

Sphere's Bestiary: Fey and Feyfolk



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Chapter 1

Introduction

Foreword

The following are a collection of various fey, built with Spheres of Power and Spheres of Might, which can be easily included in any setting where fey abound as well as those where fey might be more hidden or secretive.

Whether they be friend or foe, fey are always a welcome addition into any story, from local nuisances to miniaturized catastrophes in their own right. Unique to this bestiary are a number of fey which bear roots in non-celtic cultures. Tabletop has traditionally focused on European-style fey folk or very public-knowledge mythology, such as sprites, pixies, naiad, and dryad. This bestiary introduces a number of fey spirits from Japanese mythology, the bakemono and kappa, as well as Native American mythology, the jogoah and powerful trickster coyote spirits, and many others. Also included is more information on courts of Faerie, the fey nobles, powerful lords of their domains and the gifts they bestow upon those they bargain with or request tasks from.

Integrating fey, and the fey from this bestiary, into your stories can make for memorable subplots. Fey have always been portrayed as tricksters or mysterious savants of nature, and this book displays both alongside vibrant and detailed backgrounds for each of these fey folk for you to integrate into your games. It is my hope that these new fey will bring new life and colors to the stories you weave and the games you play.

This handbook is designed to be used as a companion book with the updated Spheres of Power system of magic materials found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might*, *Champions of the Spheres*, and other Drop Dead Studios supplement products. Classes, class features, and spheres from these sources are not marked.



Chapter 2

Creatures

Bakemono

CR 4

Initially, this fey resembles a fox or small dog, but it swiftly changes shape.

XP 1,200

CN Tiny fey (shapeshifter)

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 size)

hp 39 (6d6+18)

Fort +5, **Ref** +8, **Will** +6

DR 3/cold iron

OFFENSE

Speed 20 ft.

Melee bite +8 (1d3-2)

Space 2-1/2 ft., **Reach** 0 ft.

MAGIC

Caster Level 6; **MSB** +6, **MSD** 17, **Concentration** +8

Tradition Natural (Lycanthropic); **CAM** Cha

Spell Points 8

Alteration Sphere – **Talents** Greater Changes, Perfect Imitation, Size Change; (transformation) Animalistic Transformation, Anthropomorphic Transformation, Aquan Transformation, Avian Transformation, Dragon Transformation, Plant Transformation

- *shapeshift*, touch, **DC** 15; **Greater Changes** (3 traits), concentration, 6 hours with 1 sp

STATISTICS

Str 6, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 13

Feats Dodge, Extra Magic Talent, Weapon Finesse

Skills Acrobatics +12, Bluff +11, Disguise +11, Escape Artist +12, Intimidate +8, Perception +10, Stealth +20

Languages Aklo, Common, Sylvan

SPECIAL ABILITIES

Capable Size-change (Sp) A bakemono may change itself up to Huge size with the Size Change talent.

Persistent Shifter (Sp) When a bakemono spends a spell point to persist *shapeshift*, the duration is 1 hour per caster level rather than 1 minute per caster level.

Swift Shifter (Sp) A bakemono may cast *shapeshift* on itself (and only itself) as a move action.

Varied Shifter (Su) A number of times per day equal to its Hit Dice, the bakemono may grant itself any talent from the Alteration sphere as a swift action. The bakemono retains this talent until this ability is used again.

ECOLOGY

Environment any (Faerie)

Organization solitary, group (2-5)

Treasure standard

In Faerie, bakemono use their powerful shapeshifting skills to survive, avoiding detection, fighting, and hunting. In the mortal realm, some have taken to impersonating the deceased, whether to lure grieving relations into Faerie, to get themselves an adopted home, or for other reasons. Bakemono usually shun violence, preferring to flee using a speedy form or hide in a small space. If pressed they can adopt frightful appearances. If all else fails, a bakemono will grow to Huge size and fight with tooth and claw in the shape of a terrible beast.

Coyote Spirit

CR 15

This lithe, almost humanoid figure's soft cloak billows in the wind, their next steps vanished.

XP 51,200

CN Small fey

Init +10; **Senses** low-light vision; Perception +33

DEFENSE

AC 29, touch 17, flat-footed 23 (+6 Dex, +12 natural, +1 size)

hp 210 (20d6+140); fast healing 5

Fort +12, **Ref** +18, **Will** +18

DR 10/cold iron; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee bite +16 (1d4+1)

Special Attacks possession (DC 26)

MAGIC

Caster Level 20; **MSB** +20, **MSD** 31, **Concentration** +26

Tradition Natural (none); **CAM** Cha

Spell Points 26

Alteration Sphere – **Talents** Animal Mind, Ranged Alteration, Size Change; (transformation) Animalistic Transformation, Anthropomorphic Transformation, Aquan Transformation, Avian Transformation, Dragon Transformation, Plant Transformation

- *shapeshift*, close (75 ft.), **DC** 27; 5 traits, concentration, 20 minutes with 1 sp

Illusion Sphere – **Talents** Enlarged Illusion, Focused Imagination, Ranged Illusion, Suppression; (sensory) Illusionary Odor, Illusionary Sound, Illusionary Touch

- *illusion*, close (75 ft.), maximum size Colossal++++ (150-ft. cube), **DC** 27; concentration, 1 sp, sight, smell, sound, touch
 - ◇ **Focused Imagination**; illusions persist for 2 rounds after concentration ends, and can concentrate for 50 minutes
- *trick*, close (75 ft.), **DC** 27, 3 minutes, sight, smell, sound, touch

Weather Sphere – **Talents** Climate, Greater Size, Lengthened Weather

- *control weather*, maximum severity 5, long (1200 ft.), **DC** 26; concentration, 20 minutes with 1 sp
 - ◇ **Climate**; 2 miles, +1 sp
 - ◇ **Lengthened Weather**; 20 hours, +1 sp

STATISTICS

Str 12, **Dex** 23, **Con** 23, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +10; **CMB** +10; **CMD** 26

Feats Counterspell, Counterspell Mastery, Greater Counterspell, Improved Counterspell, Improved Initiative, Iron Will, Sphere Focus (Alteration sphere), Sphere Focus (Illusion sphere), Toughness, Weapon Finesse

Skills Bluff +29, Disguise +29, Escape Artist +29, Knowledge (geography) +14, Knowledge (nature) +27, Perception +27,

Perform (oratory) +29, Perform (sing) +29, Sense Motive +27, Spellcraft +17, Stealth +33

Languages Aklo, Common, Elven, Sylvan

SPECIAL ABILITIES

Possession (Su) A coyote spirit may attempt to possess a creature within its natural reach as a standard action. This ability lasts for 20 hours or until the coyote spirit ends the possession as a free or immediate action, or begins a new possession on another target creature. The target is allowed a DC 26 Will save to resist the effect. This save is Charisma-based. A successful save to resist or end a possession prevents that individual coyote spirit from possessing that creature for 24 hours. Unless otherwise noted, creatures are aware of a failed possession attempt, having a feeling of a hostile force, but gain no other information. If the coyote spirit is successful, its body is absorbed into the target and its life force occupies the host body.

The coyote spirit's possession ability functions as the wraith's active possession ability (*Ultimate Spheres of Power* pg. 93), treating the coyote spirit's effective wraith level as 1 when determining the possession's effects, except the duration and DC (as noted above). The host may make a new save to end the possession early any time the coyote spirit would force it to do something against its nature (see the Mind sphere for guidelines). The host is only granted an additional save this way once per round.

Varied Shifter (Su) A number of times per day equal to its Hit Dice, the coyote spirit may grant itself any talent from the Alteration sphere as a swift action. The coyote spirit retains this talent until this ability is used again.

ECOLOGY

Environment desert, Faerie desert

Organization single

Treasure standard

Coyote spirits are mighty tricksters, delighting in all manner of deception and jest, as well as telling improbable stories of their own exploits. Those who weather their attention in good humor and listen appreciatively to their stories are often rewarded with guidance or insight, while those the coyote spirit finds to be poor sports are often subject to increasing annoyance, at least until the capricious spirit grows bored. Few creatures have the power to truly threaten them; such are to be outwitted or avoided altogether, though the challenge of one-upping powerful opponents draws some coyotes into dangerous games and sticky situations from which they may need aid to escape. Lesser creatures that seek to injure them are usually left alive, to be mocked and pestered for their imprudence. A few powerful fey lords have coyote spirits in their courts, whether for entertainment, espionage, or simply for company.

Curupira

CR3

This small fey is clad in leaves and has flame-red hair streaked with orange, so bright that you almost miss its backwards feet.

XP 800

CN Small fey

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 27 (5d6+10)

Fort +3, **Ref** +7, **Will** +5

DR 3/cold iron

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +5 (1d3-2)

Ranged blowgun +5 (1)

Space 5 ft., **Reach** 5 ft.

MAGIC

Caster Level 5; **MSB** +5, **MSD** 16, **Concentration** +7

Tradition Natural (none); **CAM** Cha

Spell Points 7

Illusion Sphere – **Talents** Complex Illusion, Focused Imagination, Suppression; (sensory) Illusionary Odor, Illusionary Sound, Illusionary Touch

- *illusion*, close (35 ft.), maximum size Huge (15-ft. cube), **DC** 14; concentration, 1 sp, sight, smell, sound, touch
 - ◇ **Complex Illusion**; split illusions into separate components, 1 sp
 - ◇ **Focused Imagination**; illusions persist for 2 rounds after concentration ends, and can concentrate for 50 minutes
 - ◇ **Suppression (glamer)**; choose one sense (sight) +5 circumstance bonus to Stealth when observed, no armor check penalty to Stealth; (sound) sniping penalty reduced by 5; (touch) targets of melee attacks need to pass **DC** 15 – points of damage dealt to notice attacks, +5 circumstance bonus to pick pockets; (smell) targets tracking by scent take -5 on Perception and Survival
- *trick*, close (35 ft.), **DC** 14; 5 minutes, sight, smell, sound, touch

STATISTICS

Str 6, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** -1; **CMD** 12

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Bluff +10, Disguise +10, Escape Artist +11, Handle Animal +7, Perception +9, Stealth +19 (+23 in forest)

Racial Bonuses +4 Stealth in forest

Languages Common, Sylvan

SPECIAL ABILITIES

Backwards Feet (Ex) A curupira's feet face backwards, making tracking them difficult. Any creature attempting to use Survival to track a curupira must succeed on a **DC** 20 check to

realize that the tracks are facing opposite the usual direction. The **DC** of this check is reduced by 1 for every hour the tracks are followed in the wrong direction.

