

BOOK of HEROIC RACES half-faerie dragons

Todd Stewart

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Book of heroic Races half-faerie dragons



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INTRODUCTION

Believe it or not, I never played 2nd Edition. I started off in 1st edition and, many years later, got back into D&D with 3.5. I have read enough about the Planescape setting to know that it would have been my favorite setting to play in had I ever gotten the chance. It is that awe and wonder for the truly weird and unusual locales that made me buy one of Paizo's last 3.5 campaign setting books, *The Great Beyond*, sight unseen. I devoured it in one sitting. After reading it, I had two thoughts. The first was, "Oh, I like this take on the Plane of Shadows. I have to use this in my home game sometime." The second was, "I hope to work with this Todd Stewart someday. I really like his work."

After a few years and the creation of Jon Brazer Enterprises, I decided to create the **Book of Heroic Races**, focusing on races that were eccentric, to say the least. So, when I saw Todd Stewart say something online about how he wanted to create a half-faerie dragon race, I could hardly pass up the opportunity. I sent him a message and not long afterwards, we agreed to the basics of what you now see before you.

I had the good pleasure of meeting Todd back at GenCon 2012. He's a really great guy and I can definitely say that I look forward to working with him again in the future.

Dale C. McCoy, Jr
President, Jon Brazer Enterprises
November 2012

How To Use This Book

This book presents a number of options you can use to create half-faerie dragon characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

APG – Pathfinder Roleplaying Game: Advanced Player's Guide

UM – Pathfinder Roleplaying Game: Ultimate Magic

UC – Pathfinder Roleplaying Game: Ultimate Combat

ARG – Pathfinder Roleplaying Game: Advanced Race Guide

So Which is it Going to Be?

"Above all else, whimsy is a virtue. That's my motto. That's the single glittering truth that I live by. That's the metaphorical pile of gold my mind curls around at night when I'm sleeping on the glittering, clinking stuff that dreams are made of. After all, I always say that..." A sharp tap on the glass and the voice pauses, redirecting its attention and focus.

"Sorry about that. I have a tendency to ramble on about myself when I meet someone new. But, what's that, you say? Who and what am I? And how did I get inside this gem? That's quite a story, so I might as well begin at the beginning."

"You can call me Astridzilindrianoxamilla—Astrid will do, if you're impatient. I know that's probably a mouthful for you, but it's short where I'm from. What am I? Nothing you've likely seen before. I'm a half-dragon. A half-faerie dragon, to be specific. I am, or was, a sorceress, and a wizard, too. Depends on who you ask, I guess. I'm kinda-sorta fey and kinda-sorta dragon, so it's one unlikely mix on top of another."

"But, now we're getting ahead of ourselves. Or perhaps it's just me with my nose ahead of my wings. While I've got your attention, let me ask for your help. What do you mean 'huh?' I'm stuck in a wizard's soul trap. Yes, yes, I'm sure that the mental image of a butterfly stretched and pinned between two panes of colored glass and hanging on a scholar's wall jumps to mind. But that's really creepy, and too close to home for me to indulge you in speculation.

The glass rattles a second time. This time, the tapping competes with the scrape of a dagger prying the softly glowing sphere from its setting in the head of a long, iron staff.

"Oh, yeah. I ducked the question of why I'm stuck in here, didn't I? What?! No, it wasn't for trying to steal something from the wizard who owns this tower! I'm shocked and aghast. You think I stumbled into a trap like some bumbling oaf trying to pinch a few coppers from some merchant's loosely tied coin purse? Hardly. But, yes, you're right—there is a story here to be told. And, damn it, you're going to listen!"

"Ahem. Magic comes to us as instinctively as everything else. Intuitive magic mostly, but the stuff of wizardly magic is also something we take to naturally. Kind of like flying. Except, we don't start out with wings strong enough to actually let us fly. We just hover and look pretty fluttering up in the air. Actual flight though, that takes effort and years of work—same as it takes for wizards to learn spells. Wizards aren't born with a stack of pre-written spellbooks and a bag of spell components. That would be really awkward. And messy. Eww. But..."

Another tap rattles the glass, this time with some sense of annoyance.

"Oh, okay, point made, I'll get to it. We're pretty fragile, and with our natural gifts, we mostly gravitate towards magic since it makes up for our physical deficiencies. Though, we're just as adept at sneaking and such as any halfling—not to make any judgments about halflings. I know some halflings that are really nice, and—hey, quit interrupting. I'm the one telling this story."

"As I was saying, those of us who aren't spellcasters are often the sneaky sort. But even the best magic-users among us tend to be the sneaky kind of spellcaster, with lots of illusions and spells that are good for frustrating and turning

away enemies more than actually harming anyone. I was, and hopefully still am, a transmuter."

"So, as I was saying about there being a synergy here even if you're not immediately seeing it—oh? I didn't actually mention anything about that? Well, a synergy between those of the sneaky persuasion and the casty persuasion – it's all about a common goal. Faerie dragons like pranks as much as shiny little trinkets. My kind being fully half faerie dragon, we like pranks half as much."

"Wait. No, that's not right. Stupid aphorism."

"What I mean to say is that we enjoy pranks and good-natured trickery just as much as our full-blooded kin. I know that I do. In fact, there was this one time that my... err... a friend's tower was being attacked by a group of raiders led by a really, really ugly ogre with bad teeth and an attitude even more wretched. Now, for most mages of my stature, it would be an easy thing to just dispatch with them forthwith. A few fireballs or a meteor swarm would have sufficed and left me with the remainder of the afternoon to add some more watercolor highlights to those scrolls I'd been penning and to enjoy a particularly delightful flask of elderberry liquor and a bubble bath. But, fireballs and meteor swarms have no style."

"Have you ever had elderberry liquor? It's amazingly delicate on the tongue, and the particular bottle I was intending to enjoy had a complex beginning, a smooth mid-body, and a sweet blueberry and peach finish. You should try some."

"Ah, yes, the raiders. Rather than roasting them in their boots—which, admittedly, I could have done, but that's a mess, and as I said, it has no style—I toyed with them. It was fun while it lasted. I'm not sure which part was the most fun. It might have been when I turned their horses into dairy cows and their armor into lace petticoats. Or, it might have been when I made it rain flower nectar and summoned a swarm of angry bees. No, wait. I think the bestest part was when I shrunk the commander's head to a tenth of its normal size, which turned his giant bellowing voice into a high-pitched girlish cry when he tried to rally his men to storm the tower's door. I still giggle at that part. Eventually, I got bored and teleported them all to the nearest town, still covered in nectar, bees, and frilly accoutrements. They never did come back; I had a story to tell my friends; and I didn't have to pay anyone to clean up burnt bodies on my doorstep. I mean, it wasn't me. My, um, friend did all that."

"Oh, and yes, the bees did eventually go away on their own."

"Pranks are good, pranks are fun, and magic is one of the best ways to accomplish a really good prank. Or sneaking. Or a little of both."

