

The Fey Binder's Handbook



D&D PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Fey Binder's Handbook

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Chapter 1

Introduction

"Welcome, traveler. You have bypassed the guardians of twilight, and crossed the river that springs from the first tree. You have now set foot in a realm where no mortal has ever stepped before. How did you do it, traveler? How did you make it so deep into my realm without my knowledge or consent?"

"I got lost," the child said, rubbing a tear out of one eye.

Eldiac, Lord of the Neverbeen, guardian of the Seelie, and Master of the 13th Flame, eyed the small human and raised one eyebrow.

"You got... lost?"

"Uh huh," the child said, nodding vigorously. "In the woods."

Eldiac's court of attendant fairies whispered to each other in shock and amazement.

"Nevertheless," Eldiac said with a sweep of one hand. "You have laid eyes where they should never have been. You can no longer leave my court."

The child began to cry even harder, wailing in earnest.

"You will spend—"

"Aaaaaa!!!"

"your life—"

"AAAAAA!!!"

"SILENCE!"

"I WANNA GO HOME!!!" the child cried, drowning out Eldiac's voice with its own. "I WANT MY MOM!!!"

Several of the fairy courtiers stepped forward to comfort the child, only scampering away under Eldiac's withering look. Curse his court's love of children.

"Very well," Eldiac said once the child's cries had partially subsided. "There is one way you may return to the world you knew. According to the ancient laws, you may wager your soul in a game of riddles. If you win, I will show you the way back to your precious mortal world and grant you one wish. If I win, your soul will remain here as my plaything for the rest of eternity."

The child was silent for a few moments, then said, as its sniffles ceased "I like riddles."

"The bargain is struck!" Eldiac said and clapped his hands three times. Immediately the moon rose to join the sun, bathing both Eldiac and the child in the light of both. Eldiac looked down at his small adversary.

"Red as blood and twice as sharp, the unblinking eye writhes in the dark."

Eldiac sneered as his opponent grappled with this puzzle, confident he—"That flower."

"What?" Eldiac asked, following the child's finger. It was pointing to a flower growing on the edge of the court.

"That flower. It's red like blood."

"It may be," Eldiac said with a sweep of his hands, "But you are incorr—" "It has sharp thorns."

"Yes it does," Eldiac started again, "But it's not—"

"It looks like an eye, and its in a shadow."

"Still—" Eldiac began, but then he tilted his head, studying the flower. It did look like an eye.

"Very well," Eldiac said with a wave of his hand. "I will relent. It is your turn, young mortal."

The child's face lit up with excitement.

"What walks like a duck and quacks like a duck, but isn't a duck?"

Eldiac thought. He thought long, and he thought hard. But, eventually, he was forced to hang his head in defeat.

"I do not know."

"Two ducks!" The child screamed, spinning a circle in its excitement. "I won and you lost!"

"What? But that doesn't even—"

But it was too late. The moon began to set; the contest had been judged; Eldiac, Lord of the Neverbeen, guardian of the Seelie, and Master of the 13th Flame, had lost.

Eldiac burned with impotent rage, but eventually sighed, stepping forward. "Very well. I will show you the way back to your world. As victor, you have also won the right to one wish. Whatever you desire, if it is within my power—"

"Come home with me!" The child cried. "Mom says cleaning hurts her hands and she needs help. You'll be her help!"

Eldiac, Lord of the Neverbeen, guardian of the Seelie, and Master of the 13th Flame, hung his head. It seemed it was time to try his hand at washing dishes.

"I fell asleep on a mound. Truth be told, and I may as well tell the truth since this journal will likely never find its way out of Faerie, I was well into my cups and got lost when it happened. 'Avoid the mounds at night', superstitious nonsense. Well, when I woke up, I was forced to alter my feeling in the matter. A lord of this realm decided a mortal lawyer would be entertaining. I was the first fool to stumble by, the ink on my degree still wet. Good enough for them it seems. Well, I may not have much time in the courts of justice in my home land, but I have had plenty here. Years it seems, though they are hard to track. The sun doesn't always set, you know. I was little prepared for serving in these courts. Lost my first case when I failed to lodge my objection in iambic pentameter. The second when the judge fell asleep during my closing arguments and ruled against my client for being boring. I will not speak of the duel of fish, even here. They say I will be free when I win one more case than I have lost, but now I have been here so long that I fear I will turn to dust when I return. They speak of such things happening, though I do not believe the residents really understand the how and why and are taken rather by surprise when it happens. Perhaps it is best not to strive for success; the forest is everblooming and the wine is good."
- John Miller, defense council of the Court of Summer

Foreword

The inhabitants of the realm of the fey are diverse and many are themselves variable, in both temperament and form. It is no surprise that many creatures in the mortal realm end up with a traces of fairy blood in their veins. Those with the training and inclination to do so can draw on this connection, tapping into the wild powers of Faerie to emulate its denizens.

The Fairy Realm

Different settings treat fey creatures and their origins differently. For the purpose of this book, it is assumed that fey creatures have their origin in another plane, which is a common arrangement. While different settings have many different names for such a place, in this book it will be referred to as Faerie for simplicity.

Navigating This Book

Section 2 – Archetypes/Class Features: This section provides new archetypes and class features based around the Fallen Fey sphere.

Fey Incarnate: A shifter that emulates fey creatures, ultimately becoming one.

Feylord: A commander that was exiled from the fairy realms, but can still draw on the loyalties owed him.

Sidbe Invoker: A fey adept that draws the surrounding area into Faerie.

Section 3 – Basic Magic: This section reprints the base Fallen Fey sphere and adds new talents.

Section 4 – Advanced Magic: New, powerful talents, rituals, and incantations.

Section 5 – Player Options: This section covers new feats, traits, and traditions related to fey creatures and the Fallen Fey sphere.

Section 6 – Equipment: New magic items and item special abilities as well as rules for crafting Fallen Fey items.

Section 7 – Bestiary: New fey and related creatures as well as conversions of existing creatures to use Spheres of Power and Spheres of Might.

Section 8 – Optional rules for traveling through the realm of Faerie.

Section 9 – Settling Application: Thoughts on how to use fey creatures in a campaign world.



Chapter 2

Archetypes & Class Features

Fey Incarnate (Shifter Archetype)

"I was there, once, briefly. It was beautiful. They told me if I changed, became like them, I could come back."

- unnamed fey incarnate

Whether it is because they are tired of the drudgery of mortal life, or because they have been captivated by the sheer wonder of the fey, those souls known as fey incarnate have made it their life's goal to truly become one of the fey, body and soul. At first most start out as minor shapeshifters, but as time moves on, they learn to infuse their forms with more and more of the stuff of the Faerie realms, until one day they can truly join the ranks of the Fair Folk.

Class Skills: The fey incarnate loses Climb as a class skill and gains Bluff as a class skill.

Casting Ability Modifier: The fey incarnate uses Charisma as her casting ability modifier.

Of the Fair Folk: The fey incarnate gains the Alteration sphere and the Fallen Fey sphere as bonus spheres. The Alteration sphere automatically gains the Beast Soul and Lycanthropic drawbacks, granting a single bonus talent which must be Fey Transformation*. If any of these are already possessed, either a bonus talent of either sphere may be taken or one of the drawbacks may be removed. The fey incarnate uses her class level as her caster level for the Fallen Fey sphere when applied to herself and for the Alteration sphere when applying the form from the Fey Transformation talent*. This stacks normally with caster levels gained from other sources.

This replaces shapeshifter.

**Shapeshifter's Handbook*

Fair Form: When the fey incarnate casts shapeshift using the Fey Transformation talent on herself and only herself, she may apply a fey-link to herself as part of the same action.

Sidhe Link: The fey incarnate may take (fey-blessing) talents in place of bestial traits.

Enhanced Presence (Ex): At 7th level, the fey incarnate's body begins to more closely resemble the fair creatures of Faerie. She gains a +2 inherent bonus to her Charisma score. This increases to +4 at 13th level, and +6 at 19th level.

This replaces enhanced physicality.

Fey Apotheosis (Ex): At 20th level, the fey incarnate's type changes to fey. Do not recalculate hit points, base attack bonus, skill points or other statistics. The fey incarnate gains low-light vision if she does not already possess it. If she already possesses low-light vision, instead increase its effectiveness, allowing her to see three times as far instead of twice as far. Whenever she changes her own form with the Fey Transformation talent, it is considered an extraordinary ability instead of a magical effect. This means it does not provoke an attack of opportunity, cannot be dispelled or countered, and can be used within an antimagic field. Changes to herself never cost a spell point and always have an unlimited duration. Fey-blessings the fey incarnate casts on herself expire 1 hour per caster level after being cast.

This replaces second skin.

Feylord

(Commander Archetype)

Banished from Faerie and stripped of their powers, doomed to live among mortals, the black sheep of fairy nobility have a way of finding their path home, calling to themselves those who owe them allegiance.

- excerpt from the **Changelings, Exiles, and Their Kin**

This archetype can only be taken at 1st level.

Base Attack Bonus: A feylord gains base attack bonus equal to an incanter of his class level.

This modifies base attack bonus.

Hit Dice: A feylord uses d6 for his Hit Die.

Casting: The feylord may combine spheres and talents to create magical effects. The feylord is considered a Low-Caster and uses Charisma as his casting ability modifier.

(Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

Spell Pool: The feylord gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training (Ex): A feylord gains a combat or magic talent every time he gains a level. A feylord uses his casting ability modifier as his practitioner modifier.

This replaces combat training.

Changeling Revealed (Ex): At first level, the feylord's type changes to fey. Do not recalculate hit points, base attack bonus, skill points or other statistics. The feylord gains low-light vision if he does not already possess it. If he already possesses low-light vision, this instead increases its effectiveness, allowing him to see three times as far instead of twice as far.

Fey Affinity: At 3rd level, the feylord treats his class level as his caster level when determining the effects of fey-link and fey blessings cast on himself. This stacks normally with caster levels from other sources.

This replaces battlefield specialist.

Fey Subjects (Sp): At 7th level, when selecting a logistics specialty, instead of drawing on a network of past connections, the feylord can call his former subjects. If using options for the kingdom building rules found in Ultimate Campaign, only one fey subject option may be used in each kingdom turn.

Fairy Guide - The feylord gains the service of a sprite with expert NPC class levels with a CR equal to his class level -3. This sprite knows the local fey population well, allowing the feylord to treat the disposition of all creatures of the fey type as one step higher, to a maximum of friendly, for up to 5 days. The sprite also gives a bonus equal to its Hit Dice on all gather information checks to determine information about fey creatures in the area.

Alternatively, if using the optional Traveling Through Faerie rules found in Section 8, this sprite will guide the feylord for up to 5 days and knows the location of any fairy rings in the area. Once in Faerie, it can always identify the ring or mound closest to the desired destination. The chances of any random encounter while in Faerie are reduced by half.

Gremlin Plague - For 5 days, a settlement no larger than a village can be plagued by gremlins. The size of the settlement affect increases by 1 every 3 class levels after 7th. Any creature that spends at least 1 day in the settlement during this time is fatigued from the constant stress and annoyance of the gremlin's antics.

If using the kingdom building rules found in Ultimate Campaign, the gremlins can be called upon once per kingdom turn to increase unrest in a single settlement within the above size restrictions by 1, +1 per 5 class levels.

Gremlin Sappers - The feylord gains the service of a number of tunneler gremlins (see Section 7: Bestiary) equal to his class level -3. For 5 days, each tunneler can provide the labor of 5 humans for projects that consist primarily of digging, such as making ditches, mines, or tunnels.

Alternately, the tunnelers can be tasked with undermining a target structure, traveling up to 4 days to reach the structure, then spending up to 12 hours undermining the structure or part of the structure per their undermine ability.

If using the kingdom building rules found in Ultimate Campaign, the tunnelers can be called upon once per turn to halve the BP cost of building a canal (in a single hex), or a single mine or quarry or to eliminate the cost of demolishing a single structure.

Menehune Builders - The feylord can call upon the services of a number of menehune (see Section 7: Bestiary) equal to his class level -3. For 5 days, these menehune can each supply the labor of 10 humans for any construction project.