Frightful Whistle (Su) A curupira may whistle, forcing hostile creature's within 30 feet to make a **DC** 14 Will save or be frightened for 2 rounds. Creatures that succeed on the save are instead shaken for 1 round. This is a sonic-based mind-affecting fear effect. The **DC** is Charisma-based.

ECOLOGY

Environment Jungle

Organization solitary, group (2-5)

Treasure standard

Curupira dwell in the jungle, tending the beasts that live there and punishing hunters that take more than they need or that hunt mothers caring for their young. They use their frightful whistle and illusions to mislead their foes, shunning direct confrontation.

Gremlin

Gremlins are aggressive, tribal feyfolk who closely resemble gnomes, but are distinguished by their long, spindly limbs, pointed ears and sharp teeth. Gremlins are famed as tricksters, pranksters, tinkerers, and are often known to teeter the brink of mean spirited to outright cruel in the "games" they play with others.

A gremlin sighting is an auspicious occasion, and often indicative of a larger tribe lurking in the underbelly of a city or in the hills and trees surrounding a sleepy village. While not malicious, gremlins see their meddling and destructive habits as their gift to others, and rejecting their "art" can anger them to greater destructive rampages, and even lethal ones.

Gremlin, Book-biter

CR3

This hated gremlin has jagged teeth and a maw as wide as its head, tattered ribbons of paper stuck in its teeth. Standing about 2 feet tall, this gray skinned fey's body is mostly bones and angles, clothes fashioned from what appear to be stained book-leather.

XP 800

CE Tiny fey

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 32 (5d6+15)

Fort +4, **Ref** +7, **Will** +5

DR 5/cold iron; **SR** 14

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d3-1)

Space 2-1/2 ft., **Reach** 0 ft.



Skills Acrobatics +11, Appraise +6, Climb +19, Escape Artist +11, Perception +9, Sleight of Hand +11, Stealth +19, Use Magic Device +13

Languages Aklo, Undercommon

SPECIAL ABILITIES

Consume Scroll (Su) A book-biter can devour pages from a spell book, a ritual book, or a scroll as a standard action. Doing so destroys the pages and grants the book-biter a number of

temporary hit points equal to the caster level of the object multiplied by 3. These temporary hit points persist for 1 hour per caster level or until the gremlin expends the magic using its gut Magic ability.

Gut Magic Once a book-biter has used its consume scroll ability, it can cast the contained ritual, sphere effect, or spell using the effect's normal casting time, making Use Magic Device checks as needed. Successfully doing so expends the consumed scroll.

Tiny Scoundrel (Ex) Book-biters do not take any size penalties to CMB when performing the dirty trick or steal combat maneuvers.

ECOLOGY

Environment any underground or urban

Organization solitary, pair, mob (3–12)

Treasure standard

Book-biter gremlins as their name suggests, are driven to consume books, scrolls, and other writings, making them the bane of libraries and academics everywhere. Sometimes referred to as bibliophage gremlins in academic works, relatively few in number due to the persistent disappearance of the researcher's notes, they sneak into repositories of knowledge and gorge themselves, fleeing quickly once discovered. Magical texts are special favorites, leading those arcanists familiar with them to commonly have a 'kill on sight' policy regarding book-biters. Librarians support this policy, especially given that the gremlins appear to favor more valuable texts to consume first.

Gremlin, Fear-gorger

CR 5

This gremlin emerges from the shadows, needle teeth displayed in a rigid grin. One hand holds a shield, the other appears to be full of daggers, though a second look reveals them to be its razor-sharp claws.

XP 1,600

CE Tiny fey

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +9

Aura fear aura (30 ft.)

DEFENSE

AC 21, touch 15, flat-footed 18 (+3 Dex, +5 natural, +1 shield, +2 size)

hp 52 (8d6+24)

Fort +5, **Ref** +9, **Will** +7

COMBAT

Martial Tradition Fey Hooligan (Athletics x2, Scoundrel x2); **PAM** Cha

Athletics Sphere – Packages climb, leap, run; **Talents** Close Quarters Training, Expanded Training, Scale Foe, Unwilling Boost

- **Close Quarters Training**; can occupy space with another creature with a successful Acrobatics check
- *coordinated movement* (withdraw action, regain martial focus)
- *scale foe* (climb) (can attempt Climb check vs. CMD to climb, and gain bonuses while on top of target)
- **Unwilling Boost**; move action (or expend focus when missed), provoke AoO using Acrobatics to jump in place of AC, +attacker's Strength score to jump check

Scoundrel Sphere – Talents Broke And Broken, Improved Gifting, Playing Dirty

- *marked target* (swift action, melee touch attack, battered and -2 Perception for 1 round)
- **Playing Dirty**; while maintaining martial focus; dirty trick requires standard action to remove
- (trick); after succeeding on any dirty trick or steal maneuver, apply 1 (trick)
 - ◊ **Broke And Broken (trick)**; after a dirty trick, may attempt steal against same target

STATISTICS

Str 8, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +2; **CMB** +3 (+10 Dirty Trick and Steal); **CMD** 12 (+14 Dirty Trick and Steal)

Feats Skill Focus (Use Magic Device)^B, Weapon Finesse^B (trade 3 feats for martial tradition)

DR 5/cold iron; **SR** 16

OFFENSE

Speed 30 ft., climb 20 ft.

Melee claw +9 (1d4-1), bite +9 (1d3-1)

Space 2-1/2 ft., **Reach** 0 ft.

COMBAT

Martial Tradition Gladiator (Equipment x2, Gladiator 2x); **PAM** Cha

Gladiator Sphere – Talents Master Of Fear; (demoralization) Frightful

- *boast* (immediate action, roll next attack twice and take better)
- *strike fear* (standard action, demoralize 30-ft. radius); **Master Of Fear** (*strike fear* can be used as a standard action, no longer costs martial focus)
 - ◊ **Frightful** (demoralization); may add +10 to DC to make frightened instead of shaken, +20 for panicked

Shield Sphere – Talents Bashing Shield, Smashing Counter

- *bashing shield* (using shield to shield bash does not remove shield AC bonus)
- *active defense* (AoO, grant self +3 AC plus (deflect) on miss)
 - ◊ **Smashing Counter** (deflect); make shield bash against attacker

STATISTICS

Str 8, **Dex** 17, **Con** 16, **Int** 9, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +5; **CMD** 14

Feats Muscular Reflexes, Weapon FinesseB (Trade 3 feats for martial tradition)

Skills Acrobatics +13, Climb +21, Escape Artist +13, Intimidate +11, Perception +12, Stealth +21

Languages Aklo, Undercommon

SPECIAL ABILITIES

Fear Aura (Su) A fear-gorger is cloaked in a 30-foot aura of fear. The first time a creature ends its turn within the aura, it must make a DC 15 Will save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC is Charisma-based.

Fear-gorge (Su) The fear-gorger grows one size category for every creature within 30 feet of it at the end of its turn that has the shaken condition, to a maximum of Large. Frightened creatures count as 2 shaken creatures and panicked creatures count as 3. This change lasts until the end of the fear-gorger's next turn.

ECOLOGY

Environment any underground or urban

Organization solitary, pair, mob (3-12)

Treasure standard (mwk battleaxe, mwk heavy shield)

These gremlins delight in the fear of others, treating many other creatures as prey for their sadistic "play".

STATISTICS WITH SIZE CHANGE

SMALL

Init +2

AC 20, touch 13, flat-footed 18 (+2 Dex, +5 natural, +2 shield, +1 size)

Ref +8

Melee claw +7 (1d6+1), bite +7 (1d4+1)

Space 5 ft., **Reach** 5 ft.

Str 12, **Dex** 15

CMB +4 **CMD** +16

Skills Acrobatics +12, Climb +19, Escape Artist +12, Stealth +16

MEDIUM

Init +1

AC 18, touch 11, flat-footed 17 (+1 Dex, +5 natural, +2 shield)

Ref +7

Melee claw +6 (1d8+2), bite +6 (1d6+2)

Space 5 ft., **Reach** 5 ft.

Str 14, **Dex** 13

CMB +6 **CMD** +17

Skills Acrobatics +11, Climb +20, Escape Artist +11, Stealth +11

LARGE

Init +0

AC 16, touch 9, flat-footed 16 (+5 natural, +2 shield, -1 size)

hp 60 (8d6+32)

Fort +6 **Ref** +6

Melee claw +7 (2d6+4), bite +7 (1d8+4)

Space 10 ft., **Reach** 10 ft.

Str 18, **Dex** 11, **Con** 18

CMB +9 **CMD** +19

Skills Acrobatics +10, Climb +22, Escape Artist +10, Stealth +6

Gremlin, Night-stalker

CR 3

Shrouded in perpetual shadow, this gremlin's features are difficult to discern. Those that can pierce the darkness see a hunched and hungry looking creature with oversized eyes and a wicked knife.

XP 800

CE Tiny fey

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 37 (5d6+20)

Fort +4, **Ref** +7, **Will** +5

DR 5/cold iron; **SR** 14

OFFENSE

Speed 30 ft., climb 20 ft.

Melee dagger +8 (1d2-1)

Space 2-1/2 ft., **Reach** 0 ft.