A resigned sigh echoes from outside the glass, and a pair of fingers lifts it free from its original perch to deeply inspect its depths, giving its confined occupant the fleeting glimpse of an eyeball. From this perspective, it looks gigantic.

"Hey! You're not one of those giant floating eye things are you? I don't do well with those. They rarely have a sense of humor, and magic—not so good against them, so I get fidgety. You're not? Okay, good. But, you seem to have pried me loose. This could be good or this could be bad, I suppose, depending on whether you intend to let me loose or sell me off at the nearest market to some hedge mage. Either way, I do owe you an explanation on two accounts.

So, let me finish before you decide.”

“Okay, I confess. It was a prank that got me in here. A really good one. And I don’t mean a bucket of water perched over the door, or turning your furniture invisible and rearranging it, or even polymorphing you into the opposite gender and the wrong species while you’re asleep. Those are all good ones, but this one was going to be spectacular. And it was mine. I made it. The globe would have snagged anyone who touched it, regardless of who or what you happened to be. I got distracted, and it slipped my mind and well...I leaned in to look at my reflection and adjust the way my antennae and my hair were sitting, and they accidentally tapped it, and bam! Here I’ve been ever since.”

“So yes indeed, if you’ve caught my meaning, this is my tower that you’ve burgled. It was pretty easy traipsing into, yes? But it’s not going to be so easy getting out. You’ve triggered a dozen or more wards, and without me to deactivate them, you’re going to be turned into sentient pudding, or a turtle, or something even worse. So, you can smash the gem and let me go, and I’ll happily reward you for that. Or not, but then the joke’s on you, isn’t it? Either way, it’ll be a good joke on someone.”

“So, which is it going to be?”

RACIAL TRAITS

HALF FAERIE DRAGONS

“I love apples! Apples apples apples apples! Applesapplesapples. Apple pie, apple tarts, caramel apples, applejack, applebrandy. Apples. Apples! APPLES! Can I have one?” - Viramellanixiallonika the ‘Grand Empress of Tripwires and Glittery Things that Go Boom in the Night’ to a fruit seller in Eastcrown.

General Info/History: The very existence of half-faerie dragons brings a confused look to the faces of most

Half-Faerie Dragon Racial Traits

Half-faerie dragons have the following racial traits.

+2 Dexterity, +2 Intelligence, +2 Charisma, –2 Constitution, –2 Wisdom: Half-faerie dragons are charismatic creatures, quick in both body and mind, but they suffer from distinctly fragile bodies and a lack of restraint and common sense.

Humanoid: Half-faerie dragons are humanoids with the draconic subtype.

Slow Speed: Half-faerie dragons have a base speed of 20 feet.

Small: Half-faerie dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on their combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Butterfly Wings (Ex): Half-faerie dragons possess fully functional butterfly-like wings just like true faerie dragons. Unlike their draconic ancestors, they cannot actually fly because of their frame and size. They are, however, capable of slowing their descent during a fall and using their wings to help them jump and balance, as well as control themselves while flying magically, granting them a +2 racial bonus on Acrobatics and Fly checks.

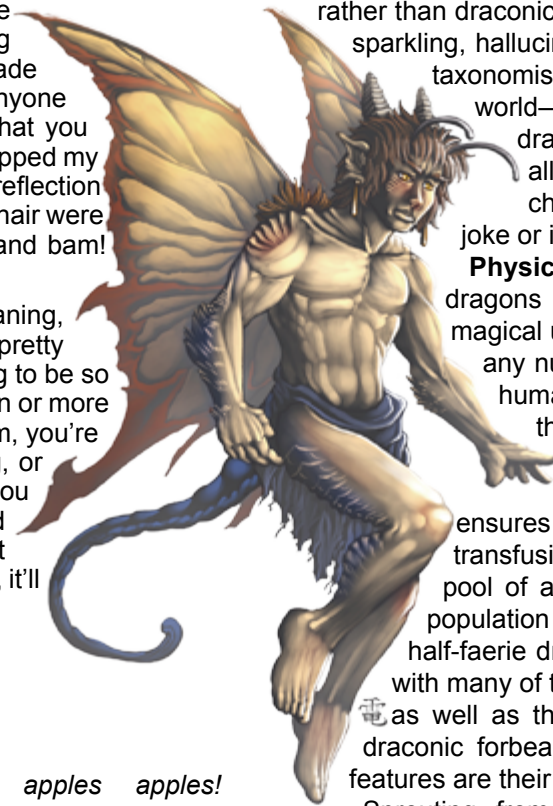
Darkvision: Half-faerie dragons can see in the dark up to 60 feet.

Arcane Whimsy (Sp): Half-faerie dragons can use *prestidigitation* as a spell-like ability a number of times per day equal to their Charisma modifier. The caster level for this ability equals the half-faerie dragon’s character level.

Breath Weapon (Su): Once per day, a half-faerie dragon can exhale a cloud of euphoric gas in a 10-foot cone. Creatures within the cone suffer euphoria for 1d6 rounds. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A Fortitude save (DC 10 + half the half-faerie dragon’s class level + the half-faerie dragon’s Constitution modifier) negates this effect.

Draconic Resistance: Half-faerie dragons gain a +2 racial saving throw bonus against paralysis and sleep effects.

Languages: Half-faerie dragons begin play speaking Common and Draconic. Half-faerie dragons with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Halfling, Orc, and Sylvan.



enlightened sages and a blush to those of even the worldliest adventurers. Though the size difference between faerie dragons and most humanoids alone makes things awkward at best, half-dragons clearly descended from faerie dragons exist in small numbers, fluttering oversized butterfly wings rather than draconic ones and occasionally exhaling a sparkling, hallucinatory breath. Sages and magical taxonomists might very well conclude that the world—or one particularly powerful faerie dragon—was playing a giant joke on all of creation, with these half-breed children playing the part of either the joke or its method of delivery.

Physical Description: While half-faerie dragons derive from the rare physical or magical union of faerie dragons and one of any number of humanoid races such as humans or elves, the vast majority of their kind are the children of other half-faerie dragons. While cross-species unions occur, their rarity ensures that they serve only as incidental transfusions of new blood into the gene pool of an otherwise stable, true-breeding population of their kind. True to their origins, half-faerie dragons combine a humanoid form with many of the key and most colorful features, as well as the innate magical nature, of their draconic forbearers. Most obvious among these features are their wings and tail.

Sprouting from between their shoulder-blades, half-faerie dragons possess a pair of elegant, brilliantly colored butterfly wings. Wing colors vary wildly, and the chromatophores along their tips carry this trend further by changing color to match their mood, not unlike those of a chameleon. Their second-most obviously draconic trait is the long, sinuous tail that descends from the base of their

spine for several feet at least. It is sometimes as long as they are tall. The appearance of their tails ranges from a more traditional and unadorned—if slender—reptilian tail to one decorated with patches of color, elegant frills, and a glowing tip like the lures of some deep-water fish. For all that they gain from their fraction of faerie dragon blood, half-faerie dragons suffer from a perilously fragile constitution and rarely rise to half the height of their original humanoid ancestors.