If using the kingdom building rules found in Ultimate Campaign, the menehune can be called upon once per turn to reduce the BP cost of building a single structure by 2, +1 per 3 class levels beyond 7th level. This cannot reduce the cost of a structure below 1 BP.

This modifies call in a specialist, replacing the specialist options.

Sidhe Invoker

(Fey Adept Archetype)

Able to temporarily draw portions of the land around them into Faerie, sidhe invokers can reshape the world to suit their whim, for a moment.

Fae Power (Su): Instead of manipulating shadowstuff, the sidhe invoker draws on his ability to manipulate the plane of Faerie. The sidhe invoker gains a pool of fae points equal to his Charisma modifier + 1/2 his class level (minimum 1). The sidhe invoker may spend fae points in place of shadow points when using [surreal] feats*.

A sidhe invoker may spend fae points to create any of the following effects:

Summon Ringfort: The sidhe invoker may draw the area around himself partially into Faerie by spending a fae point as a full-round action. This affects an area of the caster's choice out to a maximum of close range (25 ft. + 5 ft. per 2 class levels) and persists for 1 minute per class level. Inside the ringfort, colors are more intense, the light shimmers strangely, and the entire area has an unearthly appearance, obscuring what is real and what is not. Creatures within the ringfort take a -1 penalty on saves against Fallen Fey, Illusion, and Mind sphere effects originating from the sidhe invoker.

The ringfort is morphic to the sidhe invoker's will and he may make the following alterations as a standard action:

Magic: The fey invoker may spend a fae point to suppress either all magic or a single descriptor (fire, polymorph, teleportation, etc.), school, or sphere. Any attempt to use a suppressed ability while within the ring fort or to effect a creature within the ringfort requires a successful magic skill check against the fey invoker's MSD. Ongoing effects within the ringfort are suppressed unless the caster succeeds on a magic skill check against the fey invoker's MSD. Alternatively, the fey invoker may impose a 100% wild magic chance on all spells and sphere effects cast within the ring fort. The fey invoker may exclude himself from this wild magic chance.

Terrain: The sidhe invoker may reshape the terrain within the area, raising or lowering a number of 5-ft. squares equal to his class level + his Charisma modifier by up to 5 ft. plus 5 ft. per 4 class levels and may choose to have them be difficult terrain or to clear existing difficult terrain (magically created difficult terrain can only be cleared by succeeding on an magic skill check against the effect's MSD).

Time: At 10th level, the sidhe invoker may speed or slow time within the area by spending a fae point, doubling or halving the passing of time relative to the outside. The warping at the edge of this effect imposes a 50% miss chance on all attack rolls and a 50% failure chance on all spell effect made against targets outside the ringfort from those inside and on those made

from outside against those inside (this happens regardless of whether time is sped up or slowed down). If time is sped up, creatures inside the ringfort still act in normal initiative order, but experience two rounds of time (taking two rounds of actions) for every round that passes outside, essentially only allowing creatures outside the area to act every other turn. If time is slowed down, those inside instead act only every other turn. Maintaining fast time requires the fey invoker to spend an additional fae point every round after the first as a free action. Additional rounds of actions are all taken after the normal rounds of actions, beginning from the end of the turn where time is altered.

(Example: Morgana the sidhe invoker summons a ringfort around herself on her turn in round one. On her turn in round 2, she speeds time. All other creatures take their normal turns in initiative order until Morgana's turn comes around again. Then, Morgana and all other creatures inside the ringfort take an additional round of actions in their order of initiative. Then all creatures in the combat take their normal turns in order, etc.)

These alterations persist until changed again or until the ringfort ends.

This replaces shadowstuff and shadowmark.

Create Reality: At 6th level, the sidhe invoker may spend fae points to create reality. This functions as the fey adept class feature.

This modifies create reality.

Fae Reality: At 10th level, when the sidhe invoker uses create reality, the illusion becomes completely real while inside the ringfort or on the plane of Faerie; creatures are no longer allowed a save to disbelieve the illusion unless it moves beyond the ringfort or leaves Faerie.

This replaces hide in plain sight.

**Illusionist's Handbook*

Class Features

Domains

Fey Domain

Powerful lords of Faerie can grant a portion of their power to their followers. Druids may elect this domain with their nature bond class feature.

Associated Sphere: Fallen Fey.

Granted Powers

Blessing of the Sidhe (Sp): You can touch a willing creature as a standard action, giving it a blessing. For the next round, any time the target rolls a d20, he may roll twice and take the more

favorable result. You can use this ability a number of times per day equal to 3 + your casting ability modifier.

Fey Skin (Su): At 6th level, as a swift action, you may grant yourself DR/cold iron equal to half your class level for 1 minute. You may do this a number of times per day equal to 3 + your casting ability modifier.

Domain Spells: **1st**—silent image, **2nd**—hideous laughter, **3rd**—fey form I*, **4th**—charm monster, **5th**—fey form II*, **6th**—mass fly, **7th**—power word blind, **8th**—fey form IV*, **9th**—dominate monster.

*Pathfinder Roleplaying Game Ultimate Wilderness © 2017, Paizo Inc

Seelie Subdomain

Associated Domain: Fey.

Replacement Power: The following granted power replaces the fey skin power of the Fey domain.

Charming Touch (Su): You can charm a living humanoid by touching it. Creatures in combat and those with a hostile attitude toward you are unaffected. Creatures receive a Will saving throw to negate the effect. Creatures that fail their save change their attitude toward you to friendly for 1 round per 2 class levels (minimum 1). The target views you and your words in favorable ways (although this does not grant the ability to communicate with the target if it cannot already understand you). You must succeed at an opposed Charisma check to convince it to do something it wouldn't normally do, and requests that are against its nature or fatal to itself are never obeyed. Any hostile action by you or your allies breaks the effect. You can use this ability a number of times per day equal to 3 + your casting ability modifier.

Replacement Spells: **3rd**—major image, **6th**—geas/quest, **8th**—irresistible dance

Unseelie Subdomain

Associated Domain: Fey.

Replacement Power: The following granted power replaces the blessing of the sidhe power of the Fey domain.

Curse (Su): As a standard action, you can curse a creature within 30 ft., forcing it to roll twice and take the worse result on all saving throws until the end of your next turn. You may do this a number of times per day equal to 3 + your casting ability modifier.

Replacement Spells: **4th**—confusion, **5th**—dominate person, **9th**—weird

Warpriest Blessings

Fey Blessings

Blessing of the Sidhe (lesser): You can touch a willing creature, giving it a blessing. For the next

round, any time the target rolls a d20, he may roll twice and take the more favorable result.

Summon Fey (major): At 10th level, you can summon a fey creature as the Summon Fairy talent, using your warpriest level as your caster level, with a duration of 1 minute. This caster level stacks normally with those gained from other sources.

Incanter Specializations

Fallen Fey Sphere Specialization (3 points)

Fey Skin (Ex): While under the effects of your fey-link, you gain DR/cold iron equal to half your class level (minimum 1).

Fey Weaponry (Ex): At 3rd level, you gain an insight bonus to attack rolls with natural weapons granted by the Fallen Fey sphere equal to half your class level.

Resist Fey Lures (Ex)

At 8th level, you may roll twice and take the better result on saves against mind-affecting abilities originating from creatures of the fey type.

Fey Servant (2 points)

You gain a familiar, as the wizard's arcane bond option, using your incanter level in place of your wizard level to determine its bonuses. This stacks with levels gained from other sources. This familiar must be an animal. Its type becomes fey (granting low-light vision is not already possessed) and its fey nature is obvious from its unusual coloring and features.

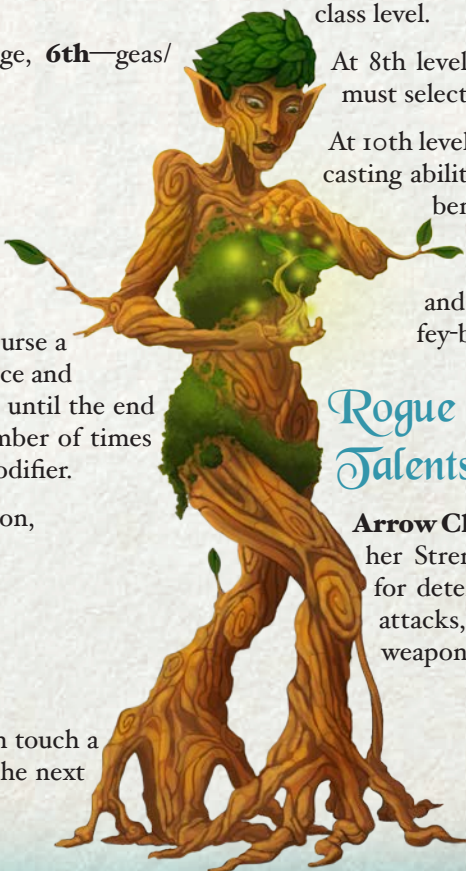
At 4th level, this familiar gains DR/cold iron equal to half your class level.

At 8th level, you gain the Improved Familiar feat, but must select an improved familiar of the fey type.

At 10th level, a number of times per day equal to 3 + your casting ability modifier, you may grant your familiar the benefits of any fey-blessing that you activate on yourself without paying any additional cost. Your familiar must be within 30 ft. and under the effects of your fey-link when the fey-blessing is cast.

Rogue and Unchained Rogue Talents

Arrow Charmer: A rogue with this talent can replace her Strength modifier with her Charisma modifier for determining the damage of her ranged weapon attacks, such as with a composite bow or a thrown weapon.



Chapter 3

Basic Magic

“Now pay attention little one. The difference between a mage and a Fae is simple: one HAS magic, while the other IS magic. There is a world of difference between the two.”

Liwarlis “The Green Wind” Telsini, addressing his latest pupil.

Fallen Fey Sphere

In its original publication in *Player’s Guide to Skybourne*, the Fallen Fey sphere was limited to elves (and other fey-related races with GM permission). With the publication of this handbook, this limitation is to be considered an optional setting-specific suggestion rather than a general rule.

Fey-Link

As a swift action, you may change your creature type to fey for 1 minute per caster level. You are treated as a fey and no longer count as your previous creature type for all purposes including spells, magic items, etc. You still possess any subtypes you previously possessed (thus, an elf using this ability would change from a humanoid with the elf subtype to a fey with the elf subtype).

Whenever fey-link is active, you may spend 1 spell point as a free action to gain the benefits of a fey-blessing until the end of the fey-link. There are no limit to the number of fey-blessings you may have active at a time, but each one must be activated separately, and all only endure until the end of the fey-link. Renewing a fey-link does not increase the duration of a fey-blessing, and ends all fey-blessings you currently possess.

When you gain the Fallen Fey sphere, you gain the following fey-blessing:

Nature-Connection: You gain a +1 bonus on initiative checks and Knowledge (geography), Survival, Stealth, and Perception skill checks made within one terrain of your choice (chosen when this fey-blessing is cast). This bonus increases by +1 for every 5 caster levels you possess. Consult the ranger list of favored terrains to see potential terrain types. You may gain this

fey-blessing multiple times, gaining this bonus in a different terrain each time.

Magic talents marked as (fey-blessing) grant additional fey-blessings.

Some (fey-blessing) talents have the polymorph descriptor. A creature may be under multiple of these fey-blessings at one time if they are from the same source.

Alteration Sphere

Some fey-blessings have the polymorph descriptor. A willing creature under the effects of one of these abilities may still be targeted by the *shapeshift* ability of the Alteration sphere. Each such fey-blessing maintained during the *shapeshift* reduces the number of traits that may be assigned as part of the *shapeshift* by 1. Unthreatening Form functions as a base form and may have traits added to it as if it were blank form.

Divination Sphere

Alternate Divination - Detect Faetouched: If you possess the Fallen Fey sphere, you may divine the location of any creature that possesses the elf, fey, gnome, or sidheir types or subtypes.