Special Attacks sneak attack 3d6

MAGIC

Caster Level 5; **MSB** +5, **MSD** 16, **Concentration** +7

Tradition Natural (none); **CAM** Cha

Spell Points 9

Dark Sphere – Talents Lingerin Darkness, Wall Of Darkness; (darkness) Thick Darkness; (meld) Clearsight, Hide In Darkness, Step Through Darkness

- *darkness*, medium (150 ft.), **DC** 14; 20-ft. radius becomes dim light, concentration, 5 min. with 1 sp
 - ◇ **Lingerin Darkness**; +2 rounds after dropping concentration
 - ◇ **Thick Darkness** (darkness); *darkness* becomes difficult terrain, imposes -1 penalty on weapon and damage rolls
 - ◇ **Wall Of Darkness**; 8 10-ft. cubes instead of radius
- *meld, touch*, **DC** 14; 5 hours with 1 sp
 - ◇ **Clearsight** (meld); immunity against negative effects of *blots* and *darkness*, 1 sp
 - ◇ **Darkvision** (meld); 60 ft. darkvision or increase existing darkvision by 30 ft.
 - ◇ **Hide In Darkness** (meld); make Stealth checks to hide while in caster's darkness, 1 sp
 - ◇ **Step Through Darkness** (meld); teleport 30 ft. from *darkness* to *darkness* as move action, 1 sp

STATISTICS

Str 8, **Dex** 17, **Con** 16, **Int** 9, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 10

Feats Extra Spell Points, Toughness, Weapon Focus (dagger), Weapon Finesse^B

Skills Acrobatics +11, Intimidate +7, Perception +9, Sleight of Hand +11, Stealth +19

Languages Aklo, Undercommon

SPECIAL ABILITIES

Coordinated Clearsight (Su) A night-stalker gremlin under the effects of the Clearsight talent is unaffected by any *darkness* created by any other night-stalker gremlin.

Light-fright (Ex) A night-stalker gremlin that is exposed to normal or brighter light must succeed on a DC15 Will save or be frightened until it reaches a darker area. On a successful save, it is instead shaken for the same duration and will usually cast *darkness* at the first opportunity.

ECOLOGY

Environment any

Organization solitary, pair, mob (3–12))

Treasure standard

Night-stalker gremlins are frightful creatures, bringing darkness with them wherever they go. Often working in groups, they isolate the targets of their malice, slowing them with the Thick Darkness talent as the mob the creature, stabbing gleefully. The more fearful the creature appears to be of the dark, the more the night-stalkers will be drawn to it, targeting those bearing torches or other artificial light above other targets. If successful in slaying a creature that was part of a group, they

will often take grisly trophies to lay in the path of their victim's companions to sow fear.

Gremlin, Trapster

CR 4

Squinty eyes peer at you from behind the glasses clearly made for a larger creature. There is a faint, high chuckle from its throat. It gestures upwards as it pulls a string..

XP 1,200

CE Tiny fey

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 39 (6d6+18)

Fort +4, **Ref** +7, **Will** +5

DR 5/cold iron; **SR** 15

OFFENSE

Speed 30 ft., climb 15 ft.

Melee bite +8 (1d3–1)

Ranged dart +8 (1d2–1)

Space 2–1/2 ft., **Reach** 0 ft.

COMBAT

Martial Tradition Alchemical Trapper (Alchemy x2, Trap x2); **PAM** Int

Alchemy Sphere – Packages formulae; **Talents** Snap Toss; (formulae) Improved Acid Flask, Improved Flash Powder

- *formulae*, **DC** 15; use Craft (alchemy) +14; can prepare up to 3 (formulae)
 - ◇ **Improved Acid Flask** (formulae); standard action, 3d6 acid damage, half damage to 5-ft. radius, 3 damage to 10-ft. radius, half damage following round
 - ◇ **Improved Flash Powder** (formulae); standard action, 10-ft. radius, Fort save or blind 1 round
- *snap toss* (swift action, expend focus to use *formulae*)

Trap Sphere – Talents Opportunist, Persistent Trap, Trap Welder; (dart) Deadly Dart; (snare) Skunk Smoke

- *dart*, full-round action (standard action while maintaining focus), ranged attack, 40 ft. line, 3d6; or ranged touch w/o base damage using alchemical item or *formulae*
 - ◇ **Deadly Dart** (dart); dart deals slashing and piercing, 3d8 instead of 3d6, 19–20x3 critical threat piercing
 - ◇ **Opportunist**; creatures who are struck by dart or fail their save vs. snare provoke an attack of opportunity
 - ◇ **Persistent Trap**; can increase trap setup time to increase duration of trap
- *snares*, full-round action (standard action while maintaining focus), Reflex or trigger; (snare), **DC** 15
 - ◇ **Tripwire** (snare); triggering creature falls prone
 - ◇ **Skunk Smoke** (snare); 5-ft. radius smoke, Fortitude save or sickened

- ◇ **Trap Wielder**; can attempt to apply trap directly to target

STATISTICS

Str 8, **Dex** 17, **Con** 16, **Int** 15, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +0; **CMD** 11

Feats Combat Reflexes, Skill Focus (Craft (alchemy)), Skill Focus (Craft (trap)), Weapon FinesseB

Skills Acrobatics +12, Appraise +8, Climb +20, Craft (alchemy) +14, Craft (trap) +14, Escape Artist +12, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +20

Languages Aklo, Undercommon

ECOLOGY

Environment any urban

Organization solitary, pair, ambush (3–12)

Treasure standard (alchemy crafting kit, trap bag, other treasure)

Trapster gremlins haunt ruins, sewers, and abandoned buildings, laying networks of traps to catch food and torment those foolish enough to enter.

Gremlin, Trickster

CR 1

An ugly creature hangs down from a branch, waving. It has an ugly, wrinkled face and its mouth stretches nearly to its ears, revealing razor teeth within. It almost appears to be trying to distract you...

XP 400

CE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +3, **Will** +3

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +3 (1d3–2)

Space 2–1/2 ft., **Reach** 0 ft.

COMBAT

Martial Tradition Fey Hooligan (Athletics x2, Scoundrel x2); **PAM** Wis

Athletics Sphere – Packages run; **Talents** Close Quarters Training

- **Close Quarters Training**; can occupy space with another creature with a successful Acrobatics check

Scoundrel Sphere – Talents Playing Dirty

- *marked target* (swift action, melee touch attack, battered and –1 Perception for 1 round)
- **Playing Dirty**; while maintaining martial focus; dirty trick requires standard action to remove

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +0; **CMB** –1 (+2 Dirty Trick and Steal); **CMD** 7

Feats Skill Focus (Acrobatics), Toughness^B, Weapon Finesse^B

Skills Acrobatics +8, Appraise +2, Climb +13, Escape Artist +5, Perception +5, Sleight of Hand +5, Stealth +13, Use Magic Device +4

Languages Aklo, Undercommon

SPECIAL ABILITIES

Tiny Scoundrel (Ex) Tricksters do not take any size penalties to CMB when performing the dirty trick or steal combat maneuvers.

ECOLOGY

Environment any underground or urban

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–14 trained dire rats, 2–5 trained venomous snakes, and 1–3 rat swarms)

Treasure standard

Kleptomaniacal creatures, tricksters live for robbing larger creatures, the bigger the better. Tricksters often work in groups, enabling them to take on bigger targets. They prefer to leave their victims alive, robbed and battered, as tricksters enjoy embarrassment and fury more than blood. The goods stolen hold little interest to them after the theft, usually being broken, discarded, or just misplaced after being used as a trophy to boast of the taking to other gremlins.

Familiar An evil or chaotic neutral 5th-level spellcaster can gain a gremlin trickster as a familiar if she has the Improved Familiar feat.

Jogoah

The jogoah are small, humanoid-looking feyfolk, sometimes referred to as pygmies, which stand approximately 2 feet tall. Often playful tricksters, jogoah come in three castes, the gahongas, gandayah, and the ohdow.

Gahongas jogoah are joyful stone throwers, and are rumored to be the ones who move rocks around the countryside, having arranged the mountains themselves.

Gandayah jogoah, or “drum dancers”, are guardians of nature, and protect and nurture crops from out of sight. They were given the moniker “drum dancer” due to the steady beat of their drums being the only sign of their presence, as gandayah are great at hiding from sight.

Ohdow jogoah are the spiritual protectors. These small, fierce warrior-fey guard the underground from invasion from evil spirits and corrupt beasts.

Folklore surrounding these fey varies from tribe to tribe, but all the stories that connect them are that those who respect and revere nature are put in high regard by the jogaah. Those who disrespect the jogoah or the nature and fields they protect will usually find themselves bewitched and plagued by tricks, damaged campsites, and major setbacks.

Jogoah are generally friendly with the nature-respecting tribes who will live near their homes, and will sometimes do favor for those who leave offerings for them, with tobacco being their favorite.

Jogoah, Gahongas

CR3

A small fey dressed in simple skins. He is tossing an improbably large rock to one of his kin, laughing as the other misses it, a small tree flattened in the process.

XP 800

CN Small fey

Init +8; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 32 (5d6+15)

Fort +6, **Ref** +8, **Will** +5

Defensive Abilities rock catching; **DR** 3/cold iron

OFFENSE

Speed 30 ft.

Melee greataxe +5 (1d10+3)

Ranged rock throw +7 (3d6+2)

Space 5 ft., **Reach** 5 ft.

Special Attacks rock throwing (60 ft.)

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 7, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 17

Feats Great Fortitude, Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Perception +9, Perform (percussion) +10, Stealth +16

Languages Common, Sylvan

SPECIAL ABILITIES

Strong Back (Ex) A gahongas calculates its carrying capacity, rock throwing ability, and rock catching ability as if it was two sizes larger.

ECOLOGY

Environment Forest

Organization solitary, group (2–5)

Treasure standard

Deceptively strong, the forest fey love to play games involving rolling and catching large rocks. Unfortunately, they frequently forget others lack their ability at such games.

Jogoah, Gandayah

CR1/2

This fey sits, contemplating the crops in a small field planted in a clearing, leisurely smoking a pipe.

XP 200

CG Small fey

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 11, touch 15, flat-footed 11 (+1 size)

hp 9 (2d6+2)

Fort +1, **Ref** +3, **Will** +4

DR 1/cold iron

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d3+2)

Ranged shortbow +2 (1d4+2)

Space 5 ft., **Reach** 5 ft.

STATISTICS

Str 6, **Dex** 11, **Con** 12, **Int** 11, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** -2; **CMD** 8

Feats Improved Initiative

Skills Acrobatics +5, Diplomacy +5, Handle Animal +2, Perception +6, Perform (Percussion) +5, Stealth +9

Languages Common, Sylvan

SPECIAL ABILITIES

Forecast Harvest (Su) A gandayah can spend a 1 round action to predict the yield of a field of crops. This prediction is accurate, though only accounts for natural weather conditions and normal care.

