, **Wis** 16, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 18

Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +17, Escape Artist +17, Fly +19, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +16, Stealth +21, Survival +11

Languages Aklo, Common, Sylvan

SQ acceptance, daylight door*, lasting lies, poison use, resilient illusions, ritual gate*

FOUR HORSEMEN PRESENT

ECOLOGY

Environment any land (extraplanar)

Organization solitary, pair, or gang (3–8)

Treasure standard (dagger, other treasure)

*=lurker in light ability

The fey understand illusions better than any other creature. Every figment stands on a razor's edge between belief and nothing. They consider a well-crafted glamor as superior to reality, as long as it goes unquestioned. Commitment to an elaborate fiction brings great power, but carries the risk of becoming lost in the lie.

Fey seeking mastery of illusion must embrace faith and passion. A believer cloaks herself in false notions she feels with such conviction, they gain a sort of truth. To maintain this belief for any length of time requires the fey adopt a narrative. Like an actor with an audience or a confidence artist running a scam, the believer tricks reality into accepting her perspective. Short-lived mortal races are but temporary scenery or gullible marks.

A believer must always act with a story in mind, or face the shattering of her own illusions. Even if her actions lead to some greater goal, she must always keep the tone and narrative consistent. All believers are narcissists or even megalomaniacs, feeling that their view of the world is the only one that matters. A believer would rather fail protecting her well-crafted lies than succeed with unstylish banality.

CREATING A BELIEVER CREATURE:

Believer is an acquired or inherited template that can be added to any corporeal creature with the fey type.

Shock Value: 1

CR: +2 to base fey's CR.

Alignment: Any evil or neutral.

Special Attacks and Abilities: A believer fey retains all of the base creature's special attacks and abilities. The believer fey gains the following additional special attacks and abilities.

Acceptance (Su): A believer's illusions grow in strength with ever-greater exposure. Whenever a creature fails a Will save for disbelief against any of the believer's illusion spells or spell-like abilities, the creature suffers a cumulative –2 penalty to all future Will saves against the believer's illusions. A creature suffering a

penalty to Will saves from this ability does not automatically succeed on Will saves against the believer's illusions with a natural 20. This is a curse effect, and can be removed with the *remove curse* spell or similar magic.

Lasting Lies (Su): A believer's illusions possess a sort of reality that persists in the absence of doubt. Any non-instantaneous illusion spell or spell-like ability used by the believer has a duration of permanent until dismissed. The fey's illusions never require concentration.

Resilient Illusions (Su): The believer learns to make her illusions resistant to magic that might cut through her deceptions. Any divination spell or effect (such as *see invisibility* or *true seeing*) cannot penetrate the believer's illusion spells or spell-like abilities unless the subject of the effect succeeds on a Will save for disbelief against the illusion. If the illusion does not normally require a Will save for disbelief, then the save DC is equal to 10 + ½ the believer's HD + believer's Charisma modifier. On a failed save, the divination shows the illusion to be real or non-magical. The creature may attempt a second save if the illusion is interacted with, but may suffer a penalty to disbelief from the acceptance ability.

Spell-Like Abilities: A believer with an Int or Cha score of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable at will. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1–2	<i>disguise self, silent image</i>
3–4	<i>minor image</i>
5–6	<i>major image</i>
7–8	<i>hallucinatory terrain, shadow conjuration</i> 3/day
9–10	<i>mirage arcana</i>
11–12	<i>veil</i>
13–14	<i>programmed image</i>
15–16	<i>greater shadow conjuration</i> 3/day
17–18	<i>simulacrum</i> 1/day
19–20	<i>shades</i> 3/day

Ability Scores: +4 Dex, +4 Con, +4 Cha.

GRUESOME FEY

WEAKNESSES

Dramatic (Ex): The believer becomes tempted towards irrational actions for the sake of her narrative. This can be used to manipulate the fey into obvious traps or unnecessary duels. Any creature within 60 feet of the believer can propose a dramatic course of action or activity as a standard action. The action must be worded within the context of an appealing theatrical twist or novel turn of events within the context of whatever story the fey commits to. The fey must succeed on a Will save (DC 10 + ½ the believer's HD + believer's Charisma modifier) or pursue the proposed action. The fey never pursues obviously suicidal actions. Particularly interesting or novel suggestions cause the save to be made with a penalty (such as -1 or -2). This is a language dependent effect.

