

EVERYMAN MINIS

FEY SHAMAN SPIRIT



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Author: David N. Ross

Cover Artist: Luiz Prado

Development: Alexander Augunas

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~ Alexander Augunas

THE FAERIE REALMS

The Faerie Realms are a place of upmost beauty and horrific terror, a realm where nature is epitomized to its fullest. While most think of the fey folk as being cute tricksters or dutiful protectors of unspoiled places, since they embody all aspects of nature, they are also predators and carrion feeders, parasites and poxes, even death itself.

Most famously, vows and bargains take on a life of their own when made in the Faerie Realms, as fey are paradoxically beings of whimsical chaos while also being pragmatic adherents to a set of governing rules they refer to as the “Natural Order.” As a result, a deal made with a fey often gives power to those who keep their word and respect their newfound allies. Fey creatures collect bargains and oaths like a small child might collect bugs or rocks—merely to investigate them and see where their newfound ally takes them. In this way, not only do fey make oaths for conventional influence but also to give lasting shape to the storybook reality of the fey realm, which seems to coalesce around ancient vows.

Even in the Mortal Realms, thin places and boundaries exist where strange fey spirits can be found, eager to trade for mortal servants and magical secrets. These spirits often playfully dance around byzantine taboos or grimly abide by a code of honor alien to mortals. They tempt mortals with powers of illusion, life, transformation, and trickery.



NEW SPIRIT

The following spirit is available to all shaman.

FEY (SHAMAN SPIRIT)

A shaman who chooses the fey spirit looms larger than life. Every color on her person stands out sharper, and every feature seems memorably striking—possibly statuesque or hideous or inspiring, but never common. Her hair and clothing move as if living extensions of her body, perking up when she is attentive or drooping when she is exhausted.

Spirit Magic Spells: *faerie fire* (1st), *invisibility* (2nd), *suggestion* (3rd), *conditional curse*^{III} (4th), *polymorph* (5th), *veil* (6th), *fey gate*^{IIW} (7th), *polymorph any object* (8th), *shapechange* (9th).

HEXES

A shaman who chooses the fey spirit can select from the following hexes:

Fey Seeming (Su): A shaman can change her appearance for a number of hours per day, as if using *disguise self*, except she can look like a fey or her actual creature type as long as she doesn't appear as a creature of a larger or smaller size category than her actual size. These hours don't need to be consecutive, but they must be spent in 1-hour increments.

At 8th level, when the shaman uses this hex, she can choose to transform herself into a Small or Medium fey, as *fey form I*^{IIW}. Each minute she spends in this form counts as 1 hour of use of this hex, and this duration must be spent in 1-minute increments. Changing form (including changing back) is a standard action that doesn't provoke an attack of opportunity. At 12th level, this transformation functions as *fey form II*^{IIW}. At 16th level, this transformation functions as *fey form III*^{IIW}. At 20th level, the shaman can use this ability to assume the form of a Diminutive, Tiny, Small, Medium, Large, or Huge fey. (This still functions as *fey form III*^{IIW}.)

Curse of Doom (Su): The shaman calls doom down upon a target within 60 feet with a quick incantation as a standard action. Whenever the target takes hit point damage, it takes an additional 1d6 points per 3 shaman levels (minimum 1d6) of damage of the same type. This is a curse effect that lasts 1 minute. A Will save negates this effect.

Foliage Slide (Su): The shaman can teleport from one area of plant life to another location. This ability is used as part of a move action or a withdraw action, allowing her to move up to 10 feet per shaman level to any location she can see. The shaman's teleportation must begin and end in a square that contains or is adjacent to an area of foliage that occupies a 5-foot space or larger. Each use of this ability counts as 5 feet of action movement. The shaman can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attacks as part of her move action provokes as normal. The shaman can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Secret Sight (Su): The shaman possesses an uncanny ability to disbelieve illusions. Whenever the shaman moves into a space

that is within 10 feet of an illusion effect that allows a Will save to disbelieve, she automatically attempts a Will save to disbelieve the illusion as if she were actively interacting with it. The GM rolls this Will save in secret. In addition, whenever the shaman attempts a Will save to disbelieve an illusion she is actively interacting with, she gains a +4 insight bonus on her Will save. She also gains a +4 insight bonus to Perception checks to notice and pinpoint the location of invisible creatures. At 8th level, she can *see invisibility*, as the spell, for a number of minutes per day equal to her shaman level. These minutes don't need to be used consecutively, but they must be spent in 1-minute increments.