Fruitful Blessing (Su) A gandayah can increase the yield of crops in a 1-mile radius. Doing so requires the gandayah to be present in the area at least one day every week for the entire growing season.

Avian Messenger (Su) At will, as a standard action, a gandayah can take the form of a robin (Fine-sized) or owl (Tiny-sized). This functions as the Unthreatening Form talent of the Fallen Fey sphere with 7th caster level.

ECOLOGY

Environment Forest

Organization solitary, group (2–5)

Treasure standard

These peaceful fey are welcome neighbors. Befriending them with gifts, especially strawberries, can yield a bounty at harvest time and good advice about what and where to plant. Gandayah also serve as messengers, taking the form of a robin to bear good news and an owl for bad news.

Familiar A 5th-level spellcaster within one step of chaotic neutral can gain a gandayah as a familiar if she has the Improved Familiar feat.

Jogoah, Ohdow

CR3

More martial than its cousins, the ohdow jogoah holds its bow ready as it examines the tracks before it.

XP 800

NG Small fey

Init +8; **Senses** low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 27 (5d6+10)

Fort +2, **Ref** +7, **Will** +5

DR 3/cold iron

OFFENSE

Speed 30 ft.

Melee greataxe +5 (1d10+3)

Ranged shortbow +7 (1d4)

Space 5 ft., **Reach** 5 ft.

MAGIC

Caster Level 5; **MSB** +5, **MSD** 16, **Concentration** +7

Martial Tradition Natural (none); **CAM** Cha

Spell Points 11

Divination Sphere – **Talents** (divine) Dowsing; (sense) Ghost Sight, Sense Magic

- *divine*, medium (150 ft.), **DC** 14; (gain information about Magic auras within 150 ft.)
 - ◇ **Alternate Divinations**
 - **Fate** (Divine Alignment); *divine* nearby alignment (chosen)
 - **Fate** (Detect Loyalties); *divine* things creatures nearby hold valuable
 - **Fate** (Divine Fate); *divine* alignment auras of creatures nearby (visible aura)
 - **Life** (Divine Life); *divine* wounds and vitality
 - ◇ **Dowsing** (divine); locate specific creature or object, 1 sp
 - *sense*, personal, **DC** 14; (gain a sense for 5 hours)
 - ◇ **Read Magic** (sense); decipher and read magical writings, 1 sp
 - ◇ **Ghost Sight** (sense); +5 bonus to Perception to see invisible or ethereal creatures, 1 sp
 - ◇ **Sense Magic** (sense); constant Divine Magic, 35 ft., 2 sp

Fate Sphere

- *consecration*, close (35 ft.), **DC** 14
 - ◇ **Serendipity** (consecration); +1 luck bonus, concentration, 5 rounds with 1 sp
- *word*, close (35 ft.), **DC** 14
 - ◇ **Hallow** (word); provide protections against opposite alignment, 5 minutes with 1 sp

Life Sphere – **Talents** (cure) Restore Health

- *cure*, touch, **DC** 14; 1d8+10, 1 sp
- *invigorate*, touch, **DC** 14; 5 temporary hp
- *restore*, touch, **DC** 14; (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp
 - ◇ **Restore Health** (cure); when restoring body, completely remove exhausted and nauseated; can attempt Magic skill check to remove poison or disease

STATISTICS

Str 14, **Dex** 18, **Con** 17, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 17

Feats Extra Spell Points x2, Improved Initiative

Skills Knowledge (arcana) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +9, Perform (percussion) +8, Stealth +16, Survival +9 **Racial Modifiers** +8 Survival when tracking aberrations, evil outsiders, and undead.

Languages Common, Sylvan

SPECIAL ABILITIES

Guardian Against the Underworld (Su) Any weapon an ohdow wield gains the *bane* property for aberrations, outsiders with the evil subtype, and undead. An ohdow is continually under the effects of the Hallow *word* of the Fate sphere.

ECOLOGY

Environment Forest

Organization solitary, patrol (2–5)

Treasure standard

Unlike other jogoah, the ohdow have a mission: to prevent creatures from the underworld from overtaking their lands, whether in Faerie or the material plane. They are skilled at tracking and fighting such creatures and are quick to help others who also do so.

Kappa (fey)

CR 5

This green-skinned, turtle-like humanoid has a peculiar, water-filled dish formation on the top of its head.

XP 1,600

CN Small fey (water)

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 20, touch 17, flat-footed 19 (+5 Armor, +1 Dex, +3 natural, +1 size)

hp 60 (8d6+32)

Fort +6, **Ref** +7, **Will** +9

Defensive Abilities unarmored training +5; **DR** 5/cold iron

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee bite +9 (1d4+4), 2 claws +9 (1d4+4)

Space 5 ft., **Reach** 5 ft.

COMBAT

Martial Tradition Professional Wrestler (Equipment x1, Gladiator x1, Wrestling x2); **PAM** Wis

Gladiator Sphere – **Talents** Master Of Fear; (demoralization) Coward's Bane

- *boast* (immediate action, roll next attack twice and take better)
- *strike fear* (standard action, demoralize 30-ft. radius; apply (demoralization) to enemies shaken); **Master Of Fear** (*strike fear* can be used as a standard action, no longer costs martial focus)
 - ◇ **Coward's Bane** (demoralization); roll twice vs. demoralized enemies



Wrestling Sphere – Talents Choke Hold, Greater Grapple, Ground Game, Iron Grip, Shoulder Throw, Talented Tie-up; (slam) Hard Whip

- **Choke Hold**; grappled enemies are unable to breathe and may begin suffocating
- **Greater Grapple**; move action, make grapple attempt
- **Ground Game**; can trip creature when maintaining a grapple or upon becoming grappled
- **Shoulder Throw**; upon tripping a grappled creature, can throw target 10 ft. and knock prone
- *slam* (immediate action, end grapple and apply (slam))
 - ◊ **Hard Whip** (slam); throw grappled target 15 ft., damaging them
- *snag* (swift action, melee touch attack +9, battered until end of turn or as long as held)
- **Talented Tie-Up**; DC 14; can grapple at the end of a charge; grappled target must succeed on Reflex or fall prone

STATISTICS

Str 19, **Dex** 13, **Con** 19, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +4; **CMB** +7 (+10 grapple); **CMD** 18 (21 vs. grapple)

Feats Heroic Resolve, Improved Initiative, Muscular Reflexes, Power Attack

Skills Acrobatics +12, Escape Artist +12, Intimidate +8, Knowledge (nature) +11, Perception +14, Stealth +12, Swim +23

Languages Aklo, Common, Sylvan

SQ amphibious

SPECIAL ABILITIES

Powerful Grappler (Ex) Kappa are treated as one size larger for the purpose of determining their CMB and CMD on grapple attempts.

Water Dish (Su) If the water dish on the kappa's head is emptied, the kappa immediately becomes fatigued. If it is not refilled within 1d6 minutes, the kappa becomes exhausted. Every hour the bowl remains empty, the kappa takes 1d3 Constitution damage. Refilling the dish requires a standard action and water from the kappa's river. The dish can be emptied by knocking the kappa prone, as a special option that can be performed as part of a grapple, or by getting it to bow politely, which requires a DC 23 Bluff or Diplomacy check. Any creature that refills the kappa's bowl wins its loyalty, raising the kappa's disposition to helpful toward that creature. The dish can also be sundered by dealing at least 25 damage to it with a sunder combat maneuver. A sundered dish cannot hold water until the kappa receives at least 25 hit points worth of healing.

ECOLOGY

Environment temperate rivers

Organization solitary, group (2–5)

Treasure standard

Mischievous river-fey, kappa are known for playing tricks on those that linger near their home rivers. Most kappa contain this to mostly harmless pranks, though some evil kappa delight in drowning their victims. All kappa have a curious penchant for attempting to drag off and drown horses, however, and may be rougher than usual with those that attempt to interfere with this obsession.

Pratchie

CR 1

Six inches tall, covered in wood and wearing a kilt, with a shock of red hair and a broken nose, this tiny fey...Hey! Give me back my wallet!

XP 400

CN Tiny fey

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 8 (1d6+5)

Fort +2, **Ref** +5, **Will** +2; +2 vs. illusions

OFFENSE

Speed 40 ft.

Melee greatsword +6 (1d8+2/19–20), unarmed strike +6 (1d3+4)

Space 2-1/2 ft., **Reach** 0 ft.

COMBAT

Martial Tradition Fey Hooligan (Athletics x2, Scoundrel x2);

PAM Wis

Athletics Sphere – Packages run; **Talents** Close Quarters Training

- **Close Quarters Training**; can occupy space with another creature with a successful Acrobatics check

Scoundrel Sphere – Talents Playing Dirty

- *marked target* (swift action, melee touch attack, battered and -1 Perception for 1 round)
- **Playing Dirty**; while maintaining martial focus; dirty trick requires standard action to remove

STATISTICS

Str 18, **Dex** 16, **Con** 15, **Int** 8, **Wis** 13, **Cha** 9

Base Atk +0; **CMB** +4 (+5 dirty trick & steal); **CMD** 17

Feats Toughness

Skills Acrobatics +7, Escape Artist +7, Perception +5, Sleight of Hand +7, Stealth +15

Languages Common, Sylvan

SPECIAL ABILITIES

Unreasonably Strong (Ex) Pratchies determine their carrying capacity, CMB, CMD, and unarmed strike damage as if they were Medium-sized creatures. This ability has no effect on pratchies that are of a size larger than Medium.

ECOLOGY

Environment temperate forests, pubs

Organization solitary, brawl (2–5), or band (7–12)

Treasure standard

Tiny fey prone to drinking, fighting, thieving, and general hooliganry. Some farmers have found chores mysteriously done for them overnight if they leave liquor out as an offering, though more often liquor is stolen from under lock and key, along with some livestock. Pratchies won't take from those that can't afford to lose anything; stealing from the rich is more fun. Considered pests in Faerie, pratchies are more than happy to leave, wandering the worlds in search of adventure, booze, and brawls (preferably all three at once).