Shattered Lies (Ex): If any creature succeeds on a Will save for disbelief against an illusion created by a believer, the illusion is immediately dispelled.

KNOWLEDGE CHECKS

Base +5: Fey are masters of illusion, and some display an effortless expertise far beyond mortal mages. Their glamers and figments seem to last forever, and are even resistant to magic that normally cuts through lies.

Base +10: Believers are fey that gain power from acceptance of falsehood and committing to a story. They use mortals like set pieces on the stage of life, killing hundreds if it sets the right tone for a tragedy. Their illusions persist until seen through, but become harder to pierce with every successful deception. The fey can get caught up in their fun, and clever suggestions might manipulate them into performing dangerous actions in the name of drama.

OTHER USES

The believer template could be applied with minor modifications to any creature or creature type with a penchant for lies or illusions.

EXILED LORD (MYTHIC)

The lords of the fey rule over infinite realms where they control reality like petty gods. These mythical beings sometimes come into conflict with one another, decided through bizarre contests or duels of imagination. Those that lose become exiles, humbled and banished to mundane reality. All forsaken lords hope to retake their lost throne, but a true understanding of eternity leaves most patient in that goal.

Mortals interacting with exiled lords hopefully realize that the fallen gods play by inhuman rules before it is too late. Some even take great pleasure in trapping the ignorant in a mire of illogical laws. Worse, each exiled lord is an individual unique entity with passions, desires, and eccentricities. Eating from one lord's table might make you his slave, while refusing another's hospitality could bring a death sentence. Prospective ambassadors should study each lord with care before risking interaction, and assaulting a lord within his demesne is tantamount to suicide.

Within the fey's territory, his power is near-absolute. This often seems impressive to mortal guests, but is a pathetic child's game in comparison to the infinite control the lord once possessed. While palaces of living diamond or flying castles might awe ignorant visitors, these kingdoms are but mud-caked hovels to an exiled lord.

CREATING AN EXILED LORD

CREATURE:

Exiled lord is an inherited template that can be added to any corporeal creature with the fey type.

Shock Value: +½ the exiled lord's mythic rank.

CR: +½ mythic rank to base fey's CR.

Mythic Rank: The fey gains the mythic subtype (*Pathfinder Roleplaying Game: Mythic Adventures*) and a mythic rank equal to ½ his original CR.

Mythic Subtype: The exiled lord gains a bonus to natural armor and spell resistance equal to his mythic rank, 6 bonus hit points per mythic rank, the epic quality added to his damage reduction, the mythic power and surge universal monster abilities, ability score bonuses based on mythic rank, and mythic feats.

Mythic Abilities: The exiled lord gains the following ability.

Demesne (Su): Once per year, the exiled lord may claim a demesne with a radius equal to 1-mile per mythic rank. Claiming a demesne in this fashion costs the lord a number of uses of mythic power equal to his rank. A lord cannot claim an area that intersects with the demesne of another exiled lord or similar entity (such as a god or demon lord's plane). Once a demesne is claimed, the exiled lord is able to exercise great control

FOUR HORSEMEN PRESENT

over the area's planar traits (see the *Pathfinder Roleplaying Game: Gamemastery Guide*). The demesne is always divinely morphic, and the exiled lord can spend one use of mythic power as a full-round action to alter objects and the landscape. He may cause areas to change instantly



and dramatically. This acts as the *mirage arcana* spell, except the changes are real (not illusory), permanent, and can affect as much of the lord's terrain as he wishes with one use of mythic power. If used offensively, the lord may use any single combat maneuver for 1 round against any number of sensed creatures with a CMB equal to his Hit Dice + Charisma modifier + mythic rank (CMD equal to 10 + CMB). The exiled lord cannot cause damage unless he possesses the smite ability (see below). Other mythic creatures or characters may spend a point of mythic power as a full-round action to alter the terrain in a more localized and less dramatic fashion (similar to a *move earth*, *stone shape*, or *telekinesis* spell effect).

The exiled lord decides all planar traits within his demesne (alignment, elemental, energy, gravity, time, and magic). The exiled lord can alter any of one of these traits as a full-round action by spending a use of mythic power. When a demesne is first claimed, it possesses the traits of the plane it exists on, prior to the exiled lord beginning to make modifications.