While half-faerie dragons have fully humanoid heads and facial features, they do possess jaws full of small, sharp teeth rather than the blunter dentition of their non-draconic ancestors. Though their faces provide a familiar countenance and understandable emotional palate to the world, their legs and forearms can resemble the reptilian. Starting at around mid-thigh, many half-faerie dragons possess largely draconic legs, including clawed, reptilian-style feet, slightly longer than those of a human or elf, for toe-walking. Additionally, their legs are largely covered in a fine sheen of scales and occasionally, larger, harder plates at the knee and shin. Their forearms likewise follow the draconic model, with similar scales and fingers tipped with small delicate claws. Some half-faerie dragons, however, possess more human-looking arms and legs and walk around on feet covered in flesh instead of scales.

The coverage of scales on the rest of their bodies varies, much like the variation in body hair on humanoids. Most half-faerie dragons—both male and female alike—possess more fine scales, which are usually along their sides, spine, and across their shoulders. These scales typically have a more muted color presence than scales elsewhere on their body and have a texture largely indistinguishable from humanoid skin.

Beyond their scales, the most colorful aspects of half-faerie dragons' appearances are their hair and horns. Most of them wear their hair long, braiding gemstones and colored or metallic beads into the ends of some lengths, adding to the other baubles and decorations they favor. Their hair usually adopts one typical humanoid color such as blond, brown, black, or red, but it also contains portions that match their predominant wing color. On top of this, many half-faerie dragons further bleach and dye different lengths of their hair into multiple, often clashing colors, with green, purple, blue, and magenta being popular colors. Like true faerie dragons, they possess slender horns that sweep back from their scalp. These usually begin just above their temples and have a slight curve like the horns of an antelope. Horn size varies as does the horns' degree of

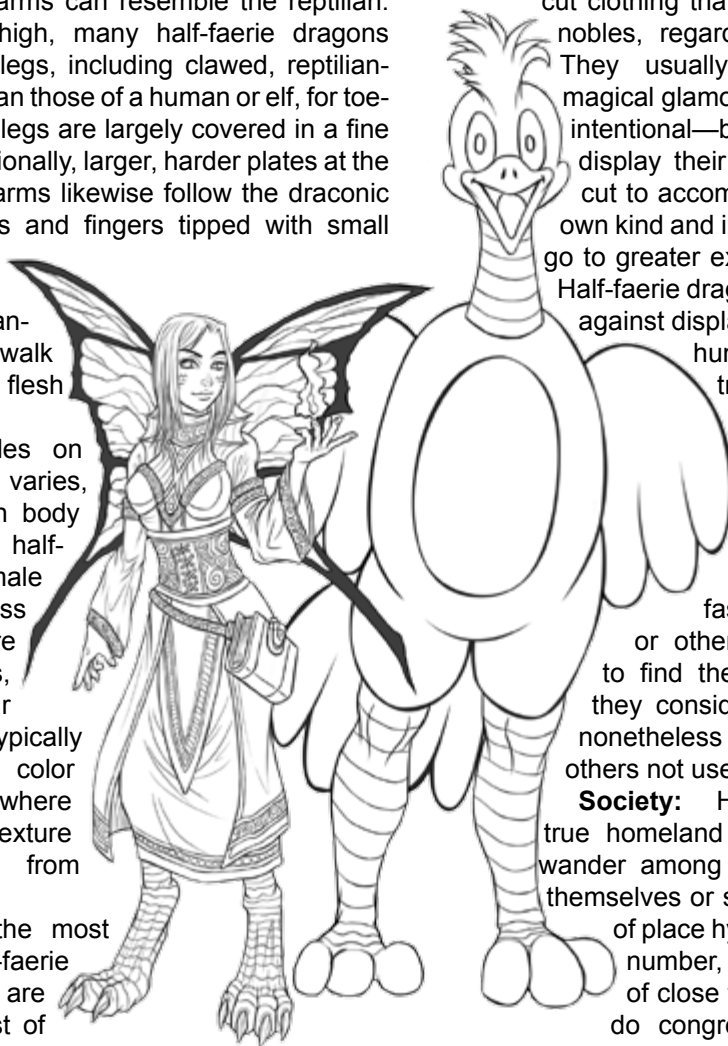
twist and curvature. Half-faerie dragons view their horns as a vehicle for self-expression, just as they do their hair. Many half-faerie dragons carve ornate designs into their horns that resemble tattoos, adorning them with metallic inlays or gemstone insets.

Half-faerie dragons' insect-like antennae, the final element of their draconic ancestry, are usually hidden by their hair. Largely functionless, these antennae often lay back with their hair but gently perk and move according to their emotional state. They provide none of the extended tactile sense that such organs normally offer.

When it comes to clothing, half-faerie dragons are creatures of vanity and lovers of color and decoration. Most half-faerie dragons prefer well-tailored and close-cut clothing that borders upon the garb of effete nobles, regardless of their own social class. They usually enhance their clothing with magical glamours. Often, their clothing presents intentional—but not exploitive—gaps that display their scales. Their clothing is always cut to accommodate their wings. Among their own kind and in warmer climates, these fashions go to greater extremes, featuring less coverage. Half-faerie dragon culture lacks the social stigma against displaying the body found among most humanoids cultures, which can be traced back to the lack of concern for such matters that dragons possess. Half-faerie dragons living among other races tone down this practice and adopt some variation—usually a more colorful one—of the local fashions. When among adventurers or other travelers, it is not uncommon to find them waltzing about in something they consider perfectly reasonable but that nonetheless draws scandalized glares from others not used to their race's appearance.

Society: Half-faerie dragons have no true homeland of their own, so they typically wander among other races, usually keeping to themselves or seeking to pass as other, less out of place hybrids. Relatively rare and small in number, they travel alone or with a clutch of close friends. When half-faerie dragons do congregate, normally in communities of their own in forests at the edge of civilization or in small ghettos within the largest of human cities, they usually do so in a cluster of extended families that form a clan with little hierarchy or organization beyond the familial. As whimsical and flighty as they are, titles and rank mean little to them, though they sometimes take them on in a self-appointed fashion, only to change or drop them as they see fit.

Relations: Half-faerie dragons generally get along well with any of the more adventurous races, as well as those with a deep appreciation of beauty and those possessing high levels of creative culture. As such, they often fit in among most human cultures, as well as among elves, gnomes, and half-elves. They find dwarves amusing and



love the gold and gems that they covet, but this appreciation is often unrequited, with dwarves viewing half-faerie dragons as flippant, mercurial, and annoying thievish tricksters. Half-orcs tend to share the dwarven view, and half-faerie dragons rarely have reason to overlook their hostile overtures as they do with dwarves. Their reception of and by the various monstrous races varies, with the less brutal and less violent ones giving and receiving more approval in turn. More exotic hybrid races such as ifrits, sylphs, and other elemental-touched, as well as plane-touched such as aasimar and tieflings, garner sympathy from half-faerie dragons due to their typical status as outsiders and are often objects of intense curiosity. On the far end of the spectrum of racial outlooks, true dragons tend to look at the existence of half-faerie dragons with half-restrained confusion, and keep a close eye on their treasure while any are around.