Pratchies advance by class level, often taking striker or conscript levels and focusing on talents that improve their ability to fight, thief, and make a general nuisance of themselves.

Familiar A neutral, chaotic neutral, or neutral good 7th-level spellcaster can gain a pratchie as a familiar if she has the Improved Familiar feat.

Sluagh Horde

CR7

The Queen of Air and Darkness sat opposite the Queen of Summer at the stone table. She speaks with the cold steadiness of winter, "One hundred years and one day have passed; the infernal legion expects their payment."

"I know it, all too well," replies Summer. "I would that there was another way."

"It is a small price to be free from the depredations of the abyss. You know it. Besides, it is not our people who pay."

Summer dims, color leaving the scene, "Then do it, send the sluagh."

A nod, "One hundred years and a day of peace."

XP 3,200

LE Medium fey (troop)

Init +5; **Senses** darkvision 120 ft.; low-light vision, Perception +17

DEFENSE

AC 18, touch 16, flat-footed 12 (+5 Dex, +1 dodge, +2 natural)

hp 90 (12d6+48)

Fort +9, **Ref** +13, **Will** +12; +4 saves vs. mind-affecting

Defensive Abilities troop traits; **DR** 5/cold iron; **Resist** cold and electricity 10

OFFENSE

Speed 40 ft., fly 30 ft. (perfect)

Melee troop (3d6+3)

Space 15 ft., **Reach** 5 ft.

STATISTICS

Str 17, **Dex** 21, **Con** 16, **Int** 11, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 25

Feats Acrobatic, Dodge, Great Fortitude, Iron Will, Mobility, Toughness

Skills Acrobatics +24, Fly +32, Heal +14, Intimidate +12, Perception +17, Stealth +20

Languages Aklo, Infernal, Sylvan

SPECIAL ABILITIES

Bound by Laws Sluagh abide particular restrictions, which they are incapable of violating. They cannot enter consecrated ground (such as temples that are actively in use or areas created by the *hallow* spell or similar effects), cannot harm creatures presenting a holy symbol, and must always travel widdershins (opposite the sun's course, from west to east in most settings). They are able to move north and south as they do so, but never return west. They cannot enter any building which has all west-facing windows closed.

Planar Travel (Sp) Three times per day, as a 1 round action, the sluagh horde may travel between Faerie, the material plane, and the infernal plane.

Steal Soul (Su) Once per day as a full-round action, the sluagh horde can ingest the spirit of any sentient creature that has died within the last minute. This is a death effect. Any attempt to resurrect a body whose soul stolen requires a DC 23 magic skill check. Failure results in the spell having no effect, while success frees the victim's soul and returns the creature to life as normal. If the horde is in an unholy location, such as that created by the spell *unhallow*, the DC of this check increases by +2.

Sunlight Banishment The sluagh horde may operate only at night; if exposed to sunlight on any plane but Faerie, it is instantly banished to Faerie.

ECOLOGY

Environment any underground

Organization Horde

Treasure standard

A mass of evil fey, tasked with paying a tithe to the infernal realms in souls to protect Faerie from the lower plains. The horde roams the world, always from west to east, seeking to steal souls from the recently deceased. They do not seek combat, preferring to take from the weak and undefended, shunning the strong, healthy, and those connected to the fey courts. Once they have claimed a soul, they immediately depart to deliver the payment.

Spirit Tree

A healthy looking tree bearing golden fruit, with odd markings resembling a face.

Spirit trees have the following abilities:

All-Around Vision (Ex) All spirit trees can see in all directions. They gain a +4 racial bonus on Perception checks and cannot be flanked.

Far-sight (Sp) A spirit tree may use the Viewing talent of the Divination sphere as a move action without spell point cost.

Plantsight (Su) A spirit tree may see through leaves, vines, greenery, undergrowth, and living wood as if they were transparent (though cannot see through dead wood). In addition, it doesn't suffer miss chance from concealment or total concealment against creatures that are entangled in plantlife or of the plant creature type.

Potion Fruit (Su) A number of times per day equal to its casting ability modifier, a spirit tree may produce a fruit and imbue it as if crafting a potion with complexity no greater than half of the tree's casting ability modifier (min 1). This potion lasts for a number of hours equal to the tree's caster level.

Reaching Branches (Ex) A spirit tree treats its slam attack as having the reach property, though it threatens all spaces within reach.

Rooted (Ex) A spirit tree has deep, wide roots, granting it a +10 circumstance bonus to CMD and saves against any effect that would move it.

Speak With Plants (Su) A spirit tree is constantly under the effect of the Speak With The Elements Nature talent, as if they possess the (plant) package, with CL equal to its Hit Dice.

Wisdom's Magic A spirit tree's spherecasting uses the Natural casting tradition, but Wisdom as its casting ability modifier instead of Charisma.

Spirit Tree, Huge
XP 1,600

N Huge plant

Init +4; **Senses** low-light vision, plantsight, tremorsense 180 ft.; Perception+16

CR 5

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 51 (6d8+24)

Fort +9, **Ref** +2, **Will** +5

Defensive Abilities all-around vision; **DR** 5/cold iron and slashing; **Immune** plant traits; **Resist** acid, cold, electricity, and force 10

OFFENSE

Speed 0 ft.

Melee slam +6 (2d6+6)

Space 15 ft., **Reach** 30 ft.

MAGIC

Caster Level 6; **MSB** +6, **MSD** 17, **Concentration** +9

Tradition Natural (none); **CAM** Wis

Spell Points 11

Life Sphere – Talents (cure) Restore Health

- *cure*, touch, **DC** 16; 1d8+12, 1 sp
- *invigorate*, touch, **DC** 16; 6 temporary hp
- *restore*, touch, **DC** 16; (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp
- ◊ **Restore Health** (cure); when restoring body, completely remove exhausted and nauseated; can attempt a magic skill check to remove poison or disease

Nature Sphere – Packages plant; **Talents** (geomancing) Create Nature

- *geomancing*, close (40 ft.), **DC** 16, concentration or 6 rounds w/ 1 sp
- ◊ *Plant* (Entangle, Harvest, Pummel)
- ◊ **Create Nature** (create one Large-sized tree or fields of plants with 10-ft. radius (including edible food), 1 sp)

Weather Sphere – Talents Cold Lord, Heat Lord, Rain Lord, Storm Lord x2, Wind Lord

- *control weather*, maximum severity 4 (except Aridity, 3), medium (160 ft.), up to 80-ft. radius safe zone (except for Aridity), **DC** 16; concentration, 6 minutes with 1 sp
- ◊ **Storm Lord** (control lightning bolt once per round)

STATISTICS

Str 19, **Dex** -, **Con** 19, **Int** 16, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +10; **CMD** 20 (30 against any movement, cannot be tripped)

Feats Combat Casting, Extra Spell Points, Improved Initiative

Skills Diplomacy +6, Knowledge (geography) +6, Knowledge (nature) +6, Perception +16, Sense Motive +9. Spirit trees gain a +10 circumstance bonus to disguise themselves as regular trees.

Languages Sylvan, *speak with plants*

SQ spirit tree traits

Spirit Tree, Gargantuan

CR7

XP 3,200

N Gargantuan plant

Init +4; **Senses** low-light vision, plantsight, tremorsense 180 ft.; **Perception** +18

DEFENSE

AC 15, touch 6, flat-footed 15 (+9 natural, -4 size)

hp 76 (8d8+40)

Fort +10, **Ref** +2, **Will** +5

Defensive Abilities all-around vision; **DR** 5/cold iron and slashing; **Immune** plant traits; **Resist** acid, cold, electricity, and force 10

OFFENSE

Speed 0 ft.

Melee slam +8 (3d6+9)

Space 20 ft., **Reach** 40 ft.

MAGIC

Caster Level 8; **MSB** +8, **MSD** 19,

Concentration +11

Tradition Natural (none); **CAM** Wis

Spell Points 13

Life Sphere – Talents Mass Healing, Ranged Healing; (cure) Restore Health

Mass Healing; 1 sp, increase number of targets by 4

- *cure*, close (45 ft.), **DC** 17; 1d8+16, 1 sp
- *invigorate*, close (45 ft.), **DC** 17; 8 temporary hp
- *restore*, touch, **DC** 17; (mind; remove dazed, shaken, staggered and lessen frightened to shaken, panicked to frightened) (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp
 - ◊ **Restore Health** (cure); when restoring body, completely remove exhausted and nauseated; can attempt a magic skill check to remove poison or disease

Nature Sphere – Packages plant; Talents (geomancing) Create Nature

- *geomancing*, close (40 ft.), **DC** 17, concentration or 8 rounds w/ 1 sp
 - ◊ Plant (Entangle, Harvest, Pummel)
 - ◊ **Create Nature** (create one Large-sized tree or fields of plants with 10-ft. radius (including edible food), 1 sp)

Weather Sphere – Talents Cold Lord, Heat Lord, Rain Lord, Storm Lord x2, Wind Lord

- *control weather*, maximum severity 5 (Aridity 4), medium (180 ft.), up to 80-ft. radius safe zone (except for Aridity), **DC** 17; concentration, 8 minutes with 1 sp
 - ◊ **Severe Weather** (increase severity by 1, 1 sp)
 - ◊ **Storm Lord** (control lightning bolt once per round)

STATISTICS

Str 23, **Dex** -, **Con** 19, **Int** 17, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +16; **CMD** 26 (36 against any movement, cannot be tripped)

Feats Combat Casting, Extra Spell Points, Improved Initiative, Toughness

Skills Diplomacy +10, Knowledge (geography) +11, Knowledge (nature) +11, Perception +18, Sense Motive +11. Spirit trees gain a +10 circumstance bonus to disguise themselves as regular trees.

Languages Aklo, Common, Elven, Sylvan, *speak with plants*

SQ spirit tree traits

Spirit Tree, Colossal

CR9

XP 6,400

N Colossal plant

Init +4; **Senses** low-light vision, plantsight, tremorsense 180 ft.; **Perception** +20

DEFENSE

AC 11, touch 2, flat-footed 11 (+9 natural, -8 size)

hp 115 (10d6+70)

Fort +13, **Ref** +3, **Will** +6

Defensive Abilities all-around vision;

DR 5/cold iron and slashing; **Immune** plant traits; **Resist** acid, cold, electricity, and force 10

OFFENSE

Speed 0 ft.