Additional Mythic Abilities:

The exiled lord selects an additional mythic ability from the list below for every mythic rank possessed to modify his demesne ability. At mythic rank 10, the exiled lord possesses all of the following abilities.

Complete Dominion (Su):

No other creature (mythic or otherwise) can alter the terrain or features of the exiled lord's demesne.

Demesne Travel (Su): The exiled lord may teleport (as the *greater teleport* spell) as a standard action to any location within his demesne. The exiled lord may spend one use of mythic power to teleport as a swift action.

GRUESOME FEY

Dueling (Su): The exiled lord can use the demesne ability to perform combat maneuver checks as a standard action. With a single use of mythic power, the lord gains the ability to make a single type of combat maneuver with the demesne ability for a number of rounds equal to his mythic rank. For example, the exiled lord could turn the ground to quicksand (grapple checks every round) or cause hurricane force winds (disarm checks every round). The exiled lord may only employ one type of combat maneuver with the demesne ability at a time, and must use a standard action each round to use it. He must spend an additional use of mythic power to alter the type of combat maneuver available.

Fast Alteration (Su): The exiled lord can spend one use of mythic power to alter his demesne or demesne's planar traits as a move action. Using the demesne ability to make a combat maneuver check is still a full-round action.

Illusions (Su): The exiled lord may create permanent illusions at will anywhere within his demesne. This otherwise functions as the *mirage arcana*, *permanent image*, or *programmed image* spells as spell-like abilities, except the range is anywhere within the demesne the lord can sense. The exiled lord may spend one use of mythic power to create or alter these illusions as a swift action.

Palace (Su): The exiled lord can create an opulent (by mortal standards) and private palace anywhere within his demesne. He may banish, summon, or alter the palace as a full-round action. The palace may take any appearance the exiled lord wishes, from a castle made of magma to a mansion built of solid darkness. This is equivalent to permanent *mage's magnificent mansion* and *mage's private sanctum* spells with a caster level equal to twice the exiled lord's mythic rank, except the palace is not extradimensional and manifests physically within the exiled lord's demesne.

Realmsense (Su): The exiled lord is automatically aware of any attempt to alter his demesne with mythic power, the extent of the alteration, and where it occurs. The lord may spend one use of mythic power to *scry* on any point within his demesne as a standard action. The exiled lord has familiar knowledge of everywhere in his demesne for the purposes of the *scry* spell.

Rejuvenation (Su): The exiled lord cannot be truly killed while within his demesne. After 1d10 days, a slain exiled lord is returned to life at the heart of his demesne (as the *true resurrection* spell), although he may have lost any gear he had with him when he died. The exiled lord can only be permanently destroyed if killed while he has broken his rule (see weaknesses), or if removed from his demesne.

Smite (Su): The exiled lord can smite at will as a standard action any single target creature within his demesne. The thematic of the effect can vary between uses, and might include anything from bolts out of the heavens to giant stone hands that tear a creature apart. The target takes 1d6 damage per the lord's CR. The damage type is variable, but can include any combination of the following: acid, bludgeoning, cold, electricity, fire, piercing, or slashing (depending on the effect). The creature is permitted a saving throw (DC 10 + ½ the exiled lord's HD + exiled lord's Charisma modifier) for half damage. The type of saving throw (Fortitude, Reflex, or Will) is determined when the lord activates this ability. The lord may spend a use of mythic power to smite as a swift action, but may not smite more than once per turn.

Wanderer (Su): The exiled lord can claim a new demesne once per week (instead of once per year).

WEAKNESSES

Rule (Ex): Each exiled lord is bound by rules of his own making. The lord can no more defy these laws that a fish spontaneously learn to breath air, or a woman fly by flapping her arms. The fact that they are arbitrary makes little difference. Should the exiled lord willingly and purposefully violate his rules, he permanently loses this template and all mythic power. Should the exiled lord merely be forced or tricked into violating his rules, he cannot use the demesne ability (or any demesne related mythic abilities) for at least 24 hours. Select one of the following for the exiled lord, or create your own with the following as a guideline.