Fey creatures and Fey-Blessings

Creatures with the fey type are unaffected by the base function of fey-link, but its duration is still needed for determining the length of time fey-blessings remain active. Due to their inherent connection, creatures of the fey type (naturally, not via fey-link) may begin a fey-link on themselves (and only themselves) as a free action.

Fey-Blessing with Differing Caster Levels

Fey-link and the fey-blessings applied to it do not necessarily have to have the same caster level. The duration and any other parameters based on caster level of the fey-link are determined by the caster level with which it was cast. Likewise, any variable parameters of each individual fey-blessing are determined by the individual casting.

Targets with Non-Ability Scores

Some creature types lack certain ability scores, such as constructs and undead lacking a Constitution score. If such a creature is under the effects of fey-link, any non-ability score is treated as being 10, with the exception of Intelligence, which is treated as being 1. Do not recalculate the creature's hit points, saves, or skills, and do not grant any feats. Note that changing creature type can have a significant effect on type-based immunities; the creature under the fey-link may find itself susceptible to many effects it was previously immune to.

Fallen Fey Basic Talents

General Talents

Greater Fey-Link

Your fey-link endures for 10 minutes per caster level rather than 1 minute per caster level. You may spend a spell point to increase this duration to 1 hour per caster level instead.

Share Link

You may grant a creature within close range the benefit of your fey-link. To target an unwilling creature, you must spend a spell point and it is allowed a Will save to negate the effect.

You may grant fey-blessings to a creature under the effects of your fey-link as long as it is within close range. If the creature is under the effects of a fey-blessing that requires the use of spell points, your spell points are used, though if you are not willing you can prevent the activation and end the fey-link as an immediate action.

Fey-blessing Talents

Aelfwine (fey-blessing)

You summon a flask, gourd, stein, or wineskin filled with fairy liquor, which replenishes itself after each drink. The flask is weightless and has hardness 5 and 5 hit points per caster level. If the flask is destroyed, this fey-blessing ends immediately. You may determine the quality of the brew with a Craft (alcohol) or Profession (brewer) check made as part of activating this fey blessing, but the result has no impact on its efficacy. You may drink from it as a move action; you may allow a creature whom you are within the natural reach of to drink from it as a standard action on their turn with no action required on your part. This counts as consuming an alcoholic beverage. Choose one of the following effects when the flask is created:

Bolstering Brew: The imbiber gains temporary hit points equal to your caster level that last for 1 minute. As usual, temporary hit points do not stack with others from the same source.

Brawling Booze: The imbiber gains the Barroom sphere or a (drunk) talent of your choice from that sphere for 1 minute.

Calming Sip: You may make a magic skill check against any ongoing effects with the emotion descriptor currently affecting the imbiber. If successful, that effect is suppressed for 1 round per caster level. If you spend a spell point as part of the drink (no action required), the effect is instead dispelled.

Liquid Courage: The imbiber gains a +2 (+1 per 7 caster levels) circumstance bonus on saves vs. fear effects for 1 minute.

If the flask is not in your possession at the start of your turn, you may summon it into your possession as a move action as long as you have line of sight to it. You may have multiple instances of this fey-blessing active at one time; select a different effect for each. Creatures that are immune to the effects of alcohol cannot benefit from this effect.

Alcohol

Just like drugs, alcohol can be abused and have significant negative effects. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for 1 hour per the number of drinks above this maximum. Particularly exotic or strong forms of alcohol might be treated as normal drugs. Those who regularly abuse alcohol might eventually develop a moderate addiction.

Animal Blessing (fey-blessing)

(This talent is now part of Natural Blessing. Characters who possess this talent gain Natural Blessing in its place.)

Animate Hair (fey-blessing)

Your hair grows long and animates. You may activate the following abilities as fey-blessings:

Entangling Locks: Any hostile creature must succeed on a Reflex save any time it becomes or starts its turn adjacent to you. A creature that fails its save cannot move away from you without first succeeding on a Strength check or an Escape Artist check against your sphere DC made as a move action.

Grasping Tresses: You may use your hair to grab objects. Your hair grants a slam attack (primary, 1d4 Medium, 1d3 Small, bludgeoning damage), but may not assist in wielding weapons, activate magic items, or wield a shield. It may hold items and as a swift action you can use it to draw a sheathed or hidden weapon, ready a shield, retrieve a stored item, load a crossbow, open a door, pick up an unattended item within your natural reach, sheathe or store an item, or take other non-offensive actions involving manipulating objects.

Beastward (fey-blessing)

You may activate the following abilities as fey-blessings:

Animal Affinity: Wild animals have a default disposition toward you of neutral and domestic animal have a default disposition of friendly. Creatures of the animal type will not attack you unless compelled to do so by a Handle Animal check or a compulsion effect.

Repel Beast: Creatures of the animal type will not approach closer to you than than 30 ft. unless compelled to do so by a Handle Animal check or a compulsion effect. Creatures of the animal type within this range are shaken as long as they remain within it. This does not apply to animals under your control such as animal companions, summoned creatures of the animal type, or creatures that are tame per the Beastmastery sphere.

Repel Vermin: Creatures of the vermin type will not approach closer to you than than 30 ft. unless compelled to do so by a Handle Animal check or a compulsion effect. Creatures of the vermin type within this range are shaken as long as they remain within it. This does not apply to vermin under your control such as vermin companions, summoned vermin, or creatures that are tame per the Beastmastery sphere.

Vermin Affinity: Vermin have a default disposition toward you of neutral. Creatures of the vermin type will not attack you unless compelled to do so by a Handle Animal check or a compulsion effect.

If you spend an additional spell point, the chosen effect extends to all allied creatures within 30 feet. You may not have the affinity and repel options for the same creature type active at the same time; attempting to do so ends the previous effect.

Beckoning Call (fey-blessing)

You gain the ability to, as a standard action, sing, speak, or dance in such a manner as to cause any creature of one non-fey specific form of creature (humans, rats, orcs, birds, etc., chosen when this fey blessing is activated) within 60 ft. who can see and hear you to become fascinated with you (Will negates). A creature that successfully saves cannot be targeted with your beckoning call for 24 hours. If a creature fails its saving throw, it approaches to sit before you, and follows you if you move, so long as you take a standard action each round to maintain the effect. As normal, fascinated creatures suffer a -4 penalty to Perception, but cease to be fascinated if attacked or approached with an obviously hostile intent, such as someone drawing a weapon. This is a mind-affecting effect.

Crown of the Courts (fey-blessing)

You don a crown representing a chosen court, usually seelie or unseelie (though others may be available depending on setting), gaining an aura of authority over the fey. The fey-blessing gains the descriptor matching the chosen court. The crown is weightless and has hardness 5 and 5 hit points per caster level.

If the crown is destroyed, this fey-blessing ends immediately. If the crown is not in your possession at the end of your turn, you lose the benefits of this fey-blessing until it returns to your possession. You can summon it to yourself as a move action as long as you have line of sight it. You may only have one crown active at a time; activating this ability again automatically ends any previous instances.

Creatures of the fey type that are associated with the chosen court (good and neutral for seelie, evil for unseelie) are incapable of taking hostile action against you without succeeding on a Will save; if successful, they may act as normal and do not need to save again against your use of this effect for 24 hours. On a failure they are incapable of knowingly taking hostile action against you (targeting with an attack or combat maneuver, casting a non-harmless sphere effect, spell, or spell-like or supernatural ability that includes you as a target or within its area of effect, or aiding or granting flanking bonuses to creatures taking hostile action against you) for 1 minute. If you take hostile action against a creature that has failed its save, it is treated as having succeeded on its save. This is a mind-affecting compulsion effect.

Creatures of the fey type not associated with the chosen court are shaken whenever they are within 30 ft. of you. This is a mind-affecting fear effect.



Enchanting Music (fey blessing)

As a move action, you may summon one masterwork musical instrument, be it a percussion, string, or wind, of a size no greater than 1 size smaller than your own size. The instrument is weightless and has hardness 5 and 5 hit points per caster level. If the instrument is not in your possession at the start of your turn, you may summon it into your possession as a move action as long as you have line of sight to it. You can never have more than one such instrument summoned at one time.

You may perform, singing or playing (either on the summoned instrument or another that you possess) the songs listed below. Starting a song requires a standard action and maintaining one requires a move action. Starting a new song ends any previous songs. A creature can only be under the effects of one song at a time; should a creature affected by one be subjected to another, the caster (not necessarily the performer, if using the Share Link talent) of the second effect must make a magic skill check against the MSD of the existing effect's caster. All options are sonic mind-affecting effects with medium range unless noted.

Bewitching Melody: You may perform a haunting melody that opens the minds of those who hear it to outside influence, inflicting a -2 penalty (increasing by 1 at 7th caster level and every 7 caster levels thereafter) against charm effects on all hostile creatures.

Distracting Cacophony: You may fill the air with discordant notes, granting all creatures within medium range a +2 (+1 per 7 caster levels) bonus on saves against sonic effects, but imposing an equal penalty on hearing-based Perception checks and concentration checks. The penalty portion of this ability is not a mind-affecting effect.

Dancing Tune: You play a bouncy jig that compels any creature within close range to dance and caper. A creature can resist by making a Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as you continue to play. Once a creature makes the save against a this song, it is immune to further instances originating from you for 24 hours. This is a compulsion effect.

Lullaby: You may play a peaceful lullaby to inflict a -2 penalty (increasing by 1 at 7th caster level and every 7 caster levels thereafter) against effects that cause sleep or the staggered condition on all hostile creatures.

Performing one of these songs will occupy limbs and voice appropriate to the instrument (if any) such that they cannot be used to for other performances (such as bardic music) at the same time.

Dance

The Enchanting Music talent can be adapted to other forms of performance, such as dancing. In that case, creatures would have to be able to see you to be affected, making blind creatures (or those relying on alternative senses such as blindsight or tremorsense) immune and would require you to be able to move freely (not encumbered, entangled, grappled, or otherwise restrained).

Fade (fey-blessing)

You fade from view while in a creature's peripheral vision. You gain concealment from any creature that you are flanking.

You may dismiss this fey-blessing as a standard action to make a Stealth check to hide. You may reduce this to a swift action by spending a spell point. You may make this check even if you are observed and have no concealment. Any creature that fails its Perception check cannot see you and treats you as having full concealment until the start of your next turn. Making an attack, casting a spell or sphere ability with verbal or somatic components or subject to the Magical Signs drawback, speaking, or other loud or distracting actions ends this effect.

Fairy Dust (fey-blessing)

By activating this fey-blessing, you gain a pouch of fairy dust. This pouch has hardness 5 and 5 hit points per caster level. The pouch is weightless and may not be used to hold anything other than the fairy dust it contains. If the pouch is destroyed, this fey-blessing ends. Destroying the pouch fills a 10-ft. radius with the chosen fairy dust, affecting all creatures in the area, including the caster. A successful saving throw against any effect that allows it grants the affected creature immunity to that effect from that caster for 24 hours. You gain knowledge of two types of fairy dust when you gain this talent; you may activate any one type of dust that you know when activating this fey-blessing. Choose from the following options:

Amnesia: Affected creatures must succeed on a Will save or forget the past minute. This otherwise functions as the Amnesia talent of the Mind sphere. You must spend an additional spell point for this option.

Charm: Affected creatures must succeed on a Will save or have its disposition toward you increase by 1 step to a maximum of friendly for 1 minute.

Bleed: Affected creatures must succeed on a Fortitude save or bleed profusely when wounded. The next time the creature takes hit point damage, it begins taking bleed damage equal to your caster level. These bleed damage may be stopped by a DC 15 Heal check or by receiving any amount of healing. If this dust is applied to a weapon, the weapon attack triggers the bleed damage.

Blind: Affected creatures must succeed on a Reflex save or treat all other creatures as having concealment for 1 round per caster level.

Fear: Affected creatures must succeed on a Will save or be shaken for 1 round per caster level. You may spend an additional spell point as part of activating the fey-blessing to instead have affected creatures be frightened for 1 round per caster level on a failed save and shaken for 1 round on a successful save.

Glitter: For 1 round per caster level, affected creatures take a penalty to Stealth equal to caster level and do not gain concealment from any effect that provides invisibility.