Alignment and Religion: Just like true faerie dragons, half-faerie dragons are predominantly good aligned, with a strong predilection towards chaos over law. Their impulsive, whimsical, and at times, frustratingly mercurial attitude towards the world can rub others the wrong way, as can their cultural fascination with jokes and pranks. At their worst, however, they are mischievous rather than malicious. They adore humor, beauty, creation, and magic, so they venerate gods who value these same things. Unlike many half-breed races however, they rarely worship humanoid gods. They appreciate those divinities with shared values, such as gods of dreams, love, magic, and trickery, but almost uniformly, half-faerie dragons worship their own pantheon of faerie dragon gods, collectively known as the Laughing Trio. Their primary patron is the god of faerie dragons, Arzridalimax the Whimsical Grin. The other members of the Trio are his twin daughters Carasandrillanoxa and Tsiliamendrae, the Princesses of Mocking Laughter and Endless Amusement, respectively.

Half-faerie dragons worship all three of these gods, along with a number of once-mortal saints drawn from their own kind, and they also give a certain amount of frankly lackadaisical and perhaps unrequested veneration of Apsu and Tiamat as the adoptive parents of their own gods. Despite having their own racial pantheon, half-faerie dragon clerics are relatively rare, and even large communities of their kind often possess only one or two clerics and an equal number of lay apprentices. Since they venerate all three deities, their clerics often oversee worship of multiple gods, including those to whom they are not specifically devoted. Typically, a cleric of Arzridalimax holds services for the god's two daughters as well as services in the father's honor. Racially speaking, half-faerie dragons rarely possess the focus and forethought ironically needed to become powerful clerics of whimsical deities. In fact, most priests perform more powerful healing from their bardic spells instead of magic derived from the gods. It is not uncommon to find a priest of the Laughing Trio without a drop of divine power. The members of the Laughing Trio, given their nature, seem to appreciate this sort of atypical veneration and service all the same.

Adventurers: Half-faerie dragons are more often than not seen as annoying, oddly-colored pests and never fully fit into most humanoid cultures. Regardless, they are utterly

The Mythology and Reality of Faerie Dragons and Wishes

Legends concerning both true and half-blooded faerie dragons speak of their ability to wish things into existence. Whether they can do so once a day, once a week, or simply by saying "I wish..." varies from tale to tale. As popular as the idea is, such legends are the result of gleefully self-perpetuated myths—like racial in-jokes. While older faerie dragons and half-faerie dragon spellcasters might be able to actually cast *wish*, the rest make do with illusions, sleight of hand, and trickery to make it appear as if they can. Usually, such tricks are verbally announced and followed by the sudden appearance of something small and whimsical, seemingly out of midair. When done properly, this ruse keeps common folk fearful that a faerie dragon (true-blooded or not) might turn one of them into an apple simply on a whim. The fact that so many in the world at large take this legend at face value makes it all the more delightful for faerie dragons and their kin to exploit.

fascinated by them. Stricken by wanderlust and a desire to experience all that is new and shiny in the world, many half-faerie dragons take up adventuring, which lets them explore the world and indulge their inner dragon's desire to find and covet.

Given their natural abilities, half-faerie dragons most often become bards, rogues, and sorcerers, but are also frequently bookish wizards or combinations of these classes. Those living in close proximity to fey dabble in druidic magic more than their natural abilities might suggest. Beyond the more magical or stealthy classes, their diminutive nature and their relatively fragile bodies limit their exposure to martial classes. Half-faerie dragons rarely take up arms, but the rare exception does exist. Against all odds of a half-faerie dragon abandoning the more chaotic streaks of their kind and becoming a paladin, a rare few devote themselves to a lawful deity and take up the paladin's oath. Half-faerie dragon inquisitors, serving the Laughing Trio or a chaotic deity are far more common than paladins.

Male Names: Zerancandrianoxillon (Zeran), Indigomarionasim (Indigo), Varrakazindrakorian (Varrak), Koratsindirrianomin (Korat), Duskitzandrianinox (Dusk).

Female Names: Astridazilindrianoxamilla (Astrid), Melliflourianollomir (Melli), Opalirriamorinox (Opal), Zinamorixandrianela (Zina), Syraminxandriladira (Syra).

Traits^{APG}

Only half-faerie dragons may select one of these traits.

Natural Magician: *"Hard? Magic isn't hard. It's only magic...Duh!"* Half-faerie dragons normally obsess over all things arcane and mysterious, but you do not think such things are special. While magic is awesome, you do not find it difficult to learn and practice. You take to magical study with ease and quickly recall facts relating to magical lore and actual magical practice without the level of study that it would normally take others. You gain a +1 trait bonus on Knowledge (arcana) and Spellcraft checks. If you cast spells spontaneously, you gain one additional 1st-level spell known.

Only Half Brittle: While half-faerie dragons, with their light

and hollow bones suited for flight, suffer from notoriously fragile bodies, you have always taken this weakness in stride and acted as if you are made of sterner stuff. You gain a +1 trait bonus to Fortitude saving throws and +1 hit point at first level.

Scamper: *“Scamper like your life depends on it!”* You have spent your life running from larger and often angry and hungry creatures, looking danger in the face and laughing as you dart away as fast as your legs or wings could carry you. When you were not running from things trying to kill you, you were pranking your own kind and running away with an even wider grin on your face. Now, your ability to think quickly on your feet and bolt at a moment's notice when the situation demands it—whether laughing or not—has given you a competitive edge in the swiftness department. You gain a +1 trait bonus on Reflex saving throws and a +1 trait bonus on initiative checks.

Sparkle Scales: *“Why, yes, indeed, I do sparkle.”* While all half-faerie dragons possess an exotic, strangely alluring draconic beauty, with their brilliantly colored scales and butterfly wings, you have always known how to best carry and project yourself above and beyond your peers. People cannot help but watch your every move when you want them to, and they cannot help but listen more keenly when you talk. Your draconic *je ne sais quoi* grants you a +1 trait bonus on Diplomacy and Perform checks and you treat one Perform skill as a class skill.

Sticky Claw: *“Oh! Shiny! I Want!”* Your inner dragon has always grinned wide and rubbed its claws together when you came across something of value. Whether if it was something lost that you happened to spot, something sitting atop a merchant's countertop, or something worn upon a noblewoman's gown, you have always noticed valuables and wanted them. You are so skilled at snatching such items, some believe your claws are magical. You gain a +1 trait bonus on Appraise and Sleight of Hand checks and Sleight of Hand is always considered a class skill for you.