Bet: The exiled lord must always accept a wager, provided it appears fair. The lord is permitted to negotiate the terms, as well as the stakes, but cannot refuse an equitable agreement. While engaging in a bet, the exiled lord cannot cheat.

FOUR HORSEMEN PRESENT

Gift: The exiled lord must accept any offered gift, and must then present a gift in return of equal or greater value (from the lord's perspective). While an exiled lord might have an ulterior motive with a gift given, the gift itself can never be directly harmful or disadvantageous in any way.

Hospitality: The exiled lord must obey rules of hospitality. However, the nature of these rules might vary from one lord to the next. Often such rules at a minimum call for no violence to be done to guests unless guests first do violence, and for the basic needs of the guest to be seen to.

Ritual: The exiled lord must perform some regular and difficult ritual. Some lords must feast upon manflesh each night, and others might require wine-fueled orgies every new moon. If the ritual is interrupted, the exiled lord loses his ability to alter his demesne until it is completed.

Truth or Lies: The exiled lord can either never lie, or else can only ever tell lies. Most exiled lords with this weakness are clever enough to befuddle and obfuscate with carefully chosen language. Exiled lords with this weakness are under no compulsion to answer or speak.

KNOWLEDGE CHECKS

Base +5: The aristocracy of the fey rule over infinite realms where they can alter reality as gods. Those banished to the mortal planes become weakened, but can still claim isolated sections of planes as their dominion to change with a whim.

Base +10: The exiled lords of the fey are near-gods within their demesne, but not much mightier than ordinary fey outside of its bounds. Each follows a set of unique self-imposed rules, the breaking of which causes them to temporarily or permanently lose power.

Base +15: With this level of success, a player character learns the specific rules of any unique exiled lord.

OTHER USES

The exiled lord mythic template could be used with some modification for any powerful lord over a plane or demesne. Alternately, it could be used to represent powerful otherworldly entities like outsiders or aberrations with control over reality.

EXAMPLE EXILED LORD

Dressed in expensive finery fit for an emperor, this lanky fanged man exudes a palpable aura of horror that seems reflected in the terrain.

LORD VES (EXILED LORD BOOGYMAN)

CR 12/MR 5

XP 19,200

NE Medium fey (mythic)

Init +14^M; **Senses** low-light vision; Perception +23
Aura deepest fear* (30 ft., DC 25), frightful presence (19 HD, DC 27)

DEFENSE

AC 29, touch 24, flat-footed 22 (+7 deflection, +5 Dex, +2 dodge, +5 natural)

hp 157 (17d6+98); terrible rejuvenation* 5

Fort +11, **Ref** +15, **Will** +13

DR 15/cold iron and epic; **SR** 26

Weaknesses rules (truth)

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+1/19–20)

Special Attacks mythic power (5/day, surge +1d8), sneak attack +6d6, striking fear*

Spell-Like Abilities (CL 16th; concentration +17)

Constant—*detect thoughts, tongues*

At will—*darkness, gaseous form, ghost sound* (DC 17), *invisibility, suggestion* (DC 20)

3/day—*crushing despair* (DC 21), *hold person* (DC 20), *quicken phantasmal killer* (DC 21)

1/day—*nightmare* (DC 22)

STATISTICS

Str 12, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +8; **CMB** +9; **CMD** 32

Feats Dodge^M, Great Fortitude, Improved Critical (claw), Improved Initiative^M, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth), Spring Attack^M, Weapon Finesse

Skills Bluff +27, Diplomacy +20, Disable Device +15, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; *tongues*

SQ demesne (demesne travel, illusions, palace, realmsense, rejuvenation)

ECOLOGY

Environment any

Organization solitary

Treasure double

*=bogyman ability

GRUESOME FEY

Lord Ves once ruled over an infinite plane of fear and shadow. Every scream signaled the birth of new artistic suffering, and all competed in an endless dance of death for his pleasure. Great ever-shifting kingdoms of solid shadows, mirrors, and madness made his realm an endless fun-house of fresh terror. The lord of bogeymen became banished after losing a climatic battle of wits against his nemesis, and Ves still smarts from the telling defeat. He despises his claustrophobic demesne in the mortal world, and takes great pleasure in torturing foolish mortals unluckily enough to become his property.

