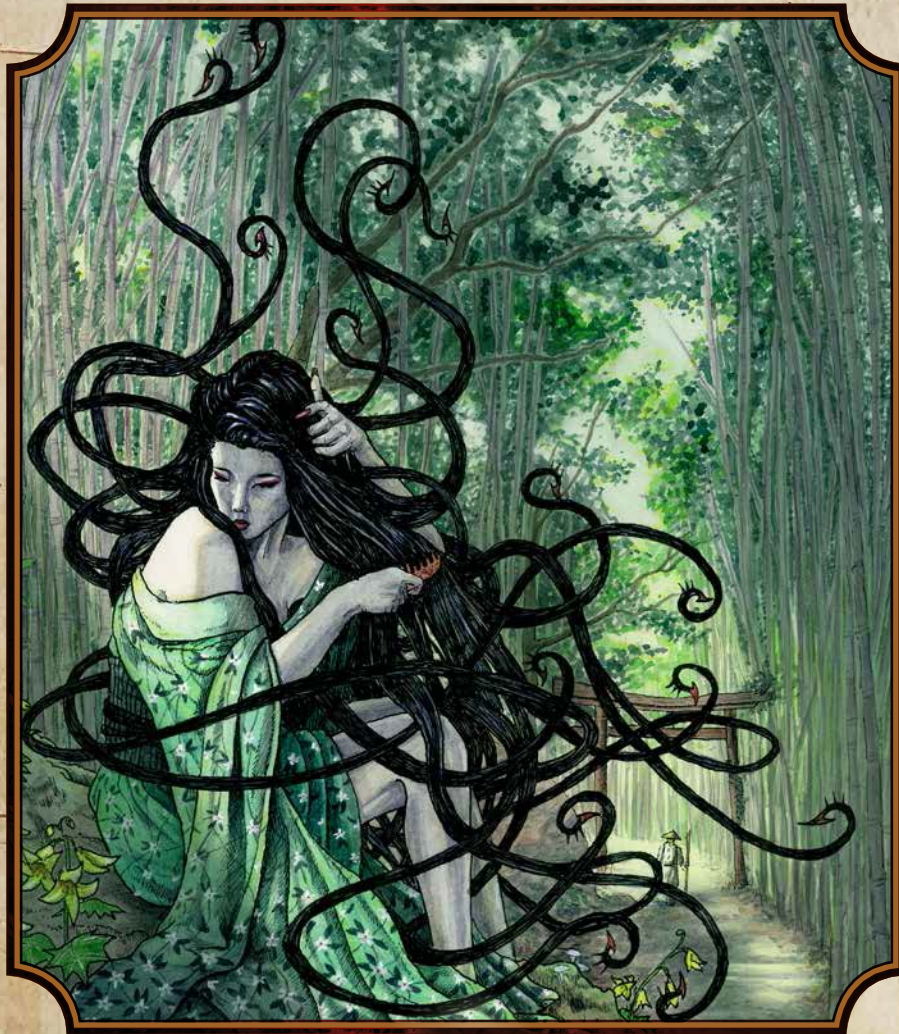


A supplement devoted to the iconic romance between mortal and immortal.

Faerie Passions

by Russ Taylor & Todd Stewart



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SPECIAL THANKS

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for their excellent *Kingmaker* Adventure Path. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

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WHAT YOU WILL FIND INSIDE FAERIE PASSIONS

Every Adventure Path has a type of creatures most closely associated with it, either because they are the most numerous adversaries the heroes face or because the encounters with them are so iconic and memorable. These creatures become a touchstone for talking about the Adventure Path as a whole, and learning to deal with them informs a great deal about character choice and how you play. In the Kingdom-building Adventure Path, that iconic presence is the fey. There are plenty of other foes in the course of the campaign, from trolls to dragons, undead warlords to giant owlbears, to say nothing of the ordinary humans of rival kingdoms, but the touch of the fey is ubiquitous in the Adventure Path. They can be found in every adventure, at times friendly and at other times decidedly not, but they appear often enough to make it feel like another fairy is always lurking around the next corner or under the next flower. This product is designed to help you enrich and expand the role played by the fey in your campaign, with a special eye towards how faerie creatures interact with mortals, exploring the untamable passions that roil and surge within their wild hearts, and what that means for the characters in your campaign.

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- Jason Nelson



INTRODUCTION

Too often non-human creatures end up falling into the classification of being “monsters” and there exists something of a false dichotomy between “monsters” and any other NPC. As a creature type, fey straddle this distinction in a strange sort of way, as among all other creature types they seem outwardly the most humanoid. There are exceptions, of course, but most fey creatures appear as almost idealized humanoids, willowy and winsome, with a natural beauty and flirtatious charm. Small stature or tiny wings, horns, or antennae aside, they seem little stranger than everyday elves or gnomes.

Whether met as potential allies, sources of information, or deadly and dangerous adversaries, it is tempting to play the fey as the GM in a fairly straightforward fashion, but this is a missed opportunity to bring home to your players the depth, complexity, and strangeness of creatures that are simultaneously utterly natural (being the virtual embodiment of nature) and wholly supernatural, or even unnatural, being creatures of a world not our own. The fey are like an intensified reflection of the natural world, with every passionate impulse dialed up to inhuman intensity, with a mercurial fluidity that is equally quick to take deadly offense as to erupt in undying passion.