Alternate Racial Traits^{APG/ARG}

Amazing Disguises: *“This isn't the half-faerie dragon you're looking for.”* Odd-looking and not always accepted by the cultures and races in which they grow up, some half-faerie dragons learn not to be noticed at all, much like their faerie dragon ancestors. Half-faerie dragons with this ability can drape themselves in an illusory glamor to appear as another type of humanoid. Of course, given their vanity, they also use this ability to simply alter their own colors or to make mundane clothing pass for something richer. This racial trait allows a half-faerie dragon to cast *disguise self* as a spell-like ability a number of times per day equal to her Charisma modifier at a caster level equal to her class level. This racial trait replaces the draconic resistance racial trait.

Draconic Claws: Half-faerie dragon claws look more dangerous than they actually are, but some of them have harder, sharper claws like those of true dragons, even if they seem as harmless as those of their kin. Half-faerie dragons with this trait gain a pair of claw attacks as natural weapons, which deal 1d3 points of damage. These claws are a primary natural weapon. This racial trait replaces the draconic resistance racial trait.

Draconic Scales: Normally, half-faerie dragons have thin, translucent scales with the feel of normal humanoid skin that

provides little bonus beyond vanity. For some, however, their scales possess a tougher, more resilient consistency that provides them with a +2 natural armor bonus. This racial trait replaces the arcane whimsy racial trait.

Draconic Sorcery: Empowered by the draconic blood flowing through their veins, some half-faerie dragons are able to tap into their innate sorcerous ability with greater potency. These half-faerie dragons cast spontaneous spells at +1 caster level. This racial trait replaces the breath weapon racial trait.

Dragon Type: Some half-faerie dragons have blood that is more draconic than humanoid, though this is not readily apparent. Magic and certain conditions interact with them differently because of their skewed heritage. These half-faerie dragons are of the dragon type, rather than the humanoid type. As a result, they gain immunity to paralysis and sleep effects, as well as darkvision out to 60 feet and low-light vision. Furthermore, items, spells, and spell effects that interact specifically with creatures of the dragon type affect them as if they were true dragons, both for good and ill. This racial trait replaces the draconic resistance and arcane whimsy racial traits.

Favored Class Options^{APG/ARG}

Instead of receiving an additional hit point or skill rank whenever they gain a level in a favored class, half-faerie dragons have the option of choosing from a number of other bonuses, depending upon their favored class. The following favored options are available to all half-faerie dragons who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cleric: Add +1/2 to the cleric's caster level on caster level checks to overcome the spell resistance of dragons and fey.

Druid: Add +1 to the bonus provided by the druid's nature sense ability.

Paladin: Add +1/2 damage or healing done by the paladin's lay on hands ability.

Rogue: Add +1/2 to the damage done by the rogue's sneak attacks against dragons and fey.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1 hit point to the summoner's eidolon.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest level spell he can cast.

Society & Lands

Psychological Traits: Half-faerie dragons are often recognized for a number of typical personality quirks and psychological elements that are just as prevalent as their physical traits and just as core to their identity. Whimsical and good-humored pranksters, half-faerie dragons are remarkably laid back—though some would call them

The Art of the Prank

Vital to discussing every aspect of half-faerie dragon society, pranks hold a central place in their culture and also self-conception. If to err is human, then to joke is half-faerie dragon. The ability to trick, cleverly and benevolently deceive, and even exact ironic justice—especially in the face of danger—is a virtue to faerie dragons and half-faerie dragons alike. In fact, they obsess over ways to prank their friends and enemies, sometimes spending weeks, months, or years putting one truly spectacular gag into motion. They rarely cause harm when they prank and trick, but that only holds true for their friends and other innocents. For enemies, these pranks may only be initially annoying, but they can become steadily more serious unless those enemies run away or make amends. The first day, such targets might see their clothes stolen and hung high in a tree surrounded by brambles. The second day, they might find spiders in their bedrolls and their water replaced by sand. On the third day, their horses might be turned into hungry tigers. And on the fourth day, things could happen that are unfit for discussing with polite company.

For outsiders, these pranks are a double-edged sword. The fastest way to gain a half-faerie dragon's approval and trust is to calmly accept and laugh at a prank of theirs and promptly get them back with another. This unfortunately sets an outsider up for more, and the game does not so much escalate as it does become a point of fascination for the half-faerie dragon. Regardless, "you got me good" is considered one of the highest compliments that can be given among half-faerie dragons.

immature—and others claim that they do not take things seriously. They tend to suffer from a lack of attention and frequently go on tangents in conversation. Persons unused to their typical demeanor often find it distracting and even annoying, but half-faerie dragons retain a sort of spontaneous, almost childlike charm without descending into pure mercurialness. They also have a pronounced tendency to hoard small objects in the same way that a dragon hoards coins, objects d'art, and all manner of valuables. One half-faerie dragon might collect river pebbles of one unique color, traveling great lengths to find them. Another might snatch coins of a specific year of mint, and another still might collect tiny sculptures of apples. None of these things hold particular material value, and they will spend far more time and money than their worth pursuing them, but these devotions are the eye in the otherwise flippant and scatterbrained storm of a half-faerie dragon's personality.

Arts and Crafts: The ability to create enduring works of art is cherished among half-faerie dragons, for they entertain a deep appreciation of beauty. Most half-faerie dragons practice some manner of artistry or craft, such as dance, music, painting, storytelling, weaving, or magical crafting. Both tangible creations, such as sculptures and tapestries, and intangible ones, such as songs and stories, are equally valued by half-faerie dragons. Because they believe that things of beauty are meant to be shared, they will often pass on a deeply appreciated gift to show their respect for the item's original creator or the gift-giver, which often confuses outsiders.

Magic: Just as they love artistry and creation, half-faerie dragons deeply revere magic in all of its applications. Imbued with a powerful bloodline, they find that sorcery comes naturally to them, and their particular sorcerous bloodline is both well-defined and noted as one distinct from that spawned by chromatic and metallic dragons. Bardic magic also appeals to them with its focus on artistry and performance, and so does the intellectually rigorous pursuit of wizardly magic. As a result, these three varieties of magic dominate their society, but not exclusively of one another. Many of their spellcasters merge the practice of each, finding not a weakened middling of strength, but a powerful and blended synergy.

Technology: While dwarves and gnomes are often known for their own unique technology and inventions, half-faerie dragons are not. So used to their own minor magical talents and frequently open devotion to magical practice and study, they have little need to devote their scattered attention spans to mundane gadgets and works of engineering. Their general technological level coincides with that of the races they dwell among or of those with whom they trade. Of course, given their nature, half-faerie dragons find only the latest technology exciting, valuing new advances as they do all things bright and shiny. When they encounter cutting-edge technology, their draconic avarice tends to get the best of them, and they frequently pilfer, replicate, and reverse-engineer new inventions. This does not always end well, but such curiosity is second nature to half-faerie dragons, and cautious restraint is rarely so.