Each decade the exiled lord travels to a new settlement, with a population large enough to satiate his lust for fear. Unending shadow descends, as a great crooked tower of obsidian rises from the earth. Lord Ves and his court hunt the mortals for sport, allowing the bravest to survive. These hardy few might wish they'd died, for they become the playthings of the fey for the rest of their miserable lives. Sometimes traveling troupes of the choir macabre honor the exiled lord with a night's entertainment, and he is happy to offer up his "subjects" for their performance.

Rumors claim Lord Ves lost his battle when his rival caught him in a lie, and that since that moment no false word crosses his lips. A master manipulator, Lord Ves is an expert at misdirection, even if he must always speak the literal truth.

FADED

This small pointy-eared male creature appears only in tones of black and white, seeming to bleach the color from the world around him.

FADED LEPRECHAUN

CR 4

XP 1,200

CN Small fey

Init +3; **Senses** low-light vision, magic scent; Perception +17

Aura frightening presence (6 HD, DC 15)

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 34 (4d6+20)

Fort +6, **Ref** +7, **Will** +6

Defensive Abilities faded field; **DR** 5/cold iron

Weaknesses suggestible

OFFENSE

Speed 40 ft.

Melee mwk club +6 (1d8+3) or touch +4 (1d6 Charisma drain)

Special Attacks drain color, magic erosion (DC 17)

STATISTICS

Str 15, **Dex** 16, **Con** 21, **Int** 14, **Wis** 15, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Power Attack, Improved Sunder

Skills Bluff +8, Escape Artist +10, Knowledge (nature) +9, Perception +17, Perform (comedy, dance) +6, Sense Motive +9, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ create faded

ECOLOGY

Environment temperate forests

Organization solitary, pair, faded plague (3–6), or faded family (7–10)

Treasure standard (club, other treasure)

Fey are creatures of creativity and magic, but terrible experiences or centuries of isolation might drain the beings of their dreams. Called the faded, fey consider it a fate far worse than death. A faded feels only a gnawing hunger for all he's lost, but lacks the imagination to remember it in full. He becomes endlessly driven towards places, people, or items with the barest trace of magic, hoping to capture a deadened echo. Even in locating what he seeks, a faded finds no satiation, and only destroys what drew him.

The colorless drain spreads as the faded consumes everything unique and magical around them. Some fey tell of an apocalypse where the faded sweep across the world, devouring all magic, until there is nothing left. All the fair folk fear the idea of a faded reaching the far off lands of their origins.

CREATING A FADED CREATURE:

Faded is an acquired template that can be added to any corporeal creature with the fey type.

Shock Value: 2

CR: +2 to base fey's CR.

AC: +2 to base fey's natural armor.

Alignment: Any neutral.

FOUR HORSEMEN PRESENT

Senses: A faded fey retains all of the senses of the base creature. Faded fey gain the following additional sense.

Magic Scent (Ex): A faded fey is drawn to even the faintest trace of magic, pursuing it with mindless hunger. This acts as the scent universal monster ability with a range of 1-mile, except it only applies to active magical effects, spellcasters, magic items, or creatures with spell-like abilities. The faded can differentiate between aura strengths (as the *detect magic* spell).

Defensive Abilities: A faded fey retains all of the special defenses of the base creature. Faded fey gain the following additional defensive abilities.

Fading Field (Su): A faded fey is surrounded by a permanent *antimagic field* (as the spell). The area within the faded field appears only in tones of black, gray, and white. The fey cannot voluntarily cease this ability. If it is destroyed by a *mage's disjunction*, the field returns at the beginning of the faded fey's turn. The ability does not suppress the fey's drain color, magic erosion, or create faded abilities, but it does prevent the fey from using any other spellcasting, spell-like, or supernatural abilities he might possess.

Special Attacks and Abilities: A faded fey retains all of the base creature's special attacks and abilities. The faded fey gains the following additional special attacks and abilities.

Create Faded (Su): Fey creatures with Charisma drain from the faded's drain color ability equal to or exceeding its Charisma score heals all Charisma drain, but permanently gain the faded template.

Drain Color (Su): The touch of the faded fey drains personality and creativity. The fey gains a melee touch attack that deals 1d6 Charisma drain (no save), leaving victims with a bleached drab appearance.