BENEATH FOREIGN STARS: HOW FEY APPROACH THE MORTAL WORLD

As fey influence begins to rise within a region, consider the mindset of fey as if they were NPCs rather than as monsters. Either individually or by their type, give them personalities, motivations, and rationale behind their actions. Even if you are using fey as simple adversaries, consider ways why they behave the way they do. An important element of fey behavior is that, unless adventurers are traveling through the fey realms themselves, they are encountering the fey as strangers and wanderers in an alien world. Fey enjoy observing mortals in their natural habitat, so to speak, and may learn many things about them with long exposure to mortal culture and customs, but only rarely are they able to integrate themselves entirely. Even experienced fey wanderers are no more a natural part of the mortals' culture than a modern family camping in a national park is at one with the animals.

Fey have motivations, back-story, and personalities, but they aren't humans, elves, or any other standard fantasy race. They come from another plane of existence, they're immortal, and their concerns and way of approaching the world around them may seem bizarre. Noble fey can be aloof, even cold and distant in how they relate to other creatures, and while possessed of a deep capacity for both capricious whimsy and passionate hatred, the triggers for these emotions aren't always readily obvious. Fey often exhibit several other personality traits and behaviors in common, with examples of each provided below. The shaded text provides optional rule suggestions for implementing these fey attitudes, while italicized paragraphs present sample fey and describe their interactions and motivations around that attitude when dealing with mortals.

Anxiety and Aggression: This sense of cultural dislocation is far more pronounced with fey whose advent to the world of mortals is more recent. Fey wandering into the mortal realm can approach their new surroundings in several different ways. Like lost children, they might be frightened and seek to return to their brighter home and might shy away from direct contact with player characters. In this instance any violence they cause might simply be a reflection of their fear towards the creatures of the mortal world; something especially poignant to keep in mind if player characters are tasked to deal with an ostensibly dangerous fey or group of fey. They are victims as much as anything else, feeling themselves trapped in a strange place, surrounded by creatures they do not understand. Their anxiety and impulsivity lead them to preemptively lash out whenever they feel threatened, which could be prompted by almost anything. Subtle cues, movements, and glances could be read as prelude to attack.

Whenever a fey creature is interacting with sentient mortal creatures, make a Sense Motive check (DC equal to 10 plus 1d10) once every 1d6 hours to ensure that they do not misinterpret interactions they have with others. If the check fails, the fey's reaction is adjusted by 1 step (equal chance of

being adjusted positively or negatively). If failed by 5 or more, the fey creature senses imminent danger and attacks.

Beauty and Boredom: Other fey could see the mortal realm as boring and mundane, and in their love of beauty (especially of the aberrant and bizarre variety as can befit some fey) they may take it upon themselves to improve their surroundings. Such improvement may suit their aesthetic appreciation, but it might also wreak havoc upon the local ecosystem and drive wild beasts into more settled areas, or in fact be the cause of more deadly strains of creatures being there in the first place. This mortal world is a blank canvas, with only a colorless under-sketched already applied by an artist who long ago abandoned their work. They fey could see themselves as applying color to that canvas even as the landscape twists and shifts to something that albeit beautiful in many ways, might be the death of local civilization if left unchecked.

Alternatively, surrounded by—and possibly trapped within—a world bereft of their own notions of beauty, some fey could react negatively. Either the mortal world bereft of true beauty isn't as real to them and thus they have no qualms about harming or tinkering with it, or out of pity like a farmer to a deformed newborn calf, a violent fey might act out of pity more than malice. Destroying or warping the landscape to suit their aesthetics isn't out of the question, and the wilder terrain at the heart of a deep, primeval forest may not so much attract the fey as be in and of itself caused by their presence.

A fey's sense of beauty is simultaneously entrancing and disturbing, sometimes eerie, sometimes madcap, sometimes simply incomprehensible. Fey are moved by music and artistic endeavor, and creatures dealing with them can curry their favor by offering something artistic, using a Perform check with a DC of 10 plus 1d10; a Craft check may also be used, though the DC increased by 10 due to the fey's lack of patience at having to wait for the item to be finished. If the check succeeds, the character offering the performance or crafted item gains a +2 circumstance bonus to Charisma checks and Charisma-based skill checks made with that fey for the next 24 hours. If the check succeeds by 5 or more, the fey's attitude is shifted positively by one step. If the check fails, however, the fey's artistic sensibilities are offended and its attitude is shifted negatively by one step. If the check fails by 5 or more, the fey develops an obsessive interest in "fixing" the character's debased and unrefined tastes. This may take the form of destroying or insulting the proffered offering, creating their own "obviously superior" offering to show how wrong and pathetic the character's was, or trying to attack, charm, or carry off the PC in order to "teach them a lesson." This action may be immediate, though more often the fey will try to take its target alone.

Grandiose Pretense: Fey have a certain effortless arrogance when dealing with mortals. For some it is their lifespan versus the mayfly-like existence of mortals. For others it is their ability to fly or use magic as a part of themselves. For others, it is the sense of transcendent beauty they see in their own realms in comparison to the pale imitations of the mortal world. Whatever its cause, the more powerful the fey creature, the more deeply ingrained and alien its mindset and the less willing it may be to compromise with the presumptuous and

puerile norms of mortals. All fey, however, behave according to their own sets of strictures and laws not immediately apparent to others. For that matter, they often seem contradictory or nonsensical, but are quite rigid nonetheless for creatures often associated with chaos.

For example, a powerful rusalka might drown a dozen villagers and draw the attention of the player characters. But deeper exploration of her actions could show that she allowed a man with red hair to pass her claimed stretch of water unmolested, or that she refuses to drown second sons regardless of any other factors. Perhaps she made a promise years or centuries ago to a man with red hair, granting him passage, and she cannot distinguish between him and any other mortal. Perhaps she owes a debt to a mortal that spared her life, and in return spares mortal lives in a way that makes sense only to her fey logic: The debt was owned to a second son, and in return all other second sons will live, unharmed and unmolested. The actual reasoning and history behind any such strictures need not come into the forefront of play in the campaign. If the fey in question plays an important role, it would however behoove the GM to integrate that reasoning into something knowable and potentially exploitable for their players.