Poison: Affected creatures must succeed on a Fortitude save or suffer from itching poison, being compelled to scratch at the wound for 1 round (treat this as being dazed) and taking 1d2 Strength damage per round for 1 minute or until they succeed on a Fortitude save. You must spend an additional spell point for this option.

Sleep: Affected creatures must succeed on a Will save or fall asleep for 1 round per caster level. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). You must spend an additional spell point for this option.

As a standard action, you may fill a 5-ft. cube within close range with the dust, affecting any creature in that space. As a move action, you may apply fairy dust to a weapon, natural weapon, or piece of ammunition, or to a number of weapons or pieces of ammunition equal to your casting ability modifier (minimum 2) as a standard action. A creature that is struck by the weapon within 1 round per caster level of it being so treated suffers from the effects of the dust. You may choose to end this fey-blessing early, drawing and throwing the pouch to create a 20-ft. radius spread of fairy dust within close range, affecting all creatures within the area.

The duration of multiple applications of dust stack. The pouch replenishes itself as a free action for the duration of the fey-blessing, then disappears when it ends. You may have multiple instances of this fey-blessing active at once; select a different option you know for each. Each instance creates a separate pouch. You may select this talent multiple times; each time you gain two more types of fairy dust. If the pouch is not in your possession at the start of your turn, you can summon it to yourself as a move action as long as you have line of sight to it.

If you possess Fairy Flight, you also gain the following option:

Flight: For 1 minute per caster level, affected creatures gain the benefits of your Fairy Flight fey-blessing. This flight speed requires maintaining the proper frame of mind; if an affected creature is under the effects of an emotion or fear effect while flying, its fly speed from this ability is suppressed and it falls at a rate of 50 ft. per round until it lands (taking falling damage as normal) or the emotion or fear effect ends.

Fairy Flight (fey-blessing)

You sprout wings (which can appear as insectile, feathered, or made of leaves at the caster's choice); you take no damage when falling and may glide, moving with a speed of 30 ft with maneuverability (poor), but falling 1 ft for every 5 ft. traveled. At 5th caster level, you gain a fly speed of 30 ft with maneuverability (poor). This improves by 5 ft. and one maneuverability category (to a maximum of perfect) for each 5 additional caster levels. This is a polymorph effect.

Fae Light (fey-blessing)

You shed light like a torch. You may alter the color, extinguish, or resume this effect as a free action. If you possess the Light sphere, you may count as being under the effects of your own glow while this fey-blessing is active.

As a standard action, you may create a light that sheds light like a torch within medium range. You may move this light 30 ft. + 5 ft. per 2 caster levels per round as a move action, though it must stay within range of you. This light persists for the duration of the fey-link or until you create another one.

You may choose to have either your light or the moveable light shed an enchanting glow. Creatures within a 30-ft. radius of the light must succeed on a Will save or be fascinated. A creature that successfully saves is immune to your use of this ability for 24 hours. If a creature fails its saving throw, it approaches to stand adjacent to the light and follows it if it moves. As normal, fascinated creatures suffer a -4 penalty to Perception, but cease to be fascinated if attacked or approached with an obviously hostile intent, such as someone drawing a weapon. This is a mind-affecting effect. You may alter the color or dismiss the light as a free action.

Feast and Famine (fey-blessing)

You may activate the following abilities as fey-blessings:

Putrid Vomit: You can spew vomit up to 30 ft. as a standard action. Treat this as a ranged touch attack with no range increment. A creature struck by this attack must succeed on a Fortitude save or be sickened for 1d4 rounds. If you spend a spell point as part of making the attack, the creature is instead nauseated for 1d4 rounds on a failed save and sickened for 1 round on a successful save.

Spoilage: As an instantaneous effect, you may cause an amount of food sufficient to feed 1 Medium creature per caster level to spoil. This does not remove other changes made to the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC. Restoring the food does not prevent future spoilage.

Unspoil: As an instantaneous effect, you may cause an amount of spoiled food sufficient to feed 1 Medium creature per caster level to return to a palatable state. This does not remove other changes made to the food, such as adding poison or magical effects unless you spend a spell point and succeed on a magic skill check against the poison or effect's DC. Restoring the food does not prevent future spoilage.

Fey Beauty (fey-blessing)

You gain a +1 bonus to all Charisma-based skill and ability checks. This bonus increases by +1 for every 5 caster levels you possess.

Fey Potency (fey-blessing)

You gain a +1 bonus to all rolls made to overcome spell resistance. This bonus increases by 1 for every 5 caster levels you possess.

Fey Secrets (fey blessing)

You gain an attunement to nature, which gives you insight into the world around you. Once before the end of the fey-link, you may gain an insight bonus to a single skill check, ability check, attack roll, saving throw, combat maneuver check, or initiative roll equal to $1d4 + 1$ per 5 caster levels you possess. You may gain this fey-blessing multiple times, gaining one use of this ability per fey-blessing. You cannot use this fey-blessing multiple times for the same roll.

Grace of the Sidhe (fey-blessing)

You may activate the following abilities as fey-blessings:

Evasion: You gain the evasion ability. When you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. This ability does not function when wearing medium or heavier armor.

Supernatural Speed: Whenever you move at least 20 ft., you gain 20% miss chance against ranged attacks until the start of your next turn. If you spend an additional spell point, you instead gain this benefit against all attacks.

Gremlin's Presence (fey-blessing)

You may activate the following abilities as fey-blessings:

Collateral Damage: Whenever a creature misses you with a melee attack, you may redirect the attack to another creature within the attacking creature's reach as an immediate action. Make a new attack roll with the original bonus to determine the result.

Jinx: As a standard action, you can place a curse on a single creature within close range. A Will save negates the effect. On a failed save, the target is cursed for the duration of your fey-link. The victim of the curse takes a -2 penalty on all attack rolls, saving throws, and skill and ability checks until the curse is removed. This penalty increases by +1 for every 5 caster levels you possess. A creature can only be affected by a single jinx at one time. This is a curse effect. A creature that succeeds on the save against this effect is immune to that caster's use of it for 24 hours.

Pugwampi's Aura: All hostile creatures within 30 ft. of you take a -1 bonus to all saving throws. This penalty increases by +1 for every 5 caster levels you possess. A creature benefiting from any luck bonus ignores this penalty.

Stymie Channeling: Any hostile creature that attempts to channel energy within 30 ft. of you must succeed on a Will save or be unable to channel for that round. The use is not lost, but the action is wasted.

Listen to the Wind (fey-blessing)

You can always find north, and always know what the weather will be within long range of you for the next 48 hours. This forecast reveals only the weather that would arise naturally, and does not take into account any magical occurrences that might change the weather.

Long Step (fey-blessing)

For the duration of the fey-link, you can teleport up to 10 ft. as a move action. This movement does not provoke an attack of opportunity and you must have line of sight to your destination. This distance increases by 5 ft. at 4th caster level and every 2 caster levels thereafter. If you possess Tree Meld, while melded to a tree, you may move to another tree within close range as a move action or medium range as a standard action. Once you use this ability, you may not do so again for $1d4$ rounds.

Mantle of Autumn (fey-blessing)

You may activate the following abilities as fey-blessings:

Cloak of Leaves: You may surround yourself in swirling leaves in a 10-ft. radius as a move action. This radius increases by 5 ft. at 5th caster level and every 5 caster levels thereafter. All allied creatures fully within this area gain concealment (attacks against them have a 20% miss chance). If hostile creatures within this area attack creatures outside this area, the targets also have concealment. You may end this effect as a free action. Doing so removes the leaves at the end of your turn but does not end the fey-blessing; you may create and dismiss the cloak of leaves for the duration of the fey-blessing.

Touch of the Harvest: You may touch food-producing plants, causing them to sprout food spontaneously. You may touch a plant within your natural reach as a move action. Each plant produces enough food to provide 3 Medium-sized creatures or 1 horse with food for a day. This fey-blessing ends after you touch a number of plants equal to your caster level. This ability requires fruit trees, berry bushes, or food crops.

Mantle of Spring (fey-blessing)

You may activate the following abilities as fey-blessings:

Plant Growth: A single plant or creature of the plant type that you touch increases its size by one category. This increases to two categories at 10th caster level and one additional category every 10 caster levels thereafter. This effect persists for as long as you are within 30 ft. of the target, until you end it as a free action, you choose to apply it to a different target, or the fey-link ends. Unwilling creatures are permitted a Will save to negate this effect. This effect bypasses the immunity to polymorph effects of the plant type. For creatures of the plant type, adjust statistics per the following table:

| Adjusted Size | Str | Dex | Con |
|---------------|-----|-----|-----|
| Diminutive | - | -2 | - |
| Tiny | +2 | -2 | - |
| Small | +4 | -2 | - |
| Medium | +2 | -2 | - |
| Large | +4 | -2 | +2 |
| Huge | +4 | -2 | +2 |
| Gargantuan | +4 | - | +2 |
| Colossal | +4 | - | +2 |

This ability cannot cause creatures to grow larger than Huge. At 5th caster level and every 5 caster levels thereafter, this limit increases by one size category, to a maximum of Colossal at 15th caster level. This is a polymorph effect.

Verdant Step: You may cause flowers, grass, and small vines to spring up wherever you step. The rapid, clinging growth creates difficult terrain in any space you enter until the start of your next turn. You are not hindered by this difficult terrain. This effect may be halted or resumed as a free action. If you spend a spell point as a free action, this growth instead remains for 1 minute per caster level. This ability does not function if you are not touching the ground.

This growth is considered sufficient to be a target by any abilities of the plantlife package of the Nature sphere that requires plants (but not large growths such as trees) until the start of your next turn or for 1 minute per caster level when using the spell point option. After this time expires, the growth fades away and any ongoing effects requiring it end.

Misplacement (fey-blessing)

For the duration of the fey-link, you gain an uncanny ability to meddle with the possessions of other creatures. You may perform the Steal combat maneuver without provoking attacks of opportunity and may use your ranks in the Sleight of Hand skill in place of your base attack bonus when determining your combat maneuver check for the Steal combat maneuver.

Any time you make a Sleight of Hand check or Steal combat maneuver against a creature within your natural reach, you may also rearrange its possessions. The next time that creature attempts to produce a weapon or item it finds its possessions misplaced or disarranged, thus requiring a standard action to retrieve a stored item or draw a weapon (unless you have stolen the item in question). After spending this standard action, the creature takes mental inventory and is no longer affected by this ability. You may choose to replace items you've stolen with worthless material (twigs, sand, etc.) that you have in your possession

(but not something that has an effect like a primed grenade or cursed object) with a equal or lesser weight to the stolen object. This does not increase the difficulty of your Sleight of Hand checks.

Natural Blessing (fey-blessing)

You may activate the following abilities as fey-blessings:

Animal Blessing: All friendly creatures of the animal type within 30 ft. of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

Plant Blessing: All friendly creatures with the plant type within 30 ft. of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

Vermin Blessing: All friendly creatures with the vermin type within 30 ft. of you gain a +1 luck bonus to all saving throws. This bonus increases by +1 for every 5 caster levels you possess.

Natural Dominion (fey-blessing)

Choose one of the following creature types: animal, plant, or vermin. As a standard action you may command one creature of that type within 30 ft. of you whose CR does not exceed your caster level. If the creature fails a Will save, its disposition toward you increases to helpful for the duration of the fey blessing. Mindless creatures and creatures of animal intelligence (Intelligence 2 or lower) can be given simple commands as a swift action and will obey your orders even if dangerous or suicidal. Creatures of higher intelligence will fight for you and defend you, but will not obey suicidal orders. You may have multiple instances of this fey-blessing active simultaneously, but you may only command a single creature at a time; attempting to command a new creature, even of a different type, dismisses your influence on any previous creature, returning it to its previous disposition. This is a mind-affecting compulsion that bypasses the type-based immunity to mind-affecting effects granted by the plant and vermin types. A creature that succeeds on its save against this ability becomes immune to that caster's use of it for 24 hours.