Melee slam +7 (4d6+12)

Space 25 ft., **Reach** 50 ft.

MAGIC

Caster Level 10; **MSB** +10, **MSD** 21, **Concentration** +13

Tradition Natural (none); **CAM** Wis

Spell Points 17

Life Sphere – Talents Mass Healing, Ranged Healing; (cure) Restore Health, Restore Spirit

Mass Healing; 1 sp, increase number of targets by 5



- *cure*, close (50 ft.), **DC** 18; 1d8+30, 1 sp
- *invigorate*, close (50 ft), **DC** 18; 10 temporary hp
- *restore*, close (50 ft.), **DC** 18; (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp

◇ **Restore Health** (cure); when restoring body, completely remove exhausted and nauseated; can attempt a magic skill check to remove poison or disease

◇ **Restore Spirit** (cure); when restoring soul, completely remove all ability damage and drain to 1 ability score and cure 3 temporary negative levels or suppress 3 permanent negative levels

Nature Sphere – Packages plant; **Talents** Ranged Geomancy; (geomancing) Create Nature, Elevated Nature

- *geomancing*, medium (200 ft.), **DC** 18, concentration or 10 rounds w/ 1 sp
- ◇ Plant (Entangle, Harvest, Pummel)
- ◇ **Create Nature** (create one Huge-sized tree or fields of plants with 15-ft. radius (including edible food), 1 sp)

Weather Sphere – Talents Cold Lord, Heat Lord, Rain Lord, Severe Weather, Storm Lord x2, Wind Lord

- *control weather*, maximum severity 5 (Aridity 4), medium (200 ft.), up to 80-ft. radius safe zone (except for Aridity), **DC** 18; concentration, 10 minutes with 1 sp

STATISTICS

Str 27, **Dex** -, **Con** 23, **Int** 18, **Wis** 17, **Cha** 14

Base Atk +7; **CMB** +23; **CMD** 33 (43 against any movement, cannot be tripped)

Feats Combat Casting, Extra Spell Points x2, Improved Initiative, Toughness

Skills Diplomacy +12, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (nature) +14, Perception +20, Sense Motive +13. Spirit trees gain a +10 circumstance bonus to disguise themselves as regular trees.

Languages Aklo, Common, Elven, Gnome, Sylvan, *speak with plants*

SQ spirit tree traits

Spirit Tree, Elder

CR 14

XP 38,400

N Colossal plant

Init +4; **Senses** low-light vision, plantsight, tremorsense 180 ft.; Perception +32

DEFENSE

AC 11, touch 2, flat-footed 11 (+9 natural, -8 size)

hp 172 (15d6+105)

Fort +17, **Ref** +5, **Will** +9

Defensive Abilities all-around vision; **DR** 5/cold iron and slashing; **Immune** plant traits; **Resist** acid, cold, electricity, and force 10

OFFENSE

Speed 0 ft.

Melee slam +13 (4d6+15)

Space 30 ft., **Reach** 60 ft.

MAGIC

Caster Level 15; **MSB** +15, **MSD** 26, **Concentration** +19

Tradition Natural (none); **CAM** Wis

Spell Points 25

Life Sphere – Talents Break Enchantment, Mass Healing, Ranged Healing, Resurrection, Resuscitate; (cure) Restore Capacity, Restore Health, Restore Senses, Restore Spirit

Mass Healing; 1 sp, increase number of targets by 7

- *cure*, close (60 ft.), **DC** 21; 1d8+75, 1 sp
- ◇ **Resuscitate**; dead creatures can be healed within 1 round
- *invigorate*, close (60 ft), **DC** 21; 15 temporary hp
- *restore*, close (60 ft.), **DC** 21; (mind; remove dazzled, shaken, staggered and lessen frightened to shaken, panicked to frightened) or (body; remove battered, fatigued and lessen exhaustion to fatigued, sickened and lessen nauseated to sickened) or (soul; heal 1d4 ability damage), 1 sp
- ◇ **Restore Capacity** (cure); can restore movement, granting an immediate Escape Artist check with a +15 bonus, heal the stunned condition, and remove effects which inhibit movement types; can attempt a magic skill check to remove paralysis
- ◇ **Restore Health** (cure); when restoring body, completely remove exhausted and nauseated; can attempt a magic skill check to remove poison or disease
- ◇ **Restore Senses** (cure); when restoring mind, remove confused and frightened and panicked as well as all temporary or a magical removal of senses; if using sanity, heal 1d4 sanity damage
- ◇ **Restore Spirit** (cure); when restoring soul, completely remove all ability damage and drain to 1 ability score and cure 4 temporary negative levels or suppress 4 permanent negative levels
- ◇ **Resurrection** (1 minute, restore target to life, 3 sp)

Nature Sphere – Packages plant; **Talents** Ranged Geomancy; (geomancing) Create Nature, Elevated Nature, Rapid Growth

- *geomancing*, medium (250 ft.), **DC** 21, concentration or 15 rounds w/ 1 sp
- ◇ Plant (Entangle, Harvest, Pummel)
- ◇ **Create Nature** (create one Gargantuan-sized tree or fields of plants with 20-ft. radius (including edible food), 1 sp)
- ◇ **Rapid Growth** (1/2 mile radius, change terrain, improve forest, improve yield, 3 sp)

Weather Sphere – Talents Climate, Cold Lord, Greater Size, Heat Lord, Rain Lord, Storm Lord x2, Wind Lord

- *control weather*, maximum severity 5 (Aridity 4), long (1000 ft.), up to 80-ft. radius safe zone (except for Aridity), **DC** 21; concentration, 15 minutes with 1 sp

- ◊ **Climate** (2 miles, 1 sp)
- ◊ **Severe Weather** (increase severity by 1, 1 sp)
- ◊ **Storm Lord** (control lightning bolt once per round)

STATISTICS

Str 30, **Dex** -, **Con** 23, **Int** 19, **Wis** 19, **Cha** 14

Base Atk +11; **CMB** +29; **CMD** 39 (49 against any movement, cannot be tripped)

Feats Combat Casting, Extra Spell Points x3, Great Fortitude, Improved Initiative, Skill Focus (Perception), Toughness

Skills Diplomacy +17, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (nature) +19, Perception +32, Sense Motive +19. Spirit trees gain a +10 circumstance bonus to disguise themselves as regular trees.

Languages Aklo, Common, Elven, Gnome, Sylvan, *speak with plants*

SQ spirit tree traits

ECOLOGY

Environment Forest (Faerie)

Organization solitary

Treasure double

Given the magic that is natural in Faerie, it is no surprise that creatures such as the spirit trees exist. These sentinels of the forest live for centuries, watching over their domains. Many cooperate with the more agreeable of the fey nobility, keeping an eye out for hostile creatures. Many who have wandered into Faerie by mistake have been set on the right road by a friendly spirit tree, if they mind their manners and heed the advice they are given. The eldest of the spirit trees are powers in their own right, directing affairs in a wide area despite being rooted in place. Due to their immobility, spirit trees have been known to request aid from those passing by, giving advice, directions, and magical fruit in reward.

Troll, Unseelie

CR 6

What appeared to be a lost girl suddenly vanishes, reappearing as a tall creature with bright blue skin, cruel claws, and a sneer on its fanged lips.

XP 2,400

CE Large fey (augmented humanoid, giant)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +1; +4 saves vs. mind-affecting

DR 5/cold iron; **Resist** cold and electricity 10

OFFENSE

Speed 30 ft., 45 ft. fly (good)

Melee bite +7 (1d8+4), 2 claws +7 (1d6+4)

Space 10 ft., **Reach** 10 ft.

Special Attacks rend (2 claws, 1d6+6)

MAGIC

Caster Level 3; **MSB** +6, **MSD** 17, **Concentration** +6

Tradition Natural (none); **CAM** Cha

Spell Points 6

Illusion Sphere – **Talents** Suppression; (sensory) Illusory Odor, Illusory Sound, Illusory Touch

- *illusion*, close (30 ft.), maximum size Large (10-ft. cube), **DC** 11; concentration, 1 sp, sight, sound, touch
 - ◊ **Suppression** (glamer); choose one sense (sight) +3 circumstance bonus to Stealth when observed, no armor check penalty to Stealth; (sound) sniping penalty reduced by 3; (touch) targets of melee attacks need to pass **DC** 13 – points of damage dealt to notice attacks, +3 circumstance bonus to pick pockets; (smell) targets tracking by scent take -3 on Perception and Survival
- *trick*, close (30 ft.), **DC** 11, 3 minutes, sight, smell, sound, touch

COMBAT

Martial Tradition Butcher (Berserker x3, Lancer x1); **PAM** Con

Berserker Sphere – **Talents** Bloody Counter, Rending Claws

- *berserking* (free action, -2 AC to gain +7 temporary hit points for 1 round)
- *bloody claws* (immediate action, allow an attack to automatically hit you to make a free attack)
- *brutal strike* (special attack, hit targets are battered for 4 rounds; expend martial focus +12 damage)
- *rending claws* (claw natural attack reduces CMD vs. grapple & sunder, takes -2 penalty until the end of your next turn; hit with two claw natural attacks during a single round, immediate action sunder no AoO or rend the target for 1d10+6 slashing damage)

Lancer Sphere

- *impale* (attack action w/ -2 penalty; battered, and hinders spellcasting; ending *impale* inflicts 1d6 bleed damage)

STATISTICS

Str 19, **Dex** 18, **Con** 23, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21

Feats 3 feats traded for martial tradition

Skills Acrobatics +13, Bluff +9, Disguise +9, Fly +15, Perception +8, Stealth +9

Languages Aklo, Giant

ECOLOGY

Environment Faerie

Organization solitary or gang (2-4)

Treasure standard

Unseelie trolls are noticeably different from their mortal counterparts. Their appearance is less twisted, their skin smoother and more brightly colored, and they possess wings resembling a dragonfly's. They are also cleverer. Unseelie trolls delight in taking the appearance of someone weak or in need of help,

luring unwary travelers into a remote location to be devoured, or sabotaging a bridge and making it appear safe.