The more powerful the fey, the stranger and more fickle these self-imposed codes and strictures become. In fact, causing them to violate these rules could in and of itself become a way of dealing with fey far beyond the means of player characters to conventionally defeat in combat. One example would be a woman nullifying a bargain with and banishing a powerful fey by guessing his name, like Rumpelstiltskin from Grimm's Fairy Tales.

Whenever a PC attempts to control or influence a fey creature with Diplomacy, Intimidate, or a charm or compulsion effect and fails to affect it, the fey creature is appalled at their hubris at trying to master someone clearly their better. The fey creature's attitude towards the PC (if not already engaged in combat) is immediately shifted negatively by one step, or by two steps if the fey has more Hit Dice than the character using the skill or effect. If already engaged in combat, the fey gains a +1 morale bonus to attack rolls, caster level checks, and opposed skill checks made against that character for one hour. These bonuses stack each time the character attempts such a skill or effect and fails.

Whimsicality: Unrestrained by mortality and the restrictions of age, fey indulge their hearts' desires, and oftentimes do so in haphazard, almost nonsensical fashion. This need not occur because of or in adherence to whatever alien laws dictate some of their actions. Sometimes fey react to a given situation with randomness, spontaneity, and whimsy for the pure joy of spontaneity. One thing to keep in mind, however, is that they don't act in this manner for the sake of chaos as a concept. They aren't connected to chaos in the same way a protean outsider is. For the fey, it's more about mischief and amusement than any grand ideology of alignment and cosmological identity.

.....
*Ivor the River Father, a powerful vodenjak (see **Beast of Legend: Boreal Bestiary** from *Legendary Games*), dwells in the river that cuts across an important trade road between rival states. Due to the fey's power and territoriality, the navigable stretch of water is owned and controlled by neither nation, something that benefits them both by keeping the lure of trade control out of reach. But the fey isn't a merchant lord, nor is he a nobleman with any sense of loyalty to the people of the region. Ivor is in it for himself, and his price—though never beyond what merchants can afford to pay—varies wildly. One merchant might pay a paltry fee because the fey appreciated what brand of tobacco he smokes, while the next, smoking the same and hoping to influence the fey as a result, might pay an overly inflated amount for no reason whatsoever.*
.....

Following this notion of whimsy, fey rarely make for reliable allies as a direct result of their seemingly random nature. Unless something interacts with some unbreakable fey oath (which typically remains opaque to anyone born and raised outside of the fey lands) they don't follow laws, restrictions, or rules. Half the time in doing so, fey tend to revel in how this makes mortals react. A flummoxed mortal makes for an amused fey.

Heartlessness: Sometimes fey simply want to butcher mortals for no obvious reason. Far from being because of some real or imagined slight on the part of their victims, some fey simply revel in the act itself. The most classic example from real-world mythology is the Red Caps who wash their eponymous hats in the blood of their victims, while the Pathfinder Roleplaying Game introduces more such malice such as the brutal antipathy towards gnomes displayed by lurkers in the light. While this kind of murderous bloodthirstiness should not become a commonplace of all fey, it should be an ever-present danger when dealing with them. One never can tell when a seemingly tame and gentle creature will suddenly turn wild and feral, and amidst more nuanced explorations of fey motivations and personality it is perhaps necessary to include some that butcher for the sake of drawing blood, painting pictures with it on the first morning dew, and neither having nor needing any particular rationale.

.....
Veristvir, a lurker in the light, has been stranded in the mortal world for nigh on a decade now. Frustrated more and more as the seasons pass, every spring he finds a small, rural community and butchers any gnomes he finds, one at a time. His latest victim was found hacked to death in the back room of his tailor shop, shards of broken mirrors jabbed into his eyes, ears, and mouth. Local investigators arrive, study the scene, and pronounce the killer long-fled. Unbeknownst to them however, Veristvir sits on the inside windowsill, cloaked in broad daylight, waiting for the victim's family to arrive. In the midst of their grief, he intends to take his next victim.
.....

Laying the Proud Low: Linked to their penchant for mischief, fey take particular delight in showing up mortals, particularly mortals of a particularly prideful or haughty nature. The more confident and conceited the mortal, the more enticing a target as far as most fey are concerned. This lends itself well to besting mortals in contests, confusing them with riddles, and making fools of them with bargains replete with exploitable loopholes or impossible conditions. At the same time, this is also a common weakness for these very same fey: They can likewise be supremely haughty and sure of themselves. Turning the tables is a fitting way of dealing with them, but also something likely to have consequences later in a campaign if the embarrassed fey lives to return for revenge in some capacity.

Orestes the satyr enjoys the taste of fine wine and spirits, and especially the intoxicating effects of such from the fey lands. By comparison, the wines and spirits of the mortal world are worth a taste and worth an excuse to act the fool, but in fact they do little beyond leaving him mildly happy. With his victims unaware that he is quite literally immune to the worst effects of alcohol, Orestes enjoys betting large sums of money in drinking contests with traveling adventurers. Feigning a lack of confidence, and often making as if he has heard of their fame before, he allows them to boast and raise their bets more and more as they begin drinking – all the while the satyr fakes the alcohol's effects while being perfectly lucid himself. On an average night he leaves his drinking partners bereft of their gold the next morning, as well as naked, hung over, and left somewhere conspicuously in public view.