Love and Mating: Though most commonly thought of as simple half-breeds, half-faerie dragons breed true, and most of their kin derive from such pairings, rather than from faerie dragon and human couplings. Their mating and romance practices more closely resemble those of fey and humans than they do those of dragons. Befitting their whimsical nature, half-faerie dragons rarely seek to make their relationships exclusive, engaging with multiple partners at once, all at various levels of romance. They feel little jealousy so long as their partners are happy and do not feel the need to tie them down. Passionate and quick to show their emotions, both positive and otherwise, they occasionally fall in love with and interbreed with humans, elves, and various fey. When such trysts result in offspring, the half-faerie dragon's bloodline is completely dominant in

The Apple and the Faerie Dragon

In one of the oldest stories faerie dragons (and their half-breed kin) tell, Arzridalimax, their patron deity, became a god after eating a golden apple, stolen from the deities of another, distant pantheon. He fled across Limbo, absorbing its colors into his wings and being changed by the chaos. When he arrived in our world, he had given his pursuers the slip. Overwhelmed by the golden apple's taste and grateful for his newfound power, Arzridalimax declared the apple to be the finest of fruit, and that any who ate an apple in any form or fashion would be saying a tiny prayer to him. Thus, the apple became a central obsession among both true and half-faerie dragons, eaten in emulation of their deific patron, and enjoyed in all its forms as their archetypal cultural delight.

any resulting children, with no further mixing of natures.

While friendship is ubiquitous, deeper relationships between half- and true faerie dragons are much less common. Passionate flings between friends without deeper meaning are common, however, with the true dragons' natures being antithetical to deep commitment and emotional bonding until they reach later stages of maturity. Pair bonding between older faerie dragons and likewise older, worldlier, and wiser half-faerie dragons does occur and only ends upon the death of one of the pair, so deep is their meaning to one another. Still, while half-faerie dragons might dabble among

and fancy other races they find attractive or interesting just as often as they dally with others of their own kind, they do not often form deeper, long-lasting relationships with them.

Half-faerie dragon sexuality is inextricably linked with courtship and mating, much as it is with humans. However, the fey element of their blood creates a pronounced tendency for them to try new things in relationships, as they could be fun, and if they are not, half-faerie dragons easily move on to the next experience. This tendency makes it easy for a half-faerie dragon to add another playmate to an existing relationship. Though they do not flaunt their openness or take it to hedonistic extremes, they are nonetheless considered hedonists by many. It is perhaps simpler to say that they lack hard social taboos regarding their sexuality and are eager to try anything new if the opportunity presents itself.

Family: Unlike human families, half-dragon families consist of more than blood-related kin. Rather, they gather together as collections of individuals and friends, forming large extended families, with both pair

bonds and various multiple polyamorous arrangements being common. After a given pair births young of their own they tend to embrace their draconic sides and focus on each other and their offspring for a time. Later, once their children reach a certain age, the parents share parenting duties with the wider family of friends and lovers, reconnecting with them in the process. Unlike true dragons, half-faerie dragons give birth to live young, usually producing one or two children at a time.

War: Directly opposed to love, war is something that half-faerie dragons avoid as much as they can. They engage in conflict rarely on their own and then mainly employ defensive skirmishes to protect their enclaves. Occasionally, they will join in the defense of a neighboring friendly community or culture. Like their faerie dragon ancestors, half-faerie dragons prefer to drive enemies away, flee from battle themselves, or confuse, confound, and mock, rather than kill. Even so, there are times when circumstances dictate the need for violence and their humanoid blood takes hold with sincerely capricious malice. While martial prowess rarely captures their fancy, sorcery does, and any large community is liable to possess a number of accomplished combat spellcasters as well as martial adepts.

Aging and Death: True to their origins, half-faerie dragons possess incredibly long lifespans, though they are not as long-lived as true dragons. As such, they witness other humanoids around them—especially humans—aging far more rapidly, maturing, growing old, and dying in a fraction of the time that they themselves do. As a result, as much as they appreciate humans and human culture, they feel loathe to form truly deep friendships or romantic relationships with them for fear of having to leave them behind

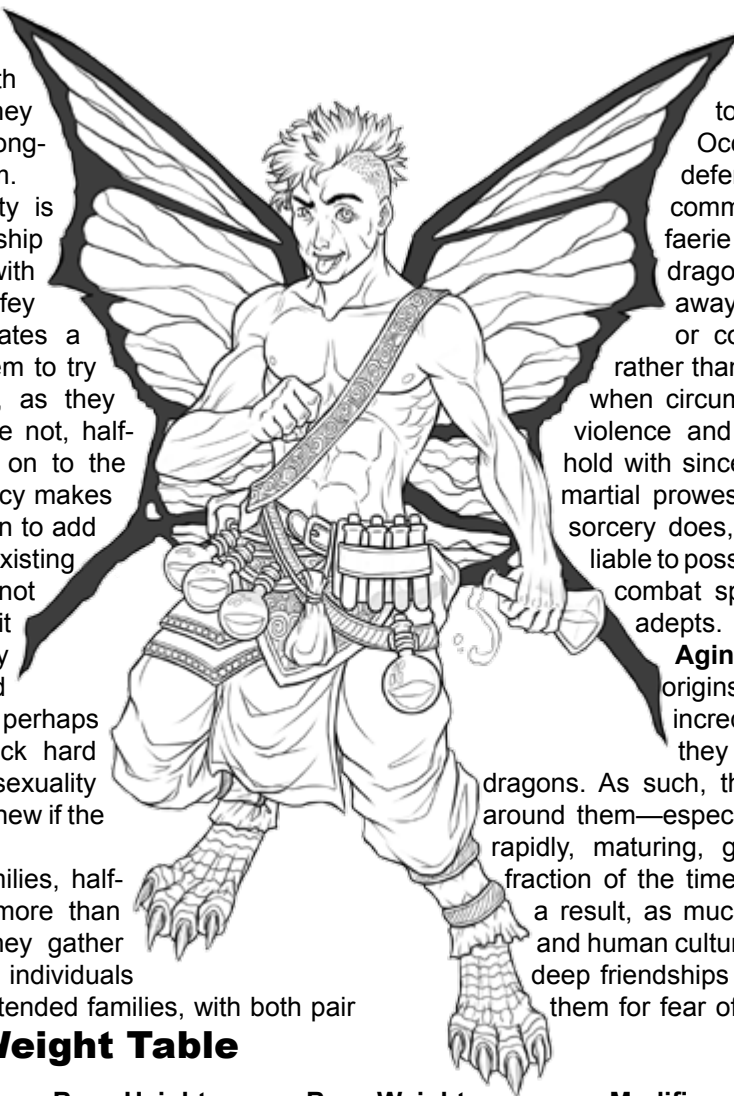


Table 1: Height/Weight Table

Race	Base Height	Base Weight	Modifier	Weight Modifier
Half-faerie dragon, male	2 ft. 5 in.	30 lbs.	2d4	X 1 lbs.
Half-faerie dragon, female	2 ft. 3 in.	25 lbs.	2d4	X 1 lbs.