When they feel confident they can overcome their prey, they often vanish, then strike while the poor fool they deceived is still bewildered, tearing into them quickly.

Unseelie trolls sometimes serve as shock troopers for fey lords. Most often they serve the unseelie or winter courts, but if provided food and 'fun', they will serve others, not standing on principal.

Warden of Faerie

CR 5

As you approach the nymph queen's picnic, the squirrels and rabbits suddenly become spear-wielding warriors, interposing themselves between you and the outing.

XP 1,600

N Medium fey (augmented human) Conscript 5

Init +5; **Senses** low-light vision; Perception +8

DEFENSE

AC 21, touch 19, flat-footed 16 (+4 armor, +5 Dex, +2 shield)

hp 32 (5d10+5)

Fort +5, **Ref** +9, **Will** +3

Defensive Abilities unarmored training +4; **DR** 5/cold iron;

Resist cold and electricity 10, +4 saves vs. mind-affecting

OFFENSE

Speed 40 ft., 60 ft. fly (good)

Melee long spear +11 id8+5

Space 5 ft., **Reach** 10 ft. (20 with *patrol*)

MAGIC

Caster Level 2; **MSB** +5, **MSD** 16, **Concentration** +6

Tradition Natural (none); **CAM** Cha

Spell Points 3

Fallen Fey Sphere - Talents Greater Fey-Link; (fey-blessing) Fade, Unthreatening Form

- *fey-link*, self, **DC** 12; (count as fey, 20 minutes, 2 hours with 1 sp)
 - ◇ **Fade** (fey-blessing); concealment from opponents you flank, expend for Stealth check while observed, 1 sp
 - ◇ **Unthreatening Form** (fey-blessing); take the shape of a diminutive or tiny animal, ends on attack or casting, 1 sp

COMBAT

Martial Tradition Phalanx Soldier (Equipment x3, Shield x1); **PAM** Cha

Equipment Sphere - Talents Finesse Fighting, Shield Training, Spear Dancer, Unarmored Training

- **Finesse Fighting**; use Dexterity in place of Strength for light & finesse weapons
- **Spear Dancer**; spears and polearms are finesse and 1-handed)

Guardian Sphere - Packages challenge, patrol; **Talents** Cold Iron Call, Defend Other, Expanded Guardian, Iron Wall, Swift Guardian

- *challenge* (swift, 5 rounds, target takes -3 att & 20% miss vs. others, +2 vs. you)
 - ◇ **Cold Iron Call**; *challenged* target's spell effects take challenge penalty on DC if not targeting you
 - ◇ **Defend Other**; immediate, move up to half speed and ally gets +2 AC
- *delay damage* (no action, delay 15 damage or 15 caster levels of spell effects until end of next turn)
 - ◇ **Cold Iron Call**; can delay spell effects, damage equal to caster level of effect
- *patrol* (standard, +10 reach until start of next turn, may move up to 1/2 speed to make AOO, attacks against allies other than self take 20% miss chance (50% is also target of challenge))

Shield Sphere - Talents Cover Ally, Sacrificial Shield

- *active defense* (AOO, gain +3 AC against attack)
 - ◇ **Cover Ally**; can use *active defense* on ally within reach
- **Sacrificial Shield**; immediate, successful attack against you deals damage to shield

STATISTICS

Str 13, **Dex** 20, **Con** 13, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +6; **CMD** 21

Feats Combat Reflexes, Extra Combat Talent, Iron Will

Skills Acrobatics +13, Fly +17, Perception +8, Sense Motive +8

Languages Aklo, Sylvan

SQ Conscript Specializations (Evasion (Ex) (1 point); Fast Movement (Ex) (2 points) +10 ft. land speed; Finesse Training (spears) (Ex) (2 points))

ECOLOGY

Environment Faerie

Organization solitary or team (2-4)

Treasure standard (mwk longspear, mwk heavy wooden shield)

Wardens of Faerie commonly accompany the fey nobility, acting as honor guards and defenders, though the more powerful nobles have little need of protection. Wardens often remain in the guise of small, harmless creatures, maintaining a low profile until such a time as they are needed. In combat, they use their high movement speeds to interpose themselves between their foes and wards, using *challenge* and *patrol* on their turns and increasing their wards' defenses with *active defense* and Defend Other (+5 AC total).

Formerly of the mortal races, wardens of faerie have pledged themselves to fey masters, shedding their former forms, lives, and even memories.

Chapter 3

Templates

Fey Noble

The powerful rulers of Faerie, fey nobles are masters of their domains, shaping them to their will and defining reality there on a whim.

How a creature becomes a fey noble will vary depending on the setting. In some settings, it may be an inherited template rather than an acquired one. When it is acquired, it involves not only claiming a portion of Faerie for your own, but binding the very land to your will. Other fey powers will not allow such things idly and doing so takes a great deal of time, so deep involvement in the byzantine layers of fairy politics is required and doing so will almost certainly incur obligations, oaths, and bargains that are nigh-inescapable. As such, this template is not intended for player characters.

Creating a fey noble

Fey noble is an acquired template that may be applied to any creature of the fey type with at least 5 Hit Dice.

All fey nobility gain the following abilities:

CR: base creature +2

Domain: Not merely a political or geographical region, the domain of a fey noble is intrinsically linked to them, mutable according to their will. A fey noble's domain reacts to his thoughts; he may adjust the terrain's shape as an at-will ability. By concentrating for 1 minute, a fey noble may adjust an area (per the Morphic Area column of **Table: Domain**) of earth, stone, and/or plantlife, shaping it however he will. This isn't fast enough to do damage or trap creatures, but may be used to create fences and walls, ditches, human shapes, embankments, and others.

Additionally, the noble can control the weather (as the *control weather* ability of the Weather sphere with a caster level equal to Hit Dice and permanent duration) and ambient light levels (from total darkness to bright light) within his domain, selecting areas as small as 1-mile radius to affect.

More powerful nobles' domains can contain those of their subordinates; each gains the normal benefits of this ability, though if one attempts to change something altered by another, a magic skill bonus check against the original caster's MSD is required.

A fey noble's domain is usually suited to their nature; aquatic fey will rule rivers, lakes, and the surrounding areas, forest fey will hold dominion over great woods, etc.

Table: Domain

<i>Hit Dice</i>	<i>Domain Size</i>	<i>Morphic Area</i>
5-10	contiguous area with approximately 3-mile radius (or 1 hex*).	150-ft. radius, 10 ft. deep
11-15	2-10 contiguous hexes*	300-ft. radius, 20 ft. deep
15-20	11-40 contiguous hexes*	1,000-ft. radius, 50 ft. deep
21+	41+ contiguous hexes*	1-mile radius, 100 ft. deep

*Assuming a 6 mile hex.

Domain Mastery: A fey noble has great control over the material of his or her domain, allowing illusions to be infused with the material of Faerie. This acts as the create reality ability of a fey adept of class level equal to the fey noble's Hit Dice. Doing so does not require the use of shadow points. This ability only functions while the fey noble is within his or her established domain.

Ability Scores: Dex +4, Int +2, Wis +4, Cha +4.

Feats: A fey noble gains the Basic Magic Training and Advanced Magic Training feats, selecting the Illusion sphere. Creatures that already have caster levels may choose to exchange Advanced Magic Training for Extra Magic Talent. Additionally, the fey noble gains 1 additional talent from the Illusion sphere for every 4 Hit Dice it possesses.

Skills: Bluff and Diplomacy are always a class skills for a fey noble.

Sample Fey Noble

Aquos the River Mouth Baron CR7

This kappa walks with an air of superiority, or at least seems to, as trailing mist follows his footsteps.

XP 3,200

Kappa (fey) fey noble

CN Small fey (water)

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

DEFENSE

AC 22, touch 19, flat-footed 19 (+5 armor, +3 Dex, +3 natural, +1 size)

hp 60 (8d6+32)

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

Defensive Abilities unarmored training +5; **DR** 5/cold iron

OFFENSE

Speed 20 ft., Swim 30 ft.

Melee bite +9 (1d4+4), 2 claws +9 (1d4+4)

Space 5 ft., **Reach** 5 ft.

Special Attacks domain mastery (create reality at-will when in domain; fey adept level 8)

MAGIC

Caster Level 4; **MSB** +8, **MSD** 19, **Concentration** +8

Tradition Fey Trickster (fey-infused magic); **CAM** Wis

Spell Points 4

Illusion Sphere – Talents Committed Deception; (glamer) Decoy

- **Committed Deception**, can increase casting time by 1 step to reduce spell point cost by 1
- *illusion*, close (30 ft.), maximum size Medium (5-ft. cube), **DC** 15; concentration, 1 sp, sight
 - ◊ **Decoy** (glamer); surround the target with 2 illusory decoys, granting 50% miss chance (on a miss, the decoy is destroyed)
- *trick*, close (30 ft.), **DC** 15; 5 minutes, sight
 - ◊ **Decoy** (trick); create a decoy which provokes attacks of opportunity on a failed Will save, or provides a target 50% miss chance until the decoy is destroyed

COMBAT

Martial Tradition Professional Wrestler (Equipment x1, Gladiator x1, Wrestling x2); **PAM** Wis

Gladiator Sphere – Talents Coward's Bane, Master Of Fear

- *boast* (immediate action, roll next attack twice and take better)
- *strike fear* (standard action, demoralize 30-ft. radius; apply (demoralization) to enemies shaken); **Master Of Fear** (*strike fear* can be used as a standard action, no longer costs martial focus)
 - ◊ **Coward's Bane** (demoralization); roll twice vs. demoralized enemies

Wrestling Sphere – Talents Choke Hold, Greater Grapple, Ground Game, Iron Grip, Shoulder Throw, Talented Tie-up; (slam) Hard Whip