Magic Erosion (Su): Unattended magical items the faded fey touches lose all magical properties for 24 hours. The faded fey may make a melee touch attack to drain the magic from attended items, but these items are allowed a Will save (DC 10 + ½ the faded fey's HD + fey's Constitution modifier) to negate. If the faded fey holds an unattended magical item for at least 1 minute, then it permanently loses all magical properties. This ability has no effect on artifacts.

Ability Scores: +8 Str, +8 Con, -4 Cha.

WEAKNESSES

Suggestible (Ex): Faded fey lack much in the way of free will, knowing only a gnawing desire for everything they've lost. Their deep set depression leaves the

miserable creatures open to commands. Any creature capable of communicating with the faded fey may attempt to win an opposed Charisma check to convince him to accept an order (retries are not allowed). The faded fey never obeys suicidal or obviously harmful orders, but he might be convinced that something dangerous is worth doing. Any act by the individual or their apparent allies that threatens the fey breaks the command. This is a language dependent effect.

KNOWLEDGE CHECKS

Base +5: The fey speak of a coming apocalypse, where all magic drains from the world. Some become afflicted with a colorless plague that eats their inherent power, but turns them into ravenous voids devouring all beauty around them.

Base +10: The faded are fey too long separated from magic, becoming a depthless hole that is never filled. They drain the color and creativity from others, spreading like a disease. However, because they lose the greater portion of their identity, strong enough personalities might command them.

OTHER USES

A spreading plague of dead magic is transferable to many other creature types, using the faded template with only minor tweaks. Allowing the faded template to spread to any non-fey creature types is the easiest alteration.

MACABRE

The delicate feminine figure moves with disjointed shifts, like her limbs did not need to cross intervening space. She smiles with inviting beauty, though her eyes never seem to blink.

MACABRE NYMPH

CR 9

XP 6,400

CE Medium fey

Init +7; **Senses** low-light vision; Perception +14

Aura blinding beauty* (30 ft., DC 23), frightful presence (10 HD, DC 24)

DEFENSE

AC 27, touch 27, flat-footed 19 (+9 deflection, +7 Dex, +1 dodge)

hp 68 (8d6+40)

Fort +14, **Ref** +20, **Will** +16

Defensive Abilities shadow dance; **DR** 10/cold iron; **Immune** fear, pain

Weaknesses casual intimidation

GRUESOME FEY

OFFENSE

Speed 30 ft., swim 20 ft.

Melee mwk dagger +12 (1d4/19–20)

Special Attacks disturbing movements (DC 23), song of suffering (9 rounds, DC 23), stunning glance*

Spell-Like Abilities (CL 8th); 1/day—*dimension door*

Druid Spells Prepared* (CL 7th, concentration +10)
4th—*freedom of movement*
3rd—*contagion* (DC 16), *poison* (DC 16), *snare* (DC 16)

2nd—*cat's grace*, *fog cloud*, *resist energy*, *spider climb*

1st—*faerie fire*, *jump*, *longstrider*, *pass without trace*, *produce flame*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

Str 10, **Dex** 25, **Con** 20, **Int** 16, **Wis** 17, **Cha** 29

Base Atk +4; **CMB** +9; **CMD** 31

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +20, Escape Artist +18, Heal +11, Perception +14, Perform (dance, song) +20, Sense Motive +14, Stealth +18, Swim +19

Languages Common, Sylvan

SQ inspiration*, unearthly grace*, wild empathy* +23

ECOLOGY

Environment any

Organization solitary, pair, or troupe (3-12)

Treasure standard (dagger, other treasure)

*=nymph ability

Few fey join the choir macabre by choice. The choir kidnaps prospective members, and molds even the noblest into sadistic monsters. Acting as traveling troupes for dark otherworldly entities, the choir macabre explores the mortal realms seeking new members or mortal instruments. Fey taken become brainwashed and tortured, under the patient guidance of immortal masters. Humanoids captured rarely survive a single performance, but it amuses the choir to give victims false hope.

Only the darkest of fey actively seek to join the choir, and even they must endure an “apprenticeship” filled with fear and pain. Once-kind fey corrupted by the choir are not above acting in the guise of unenlightened kin in order to draw mortals towards a beautiful death. However, the broken minds and inhuman bodies of the choir cannot help giving away their nature, and disturb all but the stoutest hearts. The fey see this as a boon rather than an encumbrance, for they have little interest in mortals that break before a crescendo.