Andtheia the nymph has long admired the beauty of the mortal world, and in turn mortal men have always longed for her, some of them with violent intention, though her beauty would strike all of them blind. For many decades she feared the fragility of mortal men would leave her unable to find one who could truly love her, rather than simply lust for her beauty, till she heard the music of a young bard named Verano, and found herself falling in love with both his voice and his music. She dared not show herself for fear of striking him blind, but instead one day she began to sing back in response to his own song. Never setting eyes upon one another, she would sing to him from her forest home, and he from the field near his parents' villa. After a month he begged to meet her, and initially she refused, explaining what she was and not wishing to harm him. He told her that he did not care what she looked like, for he had fallen in love with her voice, as indeed she had fallen in love with his. Dreading what would occur, the next day she met him there in the field where he sat, playing the first song she had ever heard from him. He was beautiful to her in body as much as in his music, and she saw from his milky eyes that he had been born blind, but had fallen in love with her regardless. Verano vanished that day, carried away from the world by the nymph whose heart he had captured, but local legends say that on moonlight nights the heart of the forest echoes with a pair of voices reaffirming their love, dwelling forever in a place where age mattered not.

LEGACIES OF LOVE: THE OFFSPRING OF MORTALS AND FEY

Inevitably a discussion of mortal/fey interactions leads to consideration of two related concepts: the offspring of mortals and fey, and the faerie trope of stealing mortal children and replacing them with something in exchange. Often beautiful and typically full of vitality, passion, and virility, the fey rank high on the list of potential objects of desire and companionship for mortals, often even above their own kind. Both on a long-term basis and equally so for short-term or one-off flights of fancy, mortal and fey pairings appear in a wide variety of forms and under many different circumstances throughout literature and the lore of fantasy role-playing games.

Love, Pure and Poignant: Given the natural beauty possessed by many fey, it's easy to understand what mortals see in them. But what do fey see in mortals that would lead them to such intimacy? Looking at mortals' comparative mayfly lives, an essentially immortal fey could view even a years or decades long tryst as something of no consequence, like a mortal's one-night stand. Alternatively, they could be amazed at the depth of mortal feelings and response, and the poignancy of such depth in the face of their own impermanence. Depending on how the fey looked at it, their union with a mortal could be meaningless or a life-altering experience.

Wild Ravishment: The unions of mortal and fey unions are not always such beautiful and poetic things, of course, and for that matter they are not always a result of willing partners sharing a moment of bliss. Love is not required, nor is consent, and the circumstances of such a union should be considered when determining the nature of a child that results from it and how it flavors their subsequent interaction with the respective worlds of their parents. A rusalka might seize a handsome man by the riverside, using him as much as a lover as slave for a fortnight before drowning him. While at the extreme end of such forced affairs, ending in their unwilling paramour's death, situations in which love is not required can take many forms, each with their own lingering aftereffects on mortals and any potential offspring.

Alexi the satyr loves nothing in life more than song, wine, and mortal men and women alike. He isn't all that choosy when it comes to any of those things. A creature of lust, he uses his enchanted pipes and never-empty wineskin to ply the mortal objects of his passion. By the light of morning the satyr has vanished, and drunken delirium typically scrubs away any firm memories from mortal companions who might or might not have been using him for their own pleasures just as much as he them. In either event, the satyr never looks back after an evening of revelry and debauchery. Thusly any resulting child is likely to be abandoned by their father at least, but knowing his history, other fey may come to take it, or at least watch over it as it grows up.

• Muiriana the dryad watches a woodsman, admiring for months how he leaves her tree alone out of local superstition, knowing it harbors a fey spirit. Aware that those same superstitions would never allow him to be with her, she leaves him ensorcelled fruit when one day a wild dog steals away his lunch. When he falls asleep from the cursed apple, she emerges from her tree. He awakens hours later, unsteady and unsure of what happened. He doesn't remember much, and as such is spared for the time being, but when a curiously green-skinned child is left at his doorstep, and he feels eyes upon him always in the forest, he realizes how he was used. The ramifications of this could be severe for him, especially if he already has family.

• Kaelina the faerie queen is married to a husband she has never loved. She chose her King entirely out of consideration of the intricate politics of the faerie court, and no other reason. While the ramifications of breaking her bond with him are grave, mortals fall outside of that arrangement, and Kaelina has nearly a dozen mortal men to see to her desires. Not a single one of them does so willingly. Stolen from the

mortal world, she keeps them prisoners all sealed away in remote towers with no way out, like caged songbirds. Eventually they tend to commit suicide, but before they do, or before age dulls her fancies in



them and she puts them to death herself, she uses them as she desires, and even occasionally allows friends and allies to do the same. She doesn't view them as people on the same order as she does another fey, and she uses and shares them in the same manner as a rich dandy would allow a friend to ride a prized race-horse. Any children that would result from such a monstrous arrangement would likely be killed, orphaned back in the mortal world, or most perversely raised to maturity and afterwards used in the manner as their mortal parents.

Changeling Children: Another trope involving the fey is their propensity to steal away mortal children and to leave something behind in exchange. Among mortals the loss of a child is among the worst of tragedies, and by extension the theft of a child among the worst of all crimes. This may not necessarily be so among the ageless fey. Free of the ravages and limitations of age and mortality, fey might view mortal children as a curiosity. No more valuable than any other shiny object of material value, why could a child not also be exchanged for something of worth? In such a case, a parent might find a satchel of gold coins of strange shapes and unknown mintage in an empty crib. What the fey consider valuable could radically vary from gemstones worth more than the parents would ever make in a lifetime of toil, to a bundle of sticks in the crude approximation of an infant.

When something is left behind in exchange, it might be possible to use it to track down the missing infant. Consider allowing such an object or objects to function like a compass, pointing not to magnetic north, but to the child they were left in exchange for. They could function like portal keys to unlock doors into the fey realm, either on their own accord as objects given value by the fey, or using it as a physical manifestation of guilt on the fey's behalf for their crime.