Table 2: Random Starting Age

Adulthood	Barbarian, Rogue, Sorcerer, Alchemist, Oracle, Witch	Bard, Fighter, Paladin, Ranger, Cavalier, Inquisitor, Magus, Gunslinger	Cleric, Druid, Monk, Wizard, Summoner
35 years	+4d6	+5d6	+6d6

Table 3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
90 years	130 years	170 years	190 + 1d% years

so much earlier than they could follow with the metaphorical psychopomps.

Half-faerie dragons mature to adulthood in relatively quick fashion, but afterwards, they age much like elves. Like their draconic progenitors, half-faerie dragons display their progression in years through the slow shifting of their scale colors. As they age, their scales slowly shift from predominant shades of red down the spectrum towards deep violet. Unlike their ancestors, however, no half-faerie dragon strictly adheres to this racial color scheme and, like hair and eye color in humanoid races, their scale colors, patterns, and coverage varies wildly. Any initially ruddy scales display this age-based transition, and by the time their scales have phased into violet, half-faerie dragons begin to display some of the more familiar signs of human aging such as physical decline and loss of color in their hair.

For half-faerie dragons, death can be a bittersweet affair, though it is one that mixes frivolity and solemnity in equal parts. Their end-of-life ceremonies are more wakes than funerals, during which they gather together and tell stories of the departed. These tales often become rambling, round-robin affairs that stray spectacularly from the truth as the day turns to evening and increasingly more alcohol and other substances are imbibed. They often drink the departed's drink of choice, though anything on hand will do. Frequently, they even use their breath weapons on one another. These indulgences either dull their loss and grief or enhance the laughter and sharing of favored memories and tales of their spectral guest of honor.

History and Lore: Given their long lifespan and scholarly predilection, most half-faerie dragons have a keen interest in history and societal trends. Most often, however, this pertains not so much to themselves but rather to the cultures around them. They eagerly learn about them, frequently asking a barrage of questions to members of cultures and races they have never met before. They take any chance to experience new food, drink, and culturally-specific practices. Ask half-faerie dragons about another culture's history, and they will regularly frame the answer within the context of their own interactions with it, or just as often use a historical legend or tall tale to illustrate the concept. They are so keen on folklore and stories that they often carry a book, part journal and part storybook, full of tall tales with the names of characters replaced with those of people they have met in their travels.

When talking about their own kind though, half-faerie dragons blur the lines between history, tall tales, and gleefully outrageous yarn-spinning. While most of them know common legends and tales of their people and many stories from their friends and relatives, they cannot help but elaborate when they tell them, adding patchwork layers of good-natured fabrications and revisionist history with each new telling. To half-faerie dragons, there is no greater glory than to hear a telling of one of their own relatively mundane deeds from years or decades prior spun into an epic and utterly fantastical tale.

Language and Script: Despite their typically rare and isolated communities, half-faerie dragons do not possess a true, distinct language of their own, though that does not stop many scholars from reporting that they do. Influenced by their own draconic heritage, their heavy cultural respect

for magic, their frequent association with fey, and the incorporation of language elements from virtually every other race and culture they come into contact with, half-faerie dragons speak a swiftly evolving variety of Draconic. Even so, their Draconic is spiced liberally by a habit of switching to another language if it better fits the mood of a conversation, more accurately conveys subtle nuances, or just happens to suit their fancy.

In their writing, they utilize the Draconic language and script, but often incorporate large amounts of Sylvan vocabulary, aphorisms, and figures of speech. In practice, while it falls short of being a true pidgin language, their particular dialect of Draconic is confusing and nonsensical to many true dragons and others, such as wizards. This often results in a perplexed listener stumbling over a half-faerie dragon's words as if they have been the sudden victim of an inside joke. Sometimes, of course, that is exactly the case.

Economy: "Mine, mine, mine. Here, have this, and please enjoy," is a half-faerie dragon proverb that, in a nutshell, describes a particularly salient trait of the half-faerie dragon mindset as it pertains to physical objects, and suitably explains the economics of their communities. Because of their appreciation of beauty and the act of creation, they appreciate and covet fine things and go to great lengths to obtain them at the sacrifice of more mundane items. What they covet, however, need not contain gold or jewels as a stereotypical dragon's hoard would. Anything new, interesting, or well-crafted may trigger a half-faerie dragon's instinctual coveting, leading to speculation and bizarre pricing of commodities within their communities. A particular scent of elven perfume might suddenly be valued over all other things and then worthless after only a few months. This makes their kind easily victim to merchants and peddlers willing to prey upon these tendencies. Markets in places where half-faerie dragons reside often experience wildly varying supply and demand of seemingly random products alongside the traditional hallmarks of draconic desire and human fancy. Half-faerie dragons are well aware of their inherent weakness in such matters, and those who actively seek to swindle their kind often find themselves subject to a lingering period of bizarre misfortune, fantastically poor luck, and subtle yet horrible pranking that altogether resembles a chaotic and ironic gypsy's curse. More than a few unscrupulous merchants hoping to make an easy purse of coin have later rued their decision to swindle a single half-faerie dragon—let alone an entire community of them—and made amends—willingly or not—soon after.

One thing that never changes within the economy of a half-faerie dragon settlement is the commodities trade of baked treats, candies, fruits, and sweet alcoholic drinks. As a race, they have a perpetual sweet tooth. Every half-faerie dragon is an amateur confectionary artisan, baker, brewer, and vintner if time allows for it, and they revel in consuming, sharing, and watching others enjoy their treats. Apples and apple-themed creations that honor Arzridalimax dominate other sweets, with apple tarts, apple fritters, sour apple candies, apple butter, apple jam, and apple brandy being among the most enjoyed. Given the religious and cultural reverence for the fruit, they never charge more than just above cost for such items, and outsiders would be well-

served to do the same, as half-faerie dragons are willing to remind them of the apple's holiness in the least direct and most ironic ways possible.

RACIAL OPTIONS

"Gaudy little thieves with wings. Rotten little hedonist bastards." - Ishmaniir of Tel-Amar, cleric of Asmodeus, writing in the draft manuscript of his polemical tract on half-faerie dragons. The published version, much to his chagrin, was partially rewritten to contain nothing but puerile acrostics regarding the king's mother, and a dedication to 'Gotcha' on the flyleaf.

Racial Archetypes

BOOK WYRM

While the stereotypical wizard keeps a collection of old musty tomes for reference, the book wurm takes this stereotype further than most. As dragons hoard gold and gems, the book wurm hoards books. Texts of all kinds, from magical grimoires to obscure treatises on history, geography, or magical and mundane lore can find its way into his collection.

Associated Class: wizard.

Replaced Abilities: bonus feats (5th level)

Knowledge Hoarder (Ex): A 5th level book wurm adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

BUTTERFLY TROUBADOUR

Raised within an environment of pranks and storytelling, some half-faerie dragons are drawn away by wanderlust and a perhaps selfish desire to use that upbringing at the expense of others. The butterfly troubadour uses her honeyed tongue to mock her enemies and paint herself as far more than she really is, and she uses her racial gifts in the best and most beguiling ways possible.

Associated Class: bard.