Nature's Empathy (fey-blessing)

You may activate the following abilities as fey-blessings:

Vermin Empathy: You gain wild empathy as the druid class feature, but only affecting creatures of the vermin type, bypassing the immunity to mind-affecting effects granted by the vermin type. This ability treats swarms of the vermin type as if they were one creature possessing a single mind.

Wild Empathy: You gain wild empathy as the druid class feature, treating your caster levels as druid levels for this purpose. This ability treats swarms of the animal type as if they were one creature possessing a single mind.

Plant Friend (fey-blessing)

You may activate the following abilities as fey-blessings:

Arboreal Pacifism: Creatures of the plant type will not attack you or allies within 30 ft. of you unless compelled to do so by magical means. This effect is broken for a given creature if you or an ally attacks it.

Plant Empathy: You gain wild empathy as the druid class feature, but only affecting creatures of the plant type, bypassing the immunity to mind-affecting effects granted by the plant type. This ability treats swarms of the plant type as if they were one creature possessing a single mind.

Wood Defense: You gain damage reduction equal to caster level against wood. This applies to weapons composed entirely of plant matter (staves, clubs, etc.), the natural attacks or creatures of the plant type, and to magical effects manipulating or creating plants (the pummel geomancing option of the plantlife package of the Nature sphere, the wall of thorns spell, etc.).

Saboteur (fey-blessing)

You become adept at disassembling machinery, reducing even complex devices to trash with shocking speed. You gain a competence bonus on Disable Device checks equal to half your caster level (minimum 1) and treat all devices as being one category simpler for the purposes of determining how long it takes to use Disable Device. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action. Additionally, once per round, you may deal bonus damage equal to your caster level on any roll to damage unattended objects.

Shadow Collector (fey-blessing)

You may activate the following abilities as fey-blessings:

Shadow Reaver: You do not cast a shadow. When you kill a living creature with CR of at least half your Hit Dice that has a shadow, you gain 1 temporary spell point that expires after 1 minute and cast the shadow of that creature until the spell point is lost.

Steal Shadow: You may spend a spell point when making a Steal attempt against a creature that has a shadow, stealing its shadow instead of any item if successful. Creatures who have

their shadows stolen gain 1 temporary negative level and lose 1 spell point. This loss increases by one die size (1d2, 1d3, 1d4, 1d6, etc.) for every five caster levels. Creatures that possess spell slots instead lose spell slots, based on the level of the slot. Each slot is equivalent to a number of spell points: level 1-2: 1 spell point, 3-5: 2 spell points, 6-8: 3 spell points, 9: 4 spell points. You gain an equal number of temporary spell points that expire after 1 minute, though cannot gain more spell points than the target loses. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after one round per caster level. This ability does not grant a way to use spell points to those that lack one.

You may restore shadows as a standard action, removing the negative level. Shadows are restored automatically at the end of your fey-link, or may be reclaimed by a Steal maneuver at any time or as a standard action with a touch if you are helpless or unconscious.

Snare Setter (fey-blessing)

You may make a snare that functions as a magic trap. You may conjure and set a snare as a standard action in a square within close range, which blends with its surroundings (DC 20 + caster level Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. The cord-like object tightens around the creature, dealing no damage but causing it to be entangled and preventing it from moving from that space.

The snare is magical and can be dispelled as a sphere effect. To escape, a trapped creature must make an Escape Artist check or Strength check equal to your sphere DC as a full-round action. The snare has AC and hit points equal to your caster level and hardness equal to half your caster level. A successful escape from the snare breaks the loop and ends the effect, though not the fey-blessing. A snare persists until triggered or until the fey-link ends. Only one snare may be set at a time; setting an additional snare dismisses all previous snares.

Stone Shape (fey-blessing)

You gain a competence bonus on Craft checks equal to your caster level for items primarily composed of stone and may craft such objects as if you had the appropriate tools.

As a standard action, you may spend a spell point to turn an adequately sized piece of stone into 50 pieces of ammunition, a suit of armor, a shield, a tool, or a weapon normally primarily composed of wood or metal. Objects created this way have twice their normal weight and weapons gain the fragile quality; this quality is retained even when gaining an enhancement bonus. You must succeed on the appropriate Craft check to make the chosen item as part of this action or else the item gains the broken condition, though you may attempt to shape it again. The item is considered masterwork and, if a weapon or suit of armor, gains an enhancement bonus equal to your caster level/5 (minimum 0).

Equipment made this way returns to its original form when your fey-link ends. Using special types of stone imparts the properties of that stone to the shaped object. If using stone taken from a larger piece of stone, the larger stone takes damage equal to the hit points of the item (before enhancement), ignoring hardness and dealing full damage to objects, which can be restored by putting the item back in place and dismissing the effect as a standard action.

You can spend a spell point as a standard action to restore 1d6 + caster level hit points to an object made primarily of stone or to a construct composed of stone (such as a stone golem).

Spores (fey-blessing)

You may activate the following abilities as fey-blessings:

Anxiety Spores As a swift action or move action, you may coat a weapon, piece of ammunition, or natural weapon you possess with anxiety spores. You may coat those of a willing ally as a move action. The next time that the coated weapon (or piece of ammunition) is used to deal damage to a creature, that creature must succeed on a Fortitude save or be infested with the spores.

Anxiety Spores: Disease—injury; save Fort DC (sphere DC); onset 1 round; frequency 1/minute; effect cumulative -1 penalty on saving throws against emotion and fear effects (maximum -5); cure 2 consecutive saves

As a standard action, you can spend a spell point to cause mushrooms to erupt from any creature within close range already infected with its anxiety spores. The targeted creature takes 1d2 points of Charisma damage (Fortitude negates) as the growing spores siphon away its emotions. This damage increases by one die size for every 4 caster levels (1d3, 1d4, 1d6, 1d8, etc.). If the affected creature is currently shaken, frightened, or panicked, any creature within 10 ft. gains the same condition for 1d4 rounds (Will save negates). This is a mind-affecting fear effect.

Fungal Snare: You may create and hurl a fungal mass up to 30 ft. as a standard action, which explodes in a mass of sticky filaments with a radius of 5 ft. + 5 ft. per 7 caster levels. Once you do so, you may not use this ability again for 1d4 rounds. All creatures within this area must succeed on a Reflex save or be entangled and unable to move. Breaking free of the entangled condition is a move action, requiring either a Strength check or an Escape Artist check against the effect's save DC. Additionally, the area counts as difficult terrain for 1 minute per caster level. The filaments may be destroyed by dealing 3 damage per caster level; doing so is sufficient to clear a single 5-ft. square. The filaments have vulnerability to fire.

Stunning Gance (fey-blessing)

You gain the ability to, as a standard action, gaze at a target within 30 ft. which must pass a Fortitude save or be stunned for one round. Once a creature fails a save vs. this ability, it is immune to your use of it for 24 hours.

(This talent has been modified from the original version found in Player's Guide to Skybourne.)

Summon Fairy (fey-blessing)

You may spend a spell point to summon a creature of the fey type with a CR of no greater than your caster level/3 as a 1-round action. The creature appears within 30 ft. of you and remains and serves you for as long as you concentrate or for the duration of your fey-link if you spend an additional spell point. The creature obeys your commands, but unless you speak the creature's language, only basic communication is possible (attacking an enemy, defending the caster, etc.). The total Hit Dice of fey called at one time cannot exceed your caster level (temporary increases to caster level such as the thaumaturge's forbidden lore ability or staves of the Fallen Fey sphere do not increase this capacity nor the highest CR creature you may summon). Attempting to summon an additional fey forces you to dismiss a number of existing fey to bring the total under this limit. If a summoned creature expends abilities with a limited use, those abilities are expended for all creatures of the same kind. Likewise, a creature that gains immunity to an ability of a summoned creature gains immunity to that ability originating from all creatures of that type that you summon.

Tree Meld (fey-blessing)

You gain the ability to, as a standard action, meld your form and up to 100 lbs. of gear into a tree. The tree must be large enough to accommodate you and your gear. You may hear (but not see nor benefit from other special senses) what happens around the tree, and while minor physical damage to the tree does not harm you, any partial or complete destruction of the tree (to the extent that you no longer fit within it) expels you and deals you 5d6 points of damage.

You may still use magic while within the tree, although all effects must target yourself or your held equipment. So long as you are within a tree, you gain fast healing 1 and do not need to eat or drink. You are not automatically expelled from the tree when your fey-link expires.

Trickery (fey-blessing)

Whenever you use a spell or sphere effect to deceive, trick, or humiliate a target (at the GM's discretion), you gain a +2 bonus to your caster level for that effect.

Unseelie Aura (fey-blessing)

You may activate the following abilities as fey-blessings:

Fear Aura: Any hostile creature entering within 30 ft. of you must succeed on a Will save or be shaken for as long as they remain in the aura and for 1d4 rounds afterwards. Once a creature succeeds on the save against this effect, it is immune to any instance of it originating from you for 24 hours. You may suppress or resume this effect as a free action. This is a mind-affecting fear effect.

Aura of Shattered Loyalties: Any hostile creature within 30 ft. of you that is shaken, frightened, panicked or cowering is unable to benefit from aid another bonuses, flanking, or teamwork feats and does not count as a willing target of its allies' spells. This lasts for as long as the creature remains within this aura. You may suppress or resume this effect as a free action. This is a mind-affecting fear effect.

Unthreatening Form (fey-blessing)

You shapeshift into an animal whose size is Diminutive or Tiny. Attacking, using a supernatural ability that requires activation, or casting a spell, spell-like ability, or sphere effect immediately ends this fey-blessing. You gain the movement modes of the chosen creature as well as any of the following abilities it possesses: darkvision 60 ft., low-light vision, and scent. The chosen animal may only have climb and land speeds; at 5th caster level, it may have a burrow speed, and at 7th caster level it may have a fly speed. Your statistics change according to the change in size (effects are cumulative, minimum 1 for each attribute):

| Adjusted Size | Str | Dex | Con |
|---------------|-----|-----|-----|
| Diminutive | -2 | +2 | - |
| Tiny | -4 | +2 | - |
| Small | -2 | +2 | - |
| Medium | -4 | +2 | -2 |
| Large | -4 | +2 | -2 |
| Huge | -4 | - | -2 |
| Gargantuan | -4 | - | -2 |
| Colossal | -4 | - | -2 |

This is a polymorph effect.

Ventriloquism (fey-blessing)

As a free action once per round, you can make your voice (or any sound that you can normally make vocally) seem to issue from any location within medium range, or long range if you spend an additional spell point when activating this fey-blessing. You can speak in any language you know. Any sonic-based abilities granted by this sphere (such as those granted by Beckoning Call and Enchanting Music) can be used through this effect, counting the chosen location as your location for the purpose of determining area of effect. Anyone who hears the sound and rolls a successful Will save recognizes it as illusory (but still hears it, though may choose not to be affected by any abilities used as part of it).

Water Mastery (fey-blessing)

You may activate the following abilities as fey-blessings:

Hydrokinesis: When touching a body of water, you may attempt the bullrush, drag, grapple, reposition, or trip combat maneuver against another creature touching that body of water within medium range as a standard action. Use your caster level in place of your base attack bonus and your casting attribute modifier in place of your Strength modifier for determining your combat maneuver bonus for this check. Failure on a trip attempt does not allow the target to trip you in return. You have no bonuses or penalties from size on this maneuver and are not limited by the size of your target.

Waterspout: When touching a body of water, you may attempt damage a creature touching that body of water within close range as a standard action. The targeted creature must succeed on a Reflex save or take 1d6 bludgeoning damage. This damage increases by 1d6 at 3rd caster level and every 2 caster levels thereafter.

Waveglide: As a standard action, you can create waves and currents to double or halve the speed of creatures or objects traveling on the surface of the water, affecting up to 10 contiguous 5-ft. squares per caster level within long range. This requires line of effect to some part of the area, and lasts as long as you concentrate. An unwilling target can ignore the effect for 1 round by succeeding on a Will saving throw.