CREATING A MACABRE CREATURE:

Macabre is an acquired template that can be added to any corporeal creature with the fey type.

Shock Value: 2

CR: +2 to base fey's CR.

Alignment: Any evil.

Defensive Abilities: A macabre fey retains all of the special defenses of the base creature and gains immunity to fear and pain effects. Macabre fey gain the following additional defensive abilities.

Shadow Dance (Su): If the macabre fey moves more than 5 feet in a round, she gains 20% concealment. If the fey takes two actions to move or the withdraw action, this increases to 50% concealment.

Special Attacks and Abilities: A macabre fey retains all of the base creature's special attacks and abilities. The macabre fey gains the following additional special attacks and abilities.

Disturbing Movements (Su): The motions of the choir macabre involve impossible twists and disjointed pauses that disturb the mortal mind. The fey gains a gaze attack that causes growing fear in mortals. Humanoids watching the fey must succeed on a Will save (DC 10 + ½ the macabre fey's HD + fey's Charisma modifier) or become shaken for 1 minute. Shaken creatures that fail a save become frightened, frightened creatures become panicked, and panicked creatures become paralyzed for 1 minute. The macabre fey may cease or resume this gaze attack as a free action. For every macabre fey beyond the first using disturbing movements, the save DC increases by +1.

Song of Suffering (Su): The macabre fey can sing in calculated counter-tones that cause growing pain in mortals. Starting a song of suffering is a standard action, but it can be maintained each round as a free action. The macabre fey can use this ability for a number of rounds per day equal to her Charisma modifier. Each round a humanoid creature hears the song of suffering, it must succeed on a Will save (DC 10 + ½ the macabre fey's HD + fey's Charisma modifier) or take a cumulative –1 penalty on attack rolls, skill checks, and ability checks from pain (to a maximum penalty of –4). This penalty persists for as long as the singing continues, and for 1 minute afterwards. For every macabre fey beyond the first using song of suffering, the save DC increases by +1. This is a sonic pain effect.

FOUR HORSEMEN PRESENT

Sweet Screams (Ex): The macabre fey learns to torture a mortal's body like a musician plays an instrument. The fey must use a full-round action to attack and deal lethal damage to a conscious helpless humanoid. This allows the fey to use the song of suffering ability for 1 round without using one of her available rounds per day for the ability. If they fey makes a coup de grace attack against a conscious humanoid, the save DC of the song of suffering is increased by +1 that round. This bonus to save DC stacks the increase gained from multiple macabre fey using the song of suffering, and with itself if multiple fey perform a coup de grace in the same round.

Ability Scores: +4 Dex, +2 Con, +4 Cha.

WEAKNESSES

Casual Intimidation (Ex): A macabre fey disturbs mortals in simple conversation, even when they might mean to be inviting. The fey simply cannot avoid commenting on how beautiful the mortal's eyes might look in her collection, or how a delicate wind-pipe makes the most gorgeous sounds once ruptured. When engaged in conversation with humanoids, the fey must attempt to demoralize with Intimidate checks every round they speak (this does not apply in combat). Even when disguised or silent, any humanoid viewing the fey is permitted a DC 20 Sense Motive check to get a hunch that there is something wrong.

KNOWLEDGE CHECKS

Base +5: Even the kindest fey might become twisted to dark desires after sufficient suffering. There exist groups of fey that travel evil planes to entertain demons, devils, and aberrant gods with art born from pain. Mortals that stumble into their path become doomed to a torturous ends for the bemusement of alien patrons.

Base +10: Once noble fey become broken by their induction into the choir macabre. They come to see beauty only in dying screams and artfully emboweled victims. Mortals viewing or hearing the acts of the choir are likely to collapse in fear and pain, but so

inhuman are the macabre fey, that most humanoids become disturbed even when they attempt to appear unthreatening.

OTHER USES

While it is rare, the choir sometimes welcomes non-fey into the ranks. Evil outsiders (such as demons or kytons) are the most likely candidates, but some aberrations might possess the correct flair and attitude. Only rarely can humanoids survive long enough to impress the choir. Even those that do are transitory specimens of interest to the immortal sadists, but such rare creatures often dream up the most creative tortments.



GRUESOME ABERRATIONS

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