What if the theft is without some form of purchase like the above examples? In many fey legends, when a human child is stolen, it is often traded for a similar looking, if subtly alien fey creature known as a changeling. In this more insidious example, the parents might unknowingly raise the changeling as their own child, until as time passes its fey nature and physical expressions of that nature become more and more apparent.

Children touched by the fey, whether a changeling exchanged for a stolen child or the biological offspring of a mortal and a fey, might possess game-mechanical racial traits using the [Race Builder rules](#) in Chapter 4 of *Pathfinder Roleplaying Game Advanced Race Guide*, especially focusing on Defense Racial Traits and Magical Racial Traits dealing with enchantment, illusion, nature, or shapechanging. In addition, simple physical oddities with no mechanical effect may also mark those born of such circumstances, such as the following:

- A slender tail
- Brilliantly colored hair
- An overly thin, fragile bone structure
- Glowing eyes or eyes of an unnatural color
- Flowers sprout and blossom around them when they sleep
- Gills or thin scales on their neck
- Webbing between their fingers and toes

- Animals become unnaturally calm around them
- Dark colored hair that turns translucent in moonlight
- They talk to animals rather than human playmates
- Though it does nothing to them, they refuse to touch cold iron
- Bumps on their shoulder blades as if they once did, or in the future could support wings
- Pointed ears despite having otherwise no elven characteristics

Forlorn Foundlings: The return of a child stolen by the fey should in theory be a cause for celebration. Player characters finding and returning them safely to their parents seems like the successful end of an adventure. These children may return unharmed in body, but their experiences beyond the veil leave an impression best described as damaging. Similarly, the children of fey and mortals may experience this same trauma not as a result of any external compelling force, but as a result of their own conflicted natures.

Returned children may suffer psychological damage like a child lost in a 19th century circus, wandering away from the staged events and stumbling into a backstage area of clowns partially dressed and only partially in makeup, freak show participants no longer hidden by poor lighting, and caged, possibly abused circus animals. They may not wish to talk about their experiences, even those that are beautiful rather than terrible. This damage is not exclusive to fully mortal children, but it's more pronounced to those of dual nature who might in some innate way understand, rather than be terrified of the world on the other side of the veil.

A stolen child's homecoming by heroic PCs also need not be the end of that particular adventure. Later on in a campaign, consider revisiting that original plot arc, with the rescued child responsible for new and initially unexplained occurrences. Gradually over time their connection with the fey will cause stronger and stronger Fey Impulses to manifest, and ultimately either their own abduction or willing return to the fey realm unless something can be done.

For a half-breed child, especially one orphaned to parents unaware of the child's nature, this nature can initially take the form of the child telling their parents fantastical stories. Far from being a simple example of their child's lurid imagination, what might begin as stories of things experienced in their dreams might ultimately describe ongoing phenomena in their waking reality. The child sits and talks to invisible playmates, confides in other children

or nannies of things their invisible friends have said, or darker yet, asked them to do – something explored in Arthur Machen's classic story *The White People*.

Perhaps the best literary example of the experience of mortal/fey half-breed children also comes from Machen in that of his character Helen in the classic 19th century horror novella, *The Great God Pan*. The child of her human mother and a supernatural being known as Pan, Helen is physically beautiful but leaves a string of suicides and broken people in her wake. Indulging herself in hedonistic behavior and displaying little to no care for those around her, including lovers and husbands, she doesn't fit into either her moralistic society or the constraints of the mundane physical world. Straddling the prosaic world of her human mother and her father's nightmarish, unknowable realm, only her eventual suicide spares further corruption of those around her, and reveals her true nature as something grossly inhuman.

ALTERNATE FEY BLOODLINES

It is one thing to simply claim descent from the fey as a matter of flavor for your character history; it is another to actually carry with you the power of the fey themselves. Many sorcerers claim descent from the fey, or that their powers derive from ancient favors bequeathed by fey lords. Those of fey bloodlines claim certain common powers, as per the standard fey bloodline described in the *Pathfinder Roleplaying Game Core Rulebook* but the abilities of fey sorcerers from different lineages can vary widely, much as the descendants of djinni, efreeti, marid, and shaitan bloodlines can vary from the basic elemental bloodlines from which they are descended.

The following bloodlines offer lineages attuned to specific types of fey. At the GM's discretion, a sorcerer with a generic fey bloodline may awaken their true, specific bloodline, with the powers of the specific bloodline replacing the old. Such an awakening may happen after a particularly harrowing encounter with the fey, through a meeting with the sorcerer's fey kin, or simply as part of the evolution of the sorcerer's powers.

DRYAD

In your blood runs the magic of the dryads, whether through direct descent or through family entanglement in the affairs of the fey. You have special influence over plants and the forests. You are less capricious than many other sorcerers

SELECTED LITERATURE FOR FURTHER READING

The Collected Works of Arthur Machen

The Collected Works of Lord Dunsany

The Mabinogion

Grimm's Fairy Tales

Russian Fairy Tales by Alexander Afanasyev

Japanese Children's Fairy Tales – Yei Theodora Ozaki

Japanese Children's Favorite Stories: Book One by Florence Sakade and Yoshisuke Kurosaki



of the fey bloodline, the dryad influence lending itself more to shyness and subtlety.

Class Skill: Knowledge (nature)

Bonus Spells: *entangle* (3rd), *barkskin* (5th), *speak with plants* (7th), *command plants* (9th), *tree stride* (11th), *liveoak* (13th), *animate plants* (15th), *control plants* (17th), *regenerate* (19th)

Bonus Feats: Improved Natural Armor, Lightning Reflexes, Quicken Spell, Self-Sufficient, Skill Focus (Craft), Skill Focus (Knowledge [nature]), Stealthy, Weapon Finesse

* You can choose Improved Natural Armor even if you lack a natural armor bonus, with a resulting natural armor bonus of +1.