Weapons of the Wild (fey-blessing)

You may activate the following abilities as fey-blessings:

Antlers of the Forest: You gain a gore attack (primary, 1d6 Medium, 1d4 Small). This gore attack does double damage on a charge as the powerful charge universal monster ability. At 7th caster level, this attack counts as chaotic for the purpose of overcoming damage reduction. At 14th caster level this attack gains the anarchic weapon special ability.

Gremlin's Teeth: You gain a bite attack (primary, 1d8 Medium, 1d6 Small). At 7th caster level, this attack counts as evil for the purpose of overcoming damage reduction. At 14th caster level this attack gains the unholy weapon special ability.

Unicorn's Blessing: You gain a gore attack (primary, 1d6 Medium, 1d4 Small). This gore attack does double damage on a charge as the powerful charge universal monster ability. At 7th caster level, this attack counts as good for the purpose of overcoming damage reduction. At 14th caster level this attack gains the holy weapon special ability.

These are polymorph effects.

Wild Walk (fey-blessing)

You do not leave a trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired. You are not inhibited by difficult terrain resulting from natural terrain, though magically manipulated difficult terrain affects you as normal.

(This talent has been modified from the original version found in Player's Guide to Skybourne.)

Winterfey (fey-blessing)

You may activate the following abilities as fey-blessings:

Cold Touch: Your natural attacks do cold damage instead of their normal damage type.

Icebeard: You become rimed in jagged ice (often taking the form of a jutting beard, but formations vary according to the caster), posing a serious threat to anyone attacking the you in melee. An adjacent attacker must make a Reflex save or take 1d4 points of slashing damage when it succeeds on an attack roll against you. At 3rd caster level, this ability also deals 1d6 cold damage. This piercing damage increases by 1d4 at 6th caster level and every 6 caster levels thereafter and the cold damage by 1d6 at 9th caster level and every 9 caster levels thereafter. Additionally, you may break off sharp shards as a free action; treat these as daggers appropriate to your size. These shards melt at the end of your next turn.

Icewalk: You may ignore difficult terrain, speed reductions, and penalties to Acrobatics imposed by naturally occurring snow and ice.

Lower Temperature: As a free action, you can lower the temperature in a 10-ft. radius around your body by 1 step, +1 step per 10 caster levels (see the Weather sphere for the effect of Cold). The temperature changes at a rate of 1 step per round. This change does not stack with that from other magic effects; if another effect is present in the area, you must succeed on a magic skill check against the effect's MSD or be unable to alter the temperature. Additionally, you are unaffected by temperatures down to -140°F (-45°C).

Snowsight: You can see clearly through snow and sleet as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of your vision.

Wood Shape (fey-blessing)

You gain a competence bonus on craft checks equal to your caster level for items primarily composed of wood and may craft such objects as if you had the appropriate tools.

As a standard action, you may spend a spell point to turn an adequately sized piece of wood (including wood from a living plant) into 50 pieces of ammunition, a suit of armor, a shield, a tool, or a weapon normally primarily composed of wood. A weapon that normally would have a metal head, spike, or blade has its damage die reduced by one size. You must succeed on the appropriate craft check to make the chosen item as part of this action or else the item gains the broken condition, though you may attempt to shape it again. The item is considered masterwork and, if a weapon or suit of armor, gains an enhancement bonus equal to your caster level/5 (minimum 0). Equipment made this way returns to its original form when your fey-link ends. Using special types of wood imparts the properties of that wood to the shaped object. If using wood from a living plant, the plant takes damage equal to the hit points of the item (before enhancement), ignoring hardness and dealing full damage to objects, which can be restored by putting the item back in place and dismissing the effect as a standard action. If an entire plant was used, it may be planted in a suitable location and the effect dismissed.

You can spend a spell point as a standard action to restore 1d6 + caster level hit points to an object made primarily of wood or to a creature of the plant type.

Zolavoi's Mantle (fey-blessing)

You may activate the following abilities as fey-blessings:

Cindercloud: You may exude a cloud of smoke and embers in a 10-ft. radius as a move action. This radius increases by 5 ft. at 5th caster level and every 5 caster levels thereafter. All creatures fully within this area gain concealment (attacks against them have a 20% miss chance). If creatures within this area attack creatures outside this area, the targets also have concealment. Any creature other than you that enters or starts its turn inside this area takes fire damage equal to your caster level. This damage cannot be taken more than once per round by an individual creature. You may end this effect as a free action. Doing so removes the cloud at the end of your turn but does not end the fey-blessing; you may create and dismiss cinderclouds for the duration of the fey-blessing.

Sense Object: You may spend a full-round action to discern the distance and direction to one object that was within your possession for at least 24 hours prior to it leaving your possession within the past 1 day per caster level. You may only target a single object with each activation of this fey-blessing; selecting another object requires spending a spell point and dismisses the previous instance.

Smokesight: You can see clearly through ash, fire, and smoke (including the cindercloud ability above) as if they were perfectly clear, ignoring miss chance from these obstructions, up to the normal limits of your vision.

Chapter 4

Advanced Magic

*“The Verdant Glades?! Oh nonono no. You’re on your own laddie. Last time I went in there I spent two years as a bloody cat. Those durned Sidhe have *no* sense of humor. Best of luck to ye though.”*

Vermont “Mossfoot” Tengar, turning down a would-be customer.

Advanced Talents for the Fallen Fey Sphere

Banish to Faerie

Prerequisites: 8th caster or higher.

This talent requires the optional Traveling Through Faerie rules found in section 8.

As a standard action, you may spend a spell point to make a melee touch attack against a creature and hurl it into Faerie. This provokes an attack or opportunity. A successful Will save negates this ability. Once within Faerie, if the target creature wishes to return to where it previously was, it must travel 1d12 miles to reach a fairy circle and find a way through, arriving within 1d6 miles of its former location. This is a teleportation effect.

Bound to Nature (fey-blessing)

Prerequisites: 10th caster or higher.

If you are slain while under the effects of this fey-blessing, you immediately reincarnate as the reincarnate spell at the start of your next turn (based on when your next turn would be, if you were not dead). You return in your same space, or the nearest space that is not intrinsically dangerous, though your equipment remains in the place you died. You may choose to delay your reincarnation by up to 1 hour. Upon your return, all spell slots and spell points you possessed are lost and you gain 1 negative level until you rest to regain spell points (this negative level replaces the negative levels normally incurred by

the reincarnate spell). If you are slain by an effect that would prevent reincarnation, you may attempt a magic skill check against that effect to return regardless. You gain a +2 on this check if in a natural setting (not in a settlement or artificial structure). Once you have been reincarnated by this ability, you cannot benefit from it for 1 week.

Blinding Beauty (fey-blessing)

Prerequisites: 10th caster or higher.

Any humanoid within 30 ft. of you that looks at you must succeed on a Fortitude save or be blinded for 1 minute per caster level. A creature that succeeds on this save is immune to your use of this ability for 24 hours. You may suppress or resume this ability as a free action. Activating this fey-blessing costs an additional spell point.

Drowning Kiss (fey-blessing)

Prerequisites: 10th caster or higher.

You can flood the lungs of a willing, helpless, or fascinated creature by touching it (traditionally by kissing the creature on the lips) as a standard action. If the target cannot breathe water, it cannot hold its breath and immediately begins to drown. On its turn, the target can attempt a Fortitude save to cough up this water; otherwise it falls unconscious at 0 hp. On the next round, the target must save again or drop to -1 hit points and be dying; on the third round it must save again or die. Succeeding at any of these Fortitude saves causes the target to cough up the water and no longer be drowning, ending the effect. Activating this fey-blessing costs an additional spell point.

Fairy Ring Traveler

Prerequisites: 5th caster or higher.

This talent requires the optional Traveling Through Faerie rules found in section 8.

You know the secrets of traveling via the fey realms. You may spend a 1-round action to determine the direction to the nearest fairy ring. You may open a fairy ring with a 10 minute ritual

or by spending a spell point as a standard action. Once opened, creatures may pass through the fairy ring into the realm of Faerie. The ring remains open for 3d6 rounds. While in Faerie, you may spend a 1-round action to determine the direction to the fairy ring connected to the spot nearest your desired destination.

When rolling on the Time Difference table, you may spend two spell points to shift the result by one step in the direction of your choice. These points must be spent before the result of the roll is known.

Fey Invisibility

Prerequisites: Fade, 10th caster or higher.

You may fade from view, becoming invisible. Creatures must make Perception checks to detect you. You gain a bonus to your Stealth checks equal to your caster level. You lose the benefit of this effect until the start of your next turn any time you take any action other than a free action.

In addition, since you are invisible, you may make Stealth checks even while being observed and do not require cover to retain or initiate Stealth. Even when detected by another creature, an invisible creature gains a +2 bonus to attack rolls against sighted targets and ignores their Dexterity bonus to AC. Attacks against the invisible creature have a 50% chance they will simply miss, even if the attack has targeted the correct square. Making yourself invisible also hides any magical auras on yourself or your worn or held equipment from such effects as detect magic or the base Divination sphere divine ability. Activating this fey-blessing costs an additional spell point.

Fey Initiation

Prerequisites: Greater Fey-Link, 15th caster or higher.

You may spend 3 spell points and 8 hours to change your creature type to fey as an instantaneous effect.

If you possess Share Link, you may instead target a willing and conscious creature. Fey Initiation fails if the target leaves the area before the casting is complete.

Steal Skin (fey-blessing)

Prerequisites: 5th caster or higher.

As a full-round action, you may steal the skin of a creature of Small, Medium, or Large size with a roughly humanoid shape. The target creature must be dead, helpless, or willing. If the target creature is alive, you must make a successful coup de grace attack to steal its skin. Should the creature survive this, it is nauseated as a pain effect, takes Constitution bleed of 1d4, bleed damage equal to three times your caster level, and takes a -10 penalty on saves against disease until its skin is regrown by regeneration or a similar effect. Should this bleed damage be halted by any means, it restarts in 1d4 rounds.

You then may don or remove the stolen skin as a move action. When wearing a stolen skin, you take on the likeness of the skin's original owner, including the victim's voice, build, and



size, but gain none of the creature's abilities. The stolen skin grants you a +10 bonus on Disguise checks to appear as that creature, with none of the usual penalties for different gender, race, age, and size. Stolen skins are preserved for the duration of the fey-blessing and remain as supple as living skin. You may only have a single skin stolen at a time; stealing another forces you to discard any previously stolen skins. Discarded skins rot and decay normally. Discarded skins may not be reused.

Rituals

Find Fairy Ring

This ritual uses the optional rules found in section 8.

Sphere Fallen Fey; **Ritual Level** 1

Casting Time 5 minutes

Components S, M (5 gp in fungus native to Faerie)

Description This ritual give you the direction to the nearest fairy ring that you are capable of passing through. It gives no information regarding distance.

Fairy Path

This ritual uses the optional rules found in section 8.

Sphere Fallen Fey; **Ritual Level** 3

Casting Time 30 minutes

Components S, M (25 gp cold iron compass that is consumed at the end of the duration)

Description This ritual causes the compass to point toward the fairy ring nearest a destination in Faerie specified during that casting of the ritual. The compass points the way for 24 hours, then disintegrates.

Incantations

Create Fairy Ring

While many fairy rings occur naturally, they can be created.

This incantation uses the optional rules found in section 8.

Sphere Fallen Fey; **Level** 5th

Skill Checks In order: Knowledge (nature) DC 23 1 success, Knowledge (geography) DC 23 1 success, Knowledge (planes) DC 23 1 success, Perform (dance) DC 23 3 successes

Casting Time 2 hours

Components: S, V, M (spores taken from fungus native to fairy or stones taken from Faerie)

Target unoccupied natural ground of at least 10 ft. in diameter.

Duration Instantaneous

Saving Throw N/A; **SR** N/A

Description

To begin the incantation, the primary performer seeds the ground with spores taken from a fungus native to Faerie or places stones taken from Faerie, making the Knowledge (nature) check. The destination is then fixed by making the knowledge (geography) and Knowledge (planes) checks. The performers (at least 20 total, though creatures of the fey type count double) then dance vigorously around the circle, causing the fairy ring to form. Regardless of the result, all performers must succeed on a DC 18 Fortitude save or be fatigued at the end of the incantation.