- **Choke Hold**; grappled enemies are unable to breathe and may begin suffocating
- **Greater Grapple**; move action, make grapple attempt
- **Ground Game**; can trip creature when maintaining a grapple or upon becoming grappled
- **Shoulder Throw**; upon tripping a grappled creature, can throw target 10 ft. and knock prone
- *slam* (immediate action, end grapple and apply (slam)
 - ◊ **Hard Whip** (slam); throw grappled target 15 ft., damaging them
- *snag* (swift action, melee touch attack +9, battered until end of turn or as long as held)
- **Talented Tie-Up**; **DC** 15; can grapple at the end of a charge; grappled target must succeed on Reflex or fall prone

STATISTICS

Str 19, **Dex** 17, **Con** 19, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +4; **CMB** +7 (+10 grapple); **CMD** 20 (23 vs. grapple)

Feats Advanced Magic Training, Basic Magic Training, Heroic Resolve, Improved Initiative, Muscular Reflexes, Power Attack

Skills Acrobatics +14, Diplomacy +10, Escape Artist +14, Intimidate +10, Knowledge (nature) +12, Perception +14, Stealth +14, Swim +23

Languages Aklo, Common, Sylvan

SQ amphibious, domain, domain mastery, powerful grappler, water dish

ECOLOGY

Environment domain (river mouth)

Organization solitary, or court (Aquos plus fey courtiers [kappa, naiad, pixie])

Treasure double

DESCRIPTION

Aquos the River Mouth Baron is an oddity as a lesser noble to the fey court he is protected by. Not particularly hated, nor particularly liked, he claimed his piece of Faerie and was strangely uncontested, and has managed his humble rivers and river mouth with a fair hand. Those who happen upon Aquos's domain may find themselves at the hands of a jovial athlete, or pinned in a headlock inside a vengeful storm.

Aquos passes his time by wrestling the kappa he allows to live on his lands, besting them with minor illusions and by subtly manipulating his domain. While others may consider this cheating, none would ever bring it up to Aquos himself or risk his temper. Those who have seen and interacted with Aquos have noted that he delights himself with the magics granted by his title, cloaking himself in illusory mists and creating figments of himself with exaggerated proportions.

Aquos is not one for dealmaking, as the fey are notorious for, but may be swayed by promises of delicacy or competition.

Twisted Spirit Tree

Not all spirit trees are peaceful wardens of the forest. Some have grown to hate the races that walk about the land and seek to devour them.

Creating a Twisted Spirit Tree

This is an acquired template that may be applied to any spirit tree.

CR: base creature +1

Alignment: The creature's alignment shifts to any evil.

Special Attacks: The creature's slam attack gains the grab property and the creature gains the swallow whole universal monster ability, dealing bludgeoning damage equal to its slam damage.

Magic: The spirit tree usually trades all or most talents from the Life sphere for talents from the Death or Destruction spheres.

Skills: Twisted spirit trees exchange their ranks in Diplomacy for ranks in either Bluff, Disguise, or Intimidate. Twisted spirit trees gain a +10 circumstance bonus to disguise themselves as regular trees or as normal spirit trees.

Twisted spirit trees hate all that walks. Some simply slay or drive away any that come within their reach, but the more subtle will pretend to be helpful, giving false advice to lead the hearers to bad ends. Twisted spirit trees will gift their fruit, as would a normal spirit tree, but deceive the recipient of their effect, a cruel surprise in their moment of need.

Sample Twisted Spirit Tree

Twisted Spirit Tree, Gargantuan

CR 8

XP 4,800

NE Gargantuan plant

Init +4; **Senses** low-light vision, plantsight, tremorsense 180 ft.; Perception +18

DEFENSE

AC 15, touch 6, flat-footed 15 (+9 natural, -4 size)

hp 76 (8d8+40)

Fort +10, **Ref** +2, **Will** +5

Defensive Abilities all-around vision; **DR** 5/cold iron and slashing; **Immune** plant traits; **Resist** acid, cold, electricity, and force 10

OFFENSE

Speed 0 ft.

Melee slam +8 (3d6+9 plus grab)

Space 20 ft., **Reach** 40 ft.

Special Attacks swallow whole (3d6+9 bludgeoning damage, AC 14, 7 hp)

MAGIC

Caster Level 8; **MSB** +8, **MSD** 19, **Concentration** +11

Tradition Natural (none); **CAM** Wis

Spell Points 13

Death Sphere – Talents Icy Grip, Mass Reanimate; (ghost strike) Curse

- *ghost strike*, medium range touch (180 ft.), **DC** 17; apply the effects of one (ghost strike)
 - ◇ **Curse** (ghost strike); permanently curse the target, 2 sp (see text)
 - ◇ **Exhausting** (ghost strike); fatigued for 9 rounds or exhausted for 9 minutes (1 sp), Fortitude negates. On a successful save the target is still fatigued for 1 round.
 - ◇ **Icy Grip**; can use a raised undead to deliver a *ghost strike*
- *reanimate*, touch; raise one corpse as undead for 8 minutes, up to 16 HD, 1 sp
 - ◇ **Mass Reanimate**; raise up to 5 corpses, 1 sp

Nature Sphere – Packages plant; **Talents** (geomancing) Create Nature

- *geomancing*, close (40 ft.), **DC** 17, concentration or 8 rounds w/ 1 sp
 - ◇ Plant (Entangle, Harvest, Pummel)
 - ◇ **Create Nature**; create one Large-sized tree or fields of plants with 10-ft. radius (including edible food), 1 sp

Weather Sphere – Talents Cold Lord, Heat Lord, Rain Lord, Storm Lord x2, Wind Lord

- *control weather*, maximum severity 5 (Aridity 4), medium (180 ft.), up to 80-ft. radius safe zone (except for Aridity), **DC** 16; concentration, 8 minutes with 1 sp
 - ◇ **Severe Weather** (increase severity by 1, 1 sp)
 - ◇ **Storm Lord** (control lightning bolt once per round)

STATISTICS

Str 23, **Dex** -, **Con** 19, **Int** 17, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +16; **CMD** 26 (36 against any movement, cannot be tripped)

Feats Combat Casting, Extra Spell Points, Improved Initiative, Toughness

Skills Disguise +10, Knowledge (geography) +11, Knowledge (nature) +11, Perception +18, Sense Motive +11. Twisted spirit trees gain a +10 circumstance bonus to disguise themselves as spirit trees or regular trees.

Languages Aklo, Common, Elven, Sylvan, *speak with plants*

SQ spirit tree traits

Chapter 4

Other Content

Martial Monster Traditions

Originally printed in *Spheres of Might* (pg. 193), martial monster traditions are martial traditions meant for monsters and stat blocks as a quick conversion tool to exchange a monster's feats, or increase their CR, for a handful of martial talents. The following are new martial monster traditions especially thematic for fey creatures, which some of the stat blocks included in this book make use of.

Alchemical Trapper

Alchemical trappers are careful and cunning creatures who take time to prepare alchemical items and assemble traps to protect their homes. The alchemical trapper tradition is best used on intelligent, patient and creative creatures who can creatively lay traps across their territory.

Bonus Talents: Alchemy sphere ((formulae) package, Improved Flash Powder, Snap Toss), Trap sphere (Trap Wielder)

Fey Hooligan

Fey Hooligans are tricksters, malcontents, and playful fey who dart in and out of reach, playing tricks on their foes and disrupting the flow of combat. The fey hooligan tradition is best used on smaller fey creatures with playful natures who can make use of Close Quarters Training.

Bonus Talents: Athletics sphere ((run) package, Close Quarters Training), Scoundrel sphere (Playing Dirty)

Minor Artifacts

Fey Court's Blessing (Minor Artifact)

Aura moderate Alteration; **CL** 15th

Slot none; **Weight** 1 lbs.

DESCRIPTION

The *fey court's blessing* takes many forms, a budding flower, an ornate silver broach, a comically small saber. The shape varies depending on the fey court granting the blessing, but the size is generally no larger than a small riverstone. When a fey court grants a *fey court's blessing* to a creature, no other creature may hold or possess it, and the blessed creature cannot rid themselves of the item. Should the blessed creature attempt to rid themselves of a *fey court's blessing*, it reappears on their person within an hour.

Fey courts will grant individuals or groups these blessings after making deals for the other party to perform a service, allowing the fey court to subtly monitor the blessed creature's progress, or as a show of gratitude to those who have performed them a service.

A *fey court's blessing* allows the fey court which granted the blessing to view the blessed creature's location at-will, as though using the Divination sphere Viewing sphere effect, and grants the blessed creature one of the following effects, determined at the time the fey court grants the blessed creature this item:

Spring: The blessed creature gains electricity resistance 15 and can move effortlessly and without harm through difficult terrain caused by natural or magically created plants. This does not allow the wearer to move through solid objects or creatures.

Summer: The blessed creature gains fire resistance 15 and a +10 feet bonus to any movement speed the blessed creature possesses. In addition, the blessed creature can walk on water or other liquid surfaces.

Autumn: The blessed creature gains acid resistance 15 and immunity to poisons from non-fey creatures. In addition, the blessed creature can consume rotten or spoiled food as though it were unspoiled. Food consumed this way tastes perfectly fine, and sometimes slightly better than normal.

Winter: The blessed creature gains cold resistance 15 and suffers no penalty to speed or on Acrobatics, Climb, or Stealth checks in snowy or icy terrain or snowy weather conditions. In addition, the blessed creature always succeeds on saving throws and takes no damage from cold weather effects caused by non-fey creatures.

DESTRUCTION

A *fey court's blessing* immediately crumbles to dust should the fey court that granted the blessing revoke their approval of the blessed creature, or upon the fey court disappearing (such as by dissolving or all members of the fey court being slain).



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Spheres Bestiary: Fey and Feyfolk

Whether they be friend or foe, fey are always a welcome addition into any story, from local nuisances to miniaturized catastrophes in their own right. Unique to this bestiary are a number of fey which bear roots in non-celtic cultures. Tabletop has traditionally focused on European-style fey folk or very public-knowledge mythology, such as sprites, pixies, naiad, and dryad. This bestiary introduces a number of fey spirits from Japanese mythology, the bakemono and kappa, as well as Native American mythology, the jogoah and powerful trickster coyote spirits, and many others. Also included is more information on courts of Faerie, the fey nobles, powerful lords of their domains and the gifts they bestow upon those they bargain with or request tasks from.

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