Bloodline Arcana: Your mind-affecting spells can affect plants of hit dice equal to or less than your caster level as a sorcerer. Your spells still follow restrictions based on type or language-dependence, except that mind-affecting spells that can affect animals affect plants as well.

Bloodline Powers: You have always felt a special bond to plants, particularly forests and trees. As your power increases, so does the call of the green.

Fey Blood (Ex): You are considered to have the fey bloodline for purposes of effects and archetypes. If an archetype replaces an element of the fey bloodline you do not have, you give up the ability from the corresponding level instead.

Green Binding (Sp): At 1st level, you can entangle a creature in vines for 1 round as a melee touch attack. The vines are not considered anchored. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Woodland Stride (Su): At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Lignification (Ex): At 9th level, your flesh becomes as hard and resilient as wood, though your appearance does not change. You gain a natural armor bonus of +2. This bonus increases to +3 at 13th level, and +4 at 17th level.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Forest (Su): At 20th level, you become one with the forest. You gain DR 10/cold iron. Creatures of the plant type do not attack you unless compelled to do so through magic. Once per hour, you can cast *transport via plants* as a spell-like ability using your sorcerer level as your caster level.

NYMPH

Your family bears a trace of the grace and charm of a nymph, perhaps the legacy of seduction, perhaps lingering effects from a nymph that acted as a muse. Even if not beautiful, you retain a touch of the unearthly about you, and your presence carries weight with others. You tend to be flighty and capricious though not cruel.

Class Skill: Knowledge (nature)

Bonus Spells: *charm person* (3rd), *enthrall* (5th), *deep slumber* (7th), *dimension door* (9th), *commune with nature* (11th), *greater heroism* (13th), *power word blind* (15th), *power word stun* (17th), *freedom* (19th)

Bonus Feats: Agile Maneuvers, Combat Casting, Dodge, Lightning Reflexes, Mobility, Persuasive, Quicken Spell, Weapon Finesse

Bloodline Arcana: Whenever you target or affect a single creature of the humanoid subtype with a spell, increase the save DC by 1.

Bloodline Powers: You possess a fraction of the blinding presence and unearthly grace of a full nymph.

Fey Blood (Ex): You are considered to have the fey bloodline for purposes of effects and archetypes. If an archetype replaces an element of the fey bloodline you do not have, you give up the ability from the corresponding level instead.

Nymph's Grace (Sp): At 1st level, as a swift action you can add a bonus equal to 1/2 your sorcerer level to your saving throws and as a deflection bonus to your AC for 1 round. The minimum bonus is +1, but otherwise cannot exceed your Charisma modifier.

Dazzling Aura (Su): At 3rd level, your presence dazzles anyone within 30 feet looking directly at you (as a gaze attack, except you cannot direct it). You can suppress or resume this ability as a free action.

Unearthly Presence (Su): At 9th level, you gain a +2 inherent bonus to your Charisma. This bonus increases to +4 at 13th level and +6 at 17th level.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Nymph (Su): At 20th level, your soul becomes one with the world of the fey. You gain immunity to poison and DR 10/cold iron. Creatures of the animal type do not attack you unless compelled to do so through magic. As a standard action, you can blind those beholding your dazzling aura (Fortitude DC = 10 + 1/2 your sorcerer level plus your Charisma modifier negates) for 1 round.

NEREID

Your ancestry bears traces of the fey of the waters. An ancestor may have survived a nereid's kiss, or been her unwilling guest. Love of water is second nature to you, and those not of the sea often find you cold and distant.

Class Skill: Swim

Bonus Spells: *touch of the sea* (APG, 3rd), *enthrall* (5th), *water breathing* (7th), *control water* (9th)

elemental body II (11th), *fluid form* (APG, 13th), *vortex* (APG, 15th), *horrid wilting* (17th)

tsunami (APG, 19th)

Bonus Feats: Agile Maneuvers, Dodge, Lightning Reflexes, Mobility, Skill Focus (Swim), Quicken Spell, Weapon Finesse, Widen Spell

Bloodline Arcana: When you cast a spell while within 20 feet of a natural body of water at least the size of a stream or oasis, you gain 1 temporary hit point per spell level. These temporary hit points last for 1 minute.

Bloodline Powers:

Fey Blood (Ex): You are considered to have the fey bloodline for purposes of effects and archetypes. If an archetype replaces an element of the fey bloodline you do not have, you give up the ability from the corresponding level instead.

Drench (Sp): Starting at 1st level, you can make a melee touch attack as a standard action that drenches a creature in chill water. This deals 1d6 points of nonlethal cold damage of your energy type + 1 for every two sorcerer levels you possess. In addition, it extinguishes nonmagical flames of Medium size or smaller. At 11th level, you extinguish nonmagical flames of Large size or smaller, and can dispel magic flames as *dispel magic*. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Touched by the Waters (Ex): At 3rd level, you gain a swim speed equal to your land speed, and can hold your breath for a number of rounds equal to four times your Constitution score before risking drowning or suffocating.

Fleeting Glance (Sp): At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as *greater invisibility*. These rounds need not be consecutive.

Fey Magic(Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Water (Su): At 20th level, you become one with the forest. You gain DR 10/cold iron. Creatures with the animal type and aquatic subtype do not attack you unless compelled to do so through magic. You can breathe water and have a swim speed of 60 feet or your land speed, whichever is greater. For purposes of acting underwater, you are considered to have *freedom of movement*, though you do not gain the other benefits of that effect.