Forgetfulness (Su): As a standard action, you make a creature within 30 feet lose its memories, as the spell *memory lapse*^{APG}. A successful Will save negates this effect. At 7th level, this ability gains a duration of 1 round per shaman level, and the creature forgets everything that happened to it from the beginning of its last turn to the end and makes the target forget everything that happened from the round this ability was used to the end of its duration when the duration ends.

At 13th level, the shaman can use this ability as *modify memory*. A successful Will save negates this effect. At 17th level, the shaman can affect up to 2 hours of memories per shaman level by visualizing the creature's appearance at that point in the creature's life. Modifying 2 hours of memory takes 1 minute of concentration. At 20th level, you can affect up to 1 year of memories with this ability, and modifying 1 year of memory takes 1 minute of concentration.

Whether or not the target succeeds on its Will save, the shaman can't use this ability on it again for 24 hours.

SPIRIT ANIMAL

The shaman's spirit animal is strangely-colored and has at least one feature that cosmetically resembles part of another creature of the same type. It will often have a bombastic personalities resembling that of a specific kind of fey creature. It gains fast healing 1, or any fast healing it already has increases by 1.

SPIRIT ABILITY

A shaman who chooses the fey spirit as her spirit or wandering spirit gains the following ability.

Blinding Glare (Su): As a standard action, the shaman can glare at one opponent within 30 feet. If the target can see her, that target is blinded and staggered for 1 round unless it succeeds on a Fortitude save. Whether or not it succeeds, the shaman can't use this ability on it again for 24 hours. This is a mind-affecting effect.

GREATER SPIRIT ABILITY

A shaman who chooses the fey spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Fey Skin (Su): The shaman gains DR 2/cold iron. This DR increases by 1 for every 4 levels beyond 8th the shaman possesses. Three times per day as a standard action, she can

cause fairy dust to explode from her body in a 10-foot-radius burst. This functions as *glitterdust* except it dazzles creatures that succeed on the saving throw instead of blinding them and the shaman's allies are unaffected. The shaman must wait 1d4 rounds between uses of her fairy dust.

TRUE SPIRIT ABILITY

A shaman who chooses the fey spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Reality Warper (Sp): Three times per day, whenever the shaman casts a shaman or spirit magic spell from the enchantment, illusion, or transmutation schools, she can increase the spell's save DC to equal $10 + 1/2$ her shaman level + her Wisdom modifier. Any other bonuses she would add to the spell's save DC (such as Spell Focus) apply normally. Using this ability is part of the action to cast the spell, and must be declared before any concentration checks or attacks of opportunity in response to the spell's casting are attempted.

MANIFESTATION

Upon reaching 20th level, the shaman becomes a spirit of the fey realm. Her type changes to fey and she gains the augmented subtype corresponding to her original creature type. Additionally, she gains immunity to death effects and has fast healing 5. Whenever the shaman dies, she reincarnates (as *reincarnate*) 1d4 days later in the Faerie Realms. The shaman's body cosmetically gains attributes associated with one type of fey when she reincarnates in this manner, and she gains the one time ability to return to the place she died (or any area within 1 mile that she can visualize) as if she had been summoned to the Faerie Realms using the *planar ally* spell.

The shaman can only reincarnate in this manner once per month. If she dies more than once during this time, she remains dead and must be raised from the death normally.

NEW ARCHETYPE

The following archetype is available to all shaman.

FEY CONDUIT

Rather than consort with wandering spirits, a fey conduit consorts almost exclusively with fey creatures. In this way, a fey conduit are a medium between mortals and fey, forever attempting to bridge the gap between these two very different cultures.

Fey Spirit: At 1st level, you must choose the fey spirit as your spirit.

This ability alters spirit.

Summon Fey (Sp): Starting at 4th level, a summoner can cast *summon nature's ally II* as a spell-like ability a number of times per day equal to $3 +$ her Wisdom modifier. She can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 6th level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more

powerful creatures (to a maximum of *summon nature's ally IX* at 18th level). At 20th level, this ability can be used as *fey gate* or *summon nature's ally IX*. If used as gate, the fey conduit must pay any required material components. A fey conduit cannot have more than one *summon nature's ally* or *fey gate* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* or *fey gate* immediately ends. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.