Upon successfully completing the incantation, the fairy ring will be fully formed. See *Traveling Through Faerie* in Section 8 for more details.

Backlash The ring opens to a destination 1d10 miles away from the intended target per failure.

Failure The ring is malformed, opening briefly to disgorge 4d6 Hit Dice of gremlins before crumbling into useless dust.

Chapter 5

Player Options

Feats

Enchanting Performance

Prerequisites: Fallen Fey sphere, Enchanting Music or Beckoning Call, Bardic performance or raging song class feature.

Benefit: You may use your Beckoning Call or any of your Enchanting Music options in place of a bardic performance or raging song, starting and maintaining the effects as if it was a performance or raging song by spending performance or raging song rounds. Feats such as Lingering Performance apply to your Beckoning Call and Enchanting Music when used in this way.

Fairy Alchemy

Prerequisites: Fallen Fey sphere, Fairy Dust, Alchemy sphere.

Benefit: If you possess the (poison) package of the Alchemy sphere, you may use fairy dust from the Fairy Dust talent as if it was a poison. If you possess the (formulae) package of the Alchemy sphere, you may throw fairy dust from the Fairy Dust talent as if it was a splash weapon in place of a formulae, with a 5-ft. splash radius. You may use the higher of your Alchemy sphere and Fallen Fey sphere DCs to determine the effects of this dust.

Master of Faerie

Prerequisites: Fallen Fey sphere, Summon Fairy, forbidden lore class feature.

Benefit: Add your forbidden lore bonus to your caster level when determining the total Hit Dice of fey creatures you may have summoned at one time.

Unseelie Trapper

Prerequisites: Fallen Fey sphere, Snare Setter, Trap Sphere.

Benefit: In place of the snare from your Snare Setter fey-blessing, you may place any snare from the Trap sphere that you

possess. You do not require a trap bag to set such snares. You may use your ranks in Craft (traps) in place of your caster level when determining the effects of the Snare Setter talent.

Water Manipulator

Prerequisites: Fallen Fey sphere, Water Mastery, Nature Sphere (water geomancing).

Benefit: You may use the abilities granted by Water Mastery as geomancing abilities without activating them as fey-blessings. When doing so, the range of such abilities becomes equal to your geomancing range.

When using abilities granted by Water Mastery, you may use the higher of your Nature (water) and Fallen Fey caster levels.

Alternate Racial Traits

Elf, Gnome, Sidheir - Faerie Born

True children of Faerie, not the exiles born in another world and corrupted by its influence. Faerie born change their type from humanoid to fey, though do not change any subtypes. For elves, this modifies type and replaces keen senses. For gnomes, this modifies type and replaces defensive training. For sidheir, this modifies type and replaces multitalented.

Elf, Fenghuang, Gathlain, Gnome, Half-Elf, Sidheir-Fey Heart

The power of the fey runs stronger in some faebloods, whether by practice of their innate skill, stronger traces of the blood of the upper echelons of the courts, or some other cause. They gain the Basic Magical Training feat for the Fallen Fey sphere as a bonus feat. For elves, this replaces elven magic. For fenghuang, this replaces curiosity. For gathlain, this replaces natural armor and spell-like abilities. For gnomes, this replaces gnome magic. For half-elves, this replaces keen senses. For sidheir, this replaces sphere of desire.

Traits

Fairy Magic (magic): You are particularly proficient in fey magic. You gain a +1 trait bonus to your caster level for the Fallen Fey, Illusion, and Mind spheres. This bonus cannot cause your caster level to exceed your Hit Dice.

Fey-blood (race): You have traces of fey blood in your veins, granting you an affinity for fey magic. Twice per day, you may spend a standard action to activate a fey-blessing, reducing the spell point cost by 1.

Traditions

Ley-line Tapper

Ley-line Tappers draw their power from the innate mystic potential of the leylines connected to notable natural locations. Doing so takes great effort, but once the power is drawn, it is in some measure self-sustaining. Ley-line tappers gain +1 spell point, +1 per 6 levels in casting classes.

Drawbacks Extended Casting, Nature Warden

Boons Easy Focus

Unified Traditions

Unified Traditions

Casting traditions are a great way to customize a caster's history, style, and build. Martial traditions fulfill a similar role for martial characters. However, choosing one of each, particularly finding ones that combine well and aid in creating a unified character concept, can be a daunting task. To help with this process, we present to you a series of unified traditions, presented below.

Unified traditions are not a new concept, but are rather a series of predetermined martial/casting tradition hybrids, which may be used completely as-is, or may be customized to suit a player's needs. As unified traditions are player seeds, they not only include a martial tradition and casting tradition, but also include the caster's two bonus magic talents. A character who gains a unified tradition can not gain a martial tradition, can only choose a new casting tradition when gaining their first level in a new casting class as described in Spheres of Power, and does not gain two bonus magic talents (since these are included in the unified tradition).

Some unified traditions include variant versions, where a multitude of talents are traded out to create a slightly different concept, not unlike how an archetype is a variant on a class. When selecting a variant for a unified tradition, the tradition's usual talents are replaced by those detailed under the variant. Sections marked "variable" allow the character to select between different talents.

Elf-shot Hunter

Bowmen that stalk the woods of faerie and the fey-haunted lands of other planes, elf-shot hunters are adept at manipulating their targets with fairy dust coated arrows, leaving them fleeing, bewildered, or entirely forgetful of the encounter. Elf-shot hunters gain +1 spell point, +1 per 6 levels in casting classes.

Martial Training: *Equipment:* Huntsman Training
Alchemy Sphere

Fey Alchemy feat

Variable Barrage sphere or Sniper sphere

Bonus Magic Talents: Fallen Fey Sphere

Fairy Dust

Drawbacks: Focus Casting (bow), Fey-infused Magic, Wild Magic (or Variant Wild Magic, if using Wild Magic)

Boons: Overcharge (or Wild Surge, if using Wild Magic)

General Drawbacks

Fey-Infused Magic

Your magic is intrinsically linked to the realm of Faerie and shares its inhabitants aversion to iron. Any creature wearing light armor consisting of cold iron, steel or iron gains a +1 circumstance bonus to saving throws against sphere effects originating from you. Wearing medium armor increases this bonus to +2 and wearing heavy armor increases it to +3. Wielding a weapon made of cold iron increases this bonus by +1.

When a creature under the effects of one of your sphere abilities takes damage from an iron or steel weapon, you must make a magic skill check against a DC of 11 + the attacker's base attack bonus or have the effect suppressed for 1d6 rounds. Roll once for all active effects. This DC increases by 4 if the weapon is made from cold iron.

Nature Warden

You are mystically bonded to a single notable location such as a cave, large tree, spring, or prominent stone and draw your magic from it. You must remain within a number of miles equal to your MSB to use your magic normally. Using magic outside this area requires you to make a concentration check (DC 20 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. You may bond to a new site of the same general type with an 8 hour ritual.

Chapter 6

Equipment

Specific Items

Compass of the Fey Walker

This item uses the optional rules found in section 8.

Aura Divination; **CL** 3rd

Slot None; **Price** 6,000 gp; **Weight** 0.25 lbs

This silver compass' needle wanders randomly while on any plane other than Faerie. Once in Faerie, the compass's bearer may hold it up and concentrate on a destination on the material plane for 1 minute. The compass will point toward the nearest fairy ring, mound, or other similar passage between worlds that opens within 1d12 miles of that destination that is large enough to allow the bearer to pass. It continues to do so until it returns to the material plane, a new destination is selected, or it leaves the bearer's possession.

Construction Requirements

Craft Rod, Divination Sphere, Dowsing; **Cost** 3,000 gp

Gremlin Bells

Aura Faint Fallen Fey & Protection; **CL** 3rd

Slot None; **Price** 1,000 gp; **Weight** 1 lb

These delicate bells, no more than an inch high each, are crafted from bronze, brass, or other semi-precious metals and strung up over doors, windows, or objects which the owner wishes to keep from gremlins. Gremlins that comes within 20 ft. of a set of bells affixed to an object are nauseated and prevented from using any supernatural or spell-like abilities.

Construction Requirements

Craft Rod, Fallen Fey Sphere, Protection Sphere; **Cost** 500 gp

Grig Fiddle

Aura Faint Fallen Fey & Mind; **CL** 3rd

Slot None; **Price** 8,200 gp; **Weight** 2 lbs

This exquisitely made fiddle bears fine carvings depicting fey and mortals cavorting joyously. In addition to being a masterwork stringed instrument, a skilled player can mimic the enchanting music of the grig, compelling those around them to dance. As a standard action, the bearer may play, forcing all creatures within a 20-ft. radius to dance and caper unless they succeed on a Will save with a DC equal to 10 + 1/2 the player's rank in Perform (strings) + the player's Charisma modifier. This effect lasts for as long as the creature remains within the area of effect. The bearer may continue to play as a standard action. Treat this effect as being staggered. Once a creature makes the save against a grig fiddle, it is immune to that fiddle for 24 hours. This is a sonic mind-affecting compulsion effect.

Construction Requirements

Craft Rod, Fallen Fey Sphere, Mind Sphere; **Cost** 4,200 gp

Crafting Magic Items

Power and Complexity for the Fallen Fey sphere

Fey-link

Range: Self

Duration: 1 minute/caster level

Effect: Apply fey-link to the target, as the base Fallen Fey sphere, as well as the Nature-connection fey-blessing linked to a terrain selected when the item is created.

Complexity

Improved fey-blessing: You may change the fey-blessing effect granted, add an additional terrain to Nature-connection, or apply a Fallen Fey talent to the effect by increasing the complexity by 1. If the talent or ability requires the expenditure of a spell point, increase the complexity instead by 2.

Chapter 7

Bestiary

GREMLIN, TUNNELER

CR 1

XP 400

CE Tiny fey

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

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

hp 8 (1d6+5)

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

DR 3/cold iron; **SR** 11

OFFENSE

Speed 20 ft., burrow 20 ft.

Melee shovel +4 (1d8+3/x3)

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

Special Attacks break ground, undermine

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 10

Feats Skill Focus (Knowledge (engineering)), Toughness

Skills Climb +6, Craft (Traps) +4, Knowledge (engineering) +4, Knowledge (geography) +4, Perception +5, Stealth +12

Languages Aklo, Undercommon

SQ shovel training, strength, tunnel

SPECIAL ABILITIES

Break Ground (Ex): A tunneler can pass directly beneath the space of another creature, softening the ground and causing unstable footing. If the tunneler is in a space directly below the surface of the ground, it can choose to make the surface of the ground above it difficult terrain. Clearing this difficult terrain requires a full-round action. If a creature occupies this space when the tunneler passes beneath it, the creature must succeed on a DC 12 Reflex save or fall prone. If the creature's space is larger than one 5 ft. square, then the tunneler must pass beneath all of the creature's occupied spaces in order to force this save. This DC is Strength based.

Shovel Training (Ex): Tunnelers are proficient in the use of their shovels as weapons. Use the statistics for a greataxe sized appropriately.

Strength (Ex): Despite being tiny, tunnelers may use their Strength to determine CMB, CMD, and Climb.

Tunnel (Su): When using its burrow speed, the tunneler may choose to leave behind a stable passage suitable for creatures of Tiny size or smaller. Creatures of Small size may pass through by squeezing. A group of at least 4 tunnelers can leave a space suitable for a Small creature through which a Medium creature can squeeze through. Larger passages require construction and reinforcement, though each tunneler can supply the labor of 4 humans for projects that consist primarily of digging, such as making ditches, mines, or tunnels.

Undermine (Ex): A tunneler can spend up to 12 hours digging beneath a wall or other structure. At the end of this time, the tunneler can cause its tunnels to collapse as a full-round action, dealing 10 damage per hour to a 5-ft. section of that structure. This damage bypasses hardness and deals full damage to objects. Multiple tunnelers can aid each other to reduce this time, but cannot increase the maximum damage to a single section.