NORN

As the norns reweave a mortal's fate, traces of their manipulation may alter the destiny of that mortal's descendants. Though few mortals claim actual descent from the norn, these manipulations can give rise a fey bloodline. Norn influence often shows itself in fair hair and skin hues, growing ever more pale as the bloodline asserts its power. You glimpsed visions of possible futures from an early age, making you seem cryptic and odd to those not similarly afflicted.

Class Skill: Sense Motive

Bonus Spells: *anticipate peril* (*Ultimate Magic*, 3rd), *see invisibility* (5th), *tongues* (7th), *death ward* (9th), *divination*

(11th), *greater dispel magic* (13th), *greater arcane sight* (15th), *mind blank* (18th), *foresight* (19th)

Bonus Feats: Combat Expertise, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Toughness

Bloodline Arcana: When you cast a divination spell, you gain insight into the future. You gain a +2 insight bonus on a single d20 roll or to your AC against a single attack, and you may apply this bonus after learning if the roll or attack was a success or failure. You must apply this bonus within 1 round per spell level. You can have only one such insight bonus available at any given time.

Bloodline Powers: You can perceive the skein of destiny and manipulate the stands of fate. As your power grows, so inevitably does your detachment from others.

Fey Blood (Ex): You are considered to have the fey bloodline for purposes of effects and archetypes. If an archetype replaces an element of the fey bloodline you do not have, you give up the ability from the corresponding level instead.

Pluck the Threads (Sp): Starting at 1st level, as a standard action you can manipulate the fortune of a creature within 30 feet. You can choose to either give the creature a +2 luck bonus on its next saving throw and yourself a -2 penalty on your next, or to give the creature a -2 penalty and yourself a +2 bonus. At 11th level, the bonus or penalty you grant increases to 4, your bonus or penalty remains 2. Saving throws that carry no risk (including harmless effects) do not invoke the bonus or penalty. This effect fades after 24 hours, and you can affect any given creature once in a 24 period. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Shift Fate (Su): Starting at 3rd level, as an immediate action you can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the results of this second roll. You can use this ability once per day. At 7th level and every four levels thereafter, you can use this ability an additional time per day, to a maximum of five times per day at 19th level.

Heart of Winter (Su): Starting at 9th level, your blood chills in your veins. You gain cold and fire resistance 10. At 17th level, these resistances improve to 20.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Fated Soul (Su): At 20th level, you perfect your control of fate. You gain DR 10/cold iron and immunity to cold. Once per day you can manifest and attempt to cut short the thread binding a creature's fate. You must be wielding a weapon or natural weapon capable of dealing slashing damage, and the target must be within 120 feet and in your line of sight. The target immediately takes 20d6 of damage. It can reduce this damage by half if it succeeds at a Fortitude DC with a save equal to 20 plus your Charisma modifier. If the target dies from this damage, it can only be restored to life via *miracle*, *wish*, or divine intervention. This is a death effect.



The Vodnik

SATYR

The blood of satyrs runs through your veins. For you, the natural world resounds with countless melodies few can hear, often moving you to song or dance. Your instincts move you to surrender to your passions, restraint requires discipline you often lack.

Class Skill: Perform (wind instruments)

Bonus Spells: *charm person* (3rd), *hideous laughter* (5th), *deep slumber* (7th), *fear* (9th), *summon nature's ally V* (11th), *serenity* (*Ultimate Magic*, 13th), *waves of ecstasy* (*Ultimate Magic*, 15th), *irresistible dance* (17th), *mass hold monster* (19th)

Bonus Feats: Acrobatic Steps, Combat Casting, Dodge, Empower Spell, Mobility, Nimble Moves, Skill Focus (Perform), Weapon Finesse

Bloodline Arcana: Whenever you cast a spell of the enchantment school, increase the spell's DC by +1.

Bloodline Powers: Some of your powers flow from your bond with nature, others by weaving melodies that bring forth the power coursing in your blood.

Fey Blood (Ex): You are considered to have the fey bloodline for purposes of effects and archetypes. If an archetype replaces an element of the fey bloodline you do not have, you give up the ability from the corresponding level instead.

Laughing Touch (Sp): At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Woodland Stride (Su): At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Beguiling Melody (Su): At 9th level, you can substitute the playing of a wind instrument for the verbal and somatic components of a spell of the enchantment school. Performing in this manner increases the spell's DC by +1. By making a Perform (wind instruments) check with a DC equal to 15 plus twice the spell's level, you can apply the Bouncing (APG), Enlarge, Disruptive (APG), Extend, or Widen metamagic feat to the spell, without altering its casting time or spell level, whether or not you have the metamagic feat in question. If you fail this check, the save DC of your spell is reduced by -4.

Fey Magic (Su): At 15th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Soul of the Faun (Su): At 20th level, your body transforms, giving you the ram's horns and goat's legs of a satyr. You gain DR 5/cold iron, a natural armor bonus of +5, and your land speed increases by 10 feet. The natural armor bonus does not

stack with any existing natural armor bonus, though your speed bonus stacks with other speed bonuses. You gain a horn attack that deals 1d6 points of damage (1d4 if you are Small), this attack deals bludgeoning damage.

FEY ARCHETYPES

Deep involvement with the fey is something that can come about not only by blood or birth, but also within those deeply affected by the fey and their interactions with mortals. As described above, interactions with the fey and their world can be illuminating and captivating, and it is only natural for some characters (especially those already with an affinity for nature) to invest their longing for the fey and communion with them into their life and work as adventurers, such as the **feyfriend** (druid) archetype. On the other hand, there are those whose lives (or those of friends or loved ones) have been torn asunder by the callous or simply careless actions of the fey, so much so that they have dedicated their lives to destroying the fey who caused such pain to them. While any character could find themselves in such a position (including a disowned by-blow of some fey romance carrying the unwanted bloodline of their unearthly parent), the **fey hunter** (ranger) archetype exemplifies a character whose relationship with the fey is anything but positive.