This ability replaces wandering spirit

Fey Summons (Su): At 6th level, whenever a fey conduit uses her *summon nature's ally* spell-like ability, she can choose to summon a creature from a lower-level spell list with the fey creature template instead of a creature from a higher-level spell list. For example, if she uses this ability as *summon nature's ally II*, she could summon one creature with the fey creature template from the *summon nature's ally I* list instead of a creature from the *summon nature's ally II* list. When summoning a fey creature from a lower-level list in this manner, the fey conduit only summons one creature of that kind.

This ability replaces the wandering hex gained at 6th level.

Greater Fey Summons (Su): At 14th level, whenever a fey conduit uses her *summon nature's ally* spell-like ability to summon one creature from her highest-level *summon nature's ally* summoning list, she can choose to summon that creature with the fey creature template. She can use this ability a number of times per day equal to her Wisdom modifier.

This ability replaces the wandering hex gained at 14th level.

NEW SPELL

The following spell is associated with fey and characters who consort with them.

PIXIE POLLEN

School transmutation; **Level** druid 6, shaman 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range touch

Target up to six touched creatures

Duration see text

Saving Throw Will negates; **Spell Resistance** yes

You create a batch of magically enhanced pixie dust that you can use to play a variety of fey tricks upon your targets. You may choose a different trick for each target of this spell, but you must choose which trick affects each target when the spell is cast. When targeting a creature with this spell, you choose the duration and modify the save DC of this spell based upon the duration you chose, as follows: 10 minutes/level (+0), 1 hour/level (-1), 1 month/level (-2), permanent (-3), or instantaneous (-4). If the duration is instantaneous, the effects of pixie pollen can only be undone by *limited wish*, *miracle*, or *wish*. All save DC penalties (including those for duration)

are determined on a target by target basis. For example, you could play a permanent act your age trick (cumulative –7 save DC penalty) on one target while playing a 10 minute/level makeover trick (cumulative –1 save DC penalty) on another.

The tricks you can use in conjunction with this spell are as follows:

- » **Act Your Age:** You can make the target one age category older or younger, functioning as *alter age* affecting the target's mental age category (see *CHILDHOOD ADVENTURES*). For every additional –1 penalty that you take to the spell's save DC, you can make the target one additional age category older or younger, to a maximum age of Venerable or a minimum age of Infant. For example, if you target a Young Adult character and take a –2 penalty, you would make the target a Child. This trick counts as a necromancy (aging) effect.
- » **Adjust Age:** You can make the target one age category older or younger, functioning as *alter age* affecting the target's physical age category (see *CHILDHOOD ADVENTURES*). For every additional –1 penalty that you take to the spell's save DC, you can make the target one additional age category older or younger, to a maximum age of Venerable or a minimum age of Infant. For example, if you target a Young Adult character and take a –2 penalty, you would make the target a Child. This trick counts as a necromancy (aging) effect.
- » **Friendship:** You can change the target so it regards one creature of your choice as its best friend, as if that target had charmed the target with charm monster. For every additional –1 penalty that you take to the spell's save DC, you can choose one additional creature for the target to regard as its best friend.
- » **Make Over:** You can change the character's creature type, functioning as if the target had died and you raised them from death using *reincarnate*. The target cannot gain racial Hit Dice as a result of using this trick. If you take a –4 penalty to the spell's save DC and the target fails, you can choose to transform the target into any 0-Hit Die creature you desire, even if it isn't listed by *reincarnate*.
- » **Memory Mischief:** You can make the target instantly forget all memories it made during its current age category, functioning as *modify memory*. For every additional –1 penalty that you take to the spell's save DC, you can affect one additional age category of memories, moving from oldest to youngest. For example, if you target a Young Adult character and take a –2 penalty, you would make the target forget its Young Adult, Youth, and Child memories.
- » **Nap Time:** You can make the target fall asleep for the spell's duration, otherwise functioning as *deep sleep* except you can affect a creature with a total number of Hit Dice that is equal to your caster level or lower.
- » **Shrink:** You can make the target shrink one size category smaller (minimum Fine). If you take an additional –1 penalty, the target becomes a Microsized creature (see *MICROSIZED ADVENTURES*), and becomes an additional size category smaller for every additional –1 penalty to the trick's save DC beyond the first –1.

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