ECOLOGY

Environment any underground

Organization solitary, team (2-4), labour (6-12)

Treasure standard (shovel, trap bag, other treasure)

Tunneler gremlins delight in chaos and destruction, but have more patience than many of their kin. Tunnelers take their time, working in teams to undermine structures carefully, allowing them to set off a carefully engineered collapse (complete with mad cackling), dealing far more damage than they would otherwise be able to. As Faerie is dominated by natural landscapes and toppling trees and causing landslides is less amusing than collapsing buildings, tunnelers take any chance they can get to escape to planes with complex architecture to destroy. Needless to say, they are killed on sight in all cities, with many municipalities offering a bounty for their destruction.

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

MENEHUNE

CR 1/2

XP 200

NG Small fey

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

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d6+2)

Fort +2, **Ref** +6, **Will** +2; +2 vs. illusions

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3+1/19–20)

Ranged shortbow +3 (1d4)

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

STATISTICS

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Point Blank Shot

Skills Acrobatics +7, Craft (carpentry) +5, Knowledge (Engineering) +2, Perception +5, Perform (dance) +6, Perform (sing) +6, Stealth +15

Languages Common, Sylvan

SPECIAL ABILITIES

Rapid Construction (Ex): When constructing buildings, mines, tunnels, ditches, etc., a menehune performs the work of 10 normal humans.

Friendship Arrows (Su): When a menehune fires an arrow from any bow, it can change the arrow into a charm arrow as part of making the attack. A menehune can do this a number of times per day equal to its Charisma score (usually 15). The arrow does not damage and the target must succeed on a DC 12 Will save or have its attitude toward the menehune shift to friendly as an instantaneous effect. The saves DC is Charisma-based.

Peaceful island dwellers, menehune are seldom violent unless pressed. When threatened, they prefer to use their friendship arrows to make peace. Normally exclusive, those that know how to contact them and offer their favorite foods (fish and bananas) can sometimes get them to apply their impressive speed in construction projects. Areas with menehune are known to sprout temples, ponds, and other construction overnight. Despite this, they rarely build such things for themselves and prefer to live away from others, moving away from any area that becomes significantly settled.

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

ECOLOGY

Environment tropical

Organization solitary, band (7–12)

Treasure standard (carpentry tools, other treasure)



Chapter 8

Special Rules

Traveling through Faerie

The faerie realm (the precise name and nature of this plane will vary depending on setting) offers both potential and risk for travelers. Its chaotic and ever-shifting relation to the material plane allows rapid transit between distant points for those skilled or foolish enough to attempt it.

Entering and exiting faerie is simple enough; one simply performs the appropriate ritual at a fairy ring or fey mound and steps through. Reaching one's intended destination, however, is another matter.

Fairy Rings

Fairy rings can be found in any wilderness. They are never present in any developed area unless deliberately created. A ring is usually within 1d6 miles of any given wilderness location. If using a 6 mile hex map, each hex that lacks a settlement of city size or larger will have 1d2 natural fairy rings. Hexes with cities or larger settlements will have only 1 natural fairy ring. The fairy ring consists of a circle 5 to 10 ft. in diameter, consisting of coral (salt water oceans only), mushrooms, small stones, or wildflowers. Noticing the formation requires a DC 10 Perception check (modified for distance) and identifying it requires a DC 15 Knowledge (nature) or DC 20 Knowledge (planes) check. If exploring a hex, any fairy rings in that hex can be located with a DC 10 perception or Knowledge (nature) check as part of the normal exploration.

Once located, rings may be opened using the Open Fairy Ring ritual or by those with the Faerie Ring Traveler advanced talent. Once opened, the gate formed to faerie remains open for 1d6 minutes, though fey creatures of sufficient power can hold it open longer or close it sooner. Rings tend to serve as focal points for local fey activity as well as attracting magical beasts native to the area. Accessing the ring may prove difficult without bargaining with the local fey and magic beast population. There is a 70% chance of a random encounter appropriate to the environment at each end of the fairy ring.

Creatures larger than the size of the ring may have difficulty passing through; most rings are of Medium or Large size, occupying squares accordingly; a creature whose size is no larger than the size of the circle may pass through unimpeded. Creatures of one size larger may pass by squeezing. Creatures of two or more sizes larger cannot pass unless they possess an ability allowing them to squeeze through small openings.

Fairy rings can be broken if a section of them is destroyed. Each 5-ft. square that contains a ring or part of a ring can be targeted individually. The ring has an AC and touch AC of 10, with hardness 0 for flowers and mushrooms or 10 for coral and rocks, and each square has 30 hit points. Once broken, a ring cannot be opened until it is repaired. A fairy ring counts as a magic item with a caster level of 5 (higher level rings can exist) for the purposes of restoring its hit points, repairing it, or suppressing its magic.



The region of faerie the ring opens into is not apparent before crossing through, though the local fey are usually knowledgeable (if accurate information can be obtained from them) and may even be willing to open the way to favored persons. The connection point of a given ring may drift with time; using the same ring days apart is reliable, but over the course of a month it may change somewhat (roll 1d3; on a 1, move the random location result up one entry, on a 2 it is unchanged, on a 3 move down one entry) and over a year it may change significantly (re-roll).

Table 7.1 Land-based Fairy ring random connection table

| <i>D100 Roll</i> | <i>Result</i> |
|------------------|--|
| 1-5 | Island. Roll 1d20; on a roll of 20, there is a fairy ring to your destination within 1 mile on the island, otherwise reaching another ring requires crossing 1d6 miles of water. |
| 6-20 | Seelie forest |
| 21-25 | Unseelie forest |
| 26-35 | Seelie plains |
| 36-45 | Unseelie plains |
| 46-55 | Seelie caverns |
| 56-65 | Unseelie caverns |
| 66-75 | Frozen wastes |
| 76-85 | Mistlands |
| 86-95 | Swamp |
| 96-100 | Lake |

Traveling through Faerie

The land of Faerie is a place where the usual rules of time, space, and location do not apply. Sometimes time moves faster or slower, and yet, a place might have a permanent weather pattern or even time of day, which changes as slowly as the seasons do on the material plane. The denizens of Faerie might populate entire cities, and look upon an intruder from the material plane with as much distrust as a mortal city might look upon a visiting ogre. As such, while the PCs might have incredible adventures in the realm of Faerie as determined by them and the GM, most mortal visitors to the world of Faerie do so only temporarily; using Faerie as a shortcut for their desired travels in the mortal world.

Once in Faerie, the travelers must locate a fairy ring that connects to a spot near their desired destination. Friendly denizens of the plane may be willing to help and indifferent ones may be bribed or persuaded to give directions. Once the return ring's location is known, reaching it requires crossing 1d12 miles. There is a 25% chance each mile that the terrain will change (roll on Table 7.1). Random encounters are rolled for

each hour of travel. When the destination is reached, just as with entering, there is a 70% chance of a random encounter appropriate to the environment at either end of the fairy ring.

Once the fairy ring has been reached, it may be opened by the same methods and passing through will deposit you near your target destination, with the distance determined by how successful you were in selecting it. See the below table:

Table 7.2 Distance from destination

| <i>Destination Accuracy</i> | <i>Distance</i> |
|-----------------------------|--|
| Correctly Identified | 1d6 miles |
| Close | 1d6 miles per mile traveled in fairy |
| Random | 1d20 miles per mile traveled in fairy |
| Malicious Misinformation | 1d100 miles per mile traveled in fairy |

Be aware that time travels differently in Faerie. Consult the following table to determine how much time has passed:

Table 7.3 Time Difference

| <i>D10 Roll</i> | <i>Time</i> |
|-----------------|---|
| 1 | 1 day passed per hour in Faerie |
| 2-5 | Twice as much time passed as you were in Faerie |
| 6-9 | Half as much time passed as you were in Faerie |
| 10 | 1 minute passed per hour in Faerie |

Fairy Mounds

Fairy mounds allow travel without these difficulties. Each side of the portal in a fairy mound remains fixed unless sundered by powerful magic and the difference in time flow is fixed by the mound's creator. As the locations are known and constant, encounters at the mound are not random. However, creatures with the power to create such mounds rarely do so without cause. Mounds will usually be found deep in the desmenes of powerful lords of faerie and watched and guarded appropriately.

Chapter 9

Setting Application

This chapter is not intended to present settings or advocate particular sets of options, but simply to present thoughts on different ways fey creatures and Faerie can be used to color and enrich a setting.

Faerie?

While throughout this book it is assumed that there is a separate plane that is the home or origin of fey creatures, this may not be true in all settings. In building or modifying a setting, it is important to ask what you want different elements to do. In some types of game, the fey are simply a creature type, more magical than humanoids, less strange than aberrations, and less aligned than outsiders. If that is all you need, the rest of this chapter may be of little interest.

Fey creatures could also be representatives of the natural world. If so, there isn't necessarily a need for them to originate elsewhere; they are simply spirits tied to trees, streams, and rocks. Some work very well for this, such as dryads with their bond to trees and their nature magic. Others are less obvious. In addition to or instead of representing nature, they can represent other things, selecting creatures as appropriate. Not every creature is appropriate for every setting and selecting or modifying creatures to suit the desired framework is a valuable tool for setting-building.

Having a separate plane offers some benefits. Adventures can be based on traveling through Faerie and having an entire plane makes room for all kinds of fey that may not fit well with narrower themes. Plots can also involve the relations between planes. Is Faerie at risk of invasion from the abyss? Do fey lords strive to increase their power by subsuming parts of the material plane into their domains?

The Courts

Courts are a convenient way to group fey creatures bound by some similar characteristics. This does not require that the courts are solitary, global, or exclusive. It is possible to have all fey tied to a court and each court organized into a single body, but this is by no means the only option. There may be many regions with or without a separate plane and each may have separate and even competing structures. There is no need for all fey to be tied to a court; court politics may only be of interest to a limited set of fey. Possibilities range from having one or two high fey that dominate a rigid structure all the way

down to the lowliest brownie and gremlin to there being multitudinous 'courts', each based around a creature slightly more influential than the others, with membership in constant flux. Moving towards the former emphasizes structure and the incredible power of alien beings and can work for showing how they are bound by rules, even if those rules are incomprehensible to mortals, while the later emphasizes the chaotic and variable nature frequently ascribed to fairies.

Seasons

If emphasizing the fey link to nature, tying fey courts to the seasons can be useful. In temperate climates, this could simply give you summer and winter courts, mapped roughly over the seelie and unseelie mentioned previously, or could be expanded to give spring, summer, fall, and winter courts.

Spring naturally carries themes of birth and rebirth, youth, growth, and change. The days are getting longer and the future is bright. On the darker side, the young are weak, the nights are still cold, and the melting snow can uncover buried secrets or cause sudden floods.

Summer is reaching adulthood, heat, and possibly drought. It is most often a time of plenty and the long days are filled with light. Areas tied to summer have towering trees, summer flowers, and may never see sunset. By contrast, they can also be battered by terrible storms.

Autumn also carries themes of change and transition, though mixes them with preparation, exemplified by the harvest. The dark and hunger of winter are in sight. Autumn regions are brilliantly colored in yellows, oranges, and red, with fruit hanging low from trees, but the wind is cool and there is an underlying unease.

Winter is the death of the world, a time of cold and hunger. Winter regions are filled with snow and ice. Food is scarce and the inhabitants see others as either predators or prey.

If the setting is more focused on other regions, the fey there could instead be tied to wet and dry seasons, with a court of rain, flood, or monsoon opposed to a court of drought. Island fey may be divided between courts of land, sea, and storm, or even further divided between freshwater and saltwater.

In any case, the courts do not necessarily require moral alignments; a summer tornado and a winter blizzard can both deal death and destruction and both are equally natural.

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The Fey Binder's Handbook

The Fey Binder's Handbook is an expansion and reimagining of the Fallen Fey sphere, first introduced to the world in the Skybourne campaign setting and designed for the Pathfinder Roleplaying Game.

This sphere grants its users the ability to mimic and command the elusive powers of the fey, including commanding the blinding beauty of the nymph, commanding legions of gremlins, and even wearing the crown of the great courts of the fey. Bring something new to your tables and explore the great powers of the unseen world with the Fallen Fey sphere!