FEYFRIEND (DRUID ARCHETYPE)

Feyfriend are druids that share a special bond with the realms beyond the veil. They draw on their powers to influence moods and bend minds to their will.

Alignment: Feyfriends can be of any chaotic alignment, or of any neutral alignment except lawful neutral.

Weapon and Armor Proficiency: A feyfriend is not proficient with medium armor or shields.

Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str) are class skills for a feyfriend.

Fey Allure: A feyfriend adds *daze* (orison), *charm person* (1st), *sleep* (1st), *daze monster* (2nd), *hideous laughter* (2nd), *deep slumber* (3rd), *suggestion* (3rd), *confusion* (4th), *crushing despair* (4th), *dominate person* (5th), *feeblemind* (5th), *cloak of dreams* (*Advanced Player's Guide*, 6th), *mass suggestion* (6th), *insanity* (7th), *project image* (7th), *euphoric tranquility* (*Advanced Player's Guide*, 8th), *irresistible dance* (8th), *weird* (9th), and *wish* (9th) to her druid spell list. This ability replaces nature bond.

Spontaneous Casting: A feyfriend can channel stored spell energy into spells from her fey allure list that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any fey allure spell of the same level or lower. This replaces the ability to spontaneously cast *summon nature's ally* spells.

Fey Sense (Ex): A feyfriend gains a +2 bonus on Bluff and Knowledge (nature) checks. This ability replaces nature sense.

Wild Shape (Su): A feyfriend cannot take the form of elementals using wild shape.

Fey Mind (Su): At 9th level, a feyfriend gains immunity to mind-affecting spells that specifically affect humanoids. She gains a +2 bonus on saves against other mind-affecting spells. This bonus stacks with resist nature's lure. This ability replaces venom immunity.

Giant Shape (Su): At 10th level, the druid can use wild shape to change into a Large giant. When taking the form of a giant, the druid's wild shape now functions as *giant form I*. At 12th level, the druid can use wild shape to change into a Huge giant. When taking the form of a giant, the druid's wild shape now functions as *giant form II*. This ability replaces the ability to wild shape into elementals.

Faces of the Fey (Su): A feyfriend gains the ability to take on the outward appearance of a Medium or smaller fey creature at will. The effects of polymorphing into a fey creature are identical to the effects of polymorphing into a humanoid using *alter self*, but this ability can also provide fly speed 30 (average maneuverability) if the assumed form can fly. If used to take the form of a Tiny fey, this ability grants a +4 size bonus to Dexterity and a -2 penalty to Strength, and a fly speed up to 60 (good maneuverability) if the assumed form can fly. This ability otherwise functions as and replaces *a thousand faces*.

FEY HUNTER

(RANGER ARCHETYPE)

A fey hunter specializes in eliminating menaces from the Fey Realms and resisting the many charms and deceptions of the fey. Though fey hunters need not slay every fey they meet, alliances between the fair folk and their hunters are fleeting and uneasy.

Favored Enemy (Ex): A fey hunter must choose fey as her first favored enemy. In addition to the normal favored enemy bonuses, a fey hunter adds her favored enemy bonus against fey to her saving throws against the spells, spell-like abilities, and special abilities of creatures of the fey type. She does not gain this bonus against any of her other favored enemies. This ability modifies the ranger's first favored enemy selection.

Sealed Mind (Ex): A fey hunter gains Iron Will as a bonus feat at 2nd level. This ability replaces Endurance.

Fey Hunter's Bond (Ex): At 4th level, a fey hunter can spend a move action to grant his saving throw bonus as against fey creatures to allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the fey hunter's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonus to saving throws possessed by her allies; they use whichever bonus is higher. This ability replaces hunter's bond.

Rally (Su): At 9th level, a fey hunter can spend a move action to grant an ally who failed a saving throw against a mind-affecting effect an additional saving throw. The ally must be within 30 feet and be able to hear or see the fey hunter. The fey can only grant one additional save per creature per effect, and must use this ability within 1 round

per class level of the original effect. The fey hunter cannot use this ability on herself. This ability replaces evasion.

Dispelling Strike (Su): At 11th level, a fey hunter can make a single melee or ranged attack as a standard action against a creature of the fey type. If the attack hits, the target is affected by *dispel magic* with caster level equal to the fey hunter's class level plus her favored enemy bonus against fey. At 19th level, the target is affected by *greater dispel magic* instead. If the ranger unintentionally hits a non-fey creature with this ability, the attack deals normal damage but does not dispel. This ability replaces quarry and improve quarry.

Lift the Veil (Su): At 12th level, a fey hunter can concentrate as a standard action to utilize *true seeing*, but only against fey, effects created by fey, and effects originating from or in the fey realms (including fey incursions). The *true seeing* ends when she stops concentrating. At 17th level, the fey hunter's *true seeing* becomes constant. If it is removed, she can resume it as a free action. This ability replaces camouflage and hide in plain sight.

Mass Rally (Su): At 16th level, a fey hunter can use her rally ability on all allies within 120 feet who can see or hear her as a standard action. The additional saves need not be against the same effect. This ability replaces improved evasion.

Master Fey Hunter (Ex): At 20th level, a fey hunter ignores any damage reduction possessed by fey creatures. She can, as a standard action, make a single attack against a fey at her full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the ranger's Wisdom modifier. A ranger can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A ranger can use this ability once per day for every two points of favored enemy bonus against fey, but not against the same creature more than once in a 24-hour period. This ability replaces master hunter.

A supplement devoted to the iconic romance between mortal and immortal.

Faerie Passions

by Russ Taylor & Todd Stewart