Associated Race: half-faerie dragon

Replaced Abilities: inspire courage, inspire competence, dirge of doom.

Bardic Performance: A butterfly troubadour gains the following type of bardic performance.

Self-aggrandizement (Su): The butterfly troubadour can use performance to share a tale of her own exploits, moments of cunning, and pranks she's inflicted on the high and mighty. These tales are often not the unvarnished truth, but she tells them in such a way that her audience cannot help but be impressed, and their approval strokes her ego. The butterfly troubadour gains a +1 competence bonus on attack and weapon damage rolls, Charisma checks, and Charisma-based skill checks during this performance. At 5th level, and every six levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Self-aggrandizement is a language-dependant, mind-affecting ability that uses audible components.

Pointed Mockery (Su): Beginning at 3rd level, a butterfly troubadour can use performance to spin a dramatic tale in song or verse that mocks a single individual, eroding the self-confidence of the target and his allies. The target of this

mockery suffers a –2 penalty on attack and weapon damage rolls and saving throws. This penalty increases by –1 for every four levels the butterfly troubadour gains beyond 3rd (–3 at 7th, –4 at 11th, –5 at 15th, and –6 at 19th). Allies of the target within 30 feet suffer half the penalty on their own attack and weapon damage rolls. Pointed mockery is a language-dependant, mind-affecting ability that uses audible components.

Euphoric Performance (Su): While using any bardic performance ability, a butterfly troubadour of 8th level can slowly infuse the air with her euphoric breath weapon, intoxicating the crowd with more than just words. While the butterfly troubadour is initiating this bardic performance, his words are infused with his euphoric breath weapon. All enemies within a 30-foot radius that can see and hear the butterfly troubadour's performance become staggered, sickened, and immune to fear effects. The butterfly troubadour must expend a use of her breath weapon as well as a round of bardic performance to initiate this ability. Subsequent rounds of continuous use of this ability require additional bardic performance rounds but do not require additional uses of the butterfly troubadour's breath weapon. Ceasing this bardic performance and beginning again requires an additional use of the butterfly troubadour's breath weapon.

FAERIE DRAGON BLOODLINE

This new bloodline is available to all sorcerers.

Your veins thrum with the soft, infectious chuckle of something draconic yet also almost fey in nature. At some point in the distant past, perhaps through magical experiment, accident, or even a stupendously bizarre joke, your bloodline became infused with that of a faerie dragon. You tend to laugh at life, viewing it all as a series of events best toyed with and taken as a joke, regardless of what life throws at you, but you find it always best to be the one pulling the pranks if you can manage it. A profound sense of mercurial whimsy affects how you approach the world and ultimately influences, though never determines, your magic and your fate.

Class Skill: Perception.

Bonus Spells: *disguise self* (3rd), *hideous laughter* (5th), *major image* (7th), *greater invisibility* (9th), *teleport* (11th), *mislead* (13th), *reverse gravity* (15th), *irresistible dance* (17th), *time stop* (19th).

Bonus Feats: Acrobatic, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Bluff), Skill Focus (Perception), Quicken Spell, Silent Spell.

Bloodline Arcana: Whenever you cast a spell with the chaos descriptor or of the illusion school, increase the spell's saving throw DC by +1.

Bloodline Powers: The peculiar bloodline of faerie dragon sorcerers blends a mixture of the nearly fey and overtly draconic. These powers often manifest as you grow in age and ability, and you sometimes wonder whether you yourself are the trickster or instead the object of some gigantic joke. Nonetheless, your powers are potent and valuable, if not precisely as awe-inspiring as those of other sorcerers.

Prankster's Befuddling Touch (Sp): As a melee touch attack, you can cause a living creature to become dazed for 1 round. Once a creature has been affected by prankster's befuddling touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 +

your Charisma modifier.

Breath Weapon (Su): At 3rd level, you gain a limited version of a faerie dragon's breath weapon. Once per day, you can exhale a 10-foot cone of euphoric gas. Creatures within the cone that fail a Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) suffer euphoria for 1d4 rounds. Creatures affected by euphoria are staggered, sickened, and immune to fear effects. At 10th level, the cone of your breath weapon increases to 30 feet. At 15th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. If you are a half-faerie dragon with the breath weapon racial ability, the save DC for this ability is the same as that of your racial ability, and the size of the cone of your racial breath weapon is the same as the size of the bloodline's breath weapon. Any feats you take to enhance your racial breath weapon affect this breath weapon as well.

Butterfly Wings (Ex): At 9th level, you grow a pair of butterfly-like faerie dragon wings from the middle of your back, giving you a fly speed of 30 feet with average maneuverability. If you already possess wings as a half-faerie dragon but not the ability to fly, you instead gain a fly speed of 30 feet with good maneuverability. If you can use your half-faerie dragon wings to fly from other abilities, you instead increase your fly speed by 30 feet and increase your maneuverability by 1 step.

Switcheroo (Su): At 15th level, you can, once per day, magically translocate with a creature within 30 feet as an immediate action. Unless the target makes a successful Will save, you and the target creature instantly swap locations and the affected creature may be affected by any effects, physical attacks, or spells that would have affected you on that round. The DC of the saving throw is equal to 10 + 1/2 your sorcerer level + your Charisma modifier.

Faerie Dragon Apotheosis (Su): At 20th level, you fully unlock the latent power within your blood. Your type changes to dragon and you gain immunity to paralysis and sleep. If you did not already possess it, you gain darkvision up to 60 feet. Additionally, you gain the ability to reroll any failed saves against enchantments, illusions, and spells with the chaos descriptor, taking the result of the second roll. If you were not already a half-faerie dragon, you now count as one for the purposes of racial feats, racial traits, and other items requiring that race as a prerequisite.

THIEF WITH WINGS

A thief typically relies on her swift feet and agile hands to distract her mark and snatch her prize, and should she fail, she must eliminate her target from the shadows. A thief with wings learns to rely on her flight to accomplish feats other cannot.

Associated Class: rogue

Associated Race: half-faerie dragon

Modified Abilities: uncanny dodge

Replaced Abilities: rogue talent (2nd level only), improved uncanny dodge

Class Skills: A thief with wings adds Fly rather than Climb to her list of class skills.

Expert Flier (Ex): At 2nd level, a thief with wings gains True Flight as a bonus feat. A thief with wings does not have to meet the prerequisites for this feat.

Flyby Swiftness (Ex): At 4th level, a thief with wings gains the Flyby Attack feat and increases her base fly speed to 30 feet (20 feet when carrying a medium or heavy load or wearing medium or heavy armor).

Uncanny Dodge (Ex): This works like the rogue ability of the same name except the thief with wings gains it at 8th level.

Rogue Talents: The following rogue talents complement the thief with wings archetype: fast fingers, fast getaway, fast stealth, peerless maneuver, surprise attack.

Advanced Talents: The following advanced rogue talents complement the thief with wings archetype: another day, fast tumble, improved evasion, opportunist.

Prestige Class

The following racial prestige class is available to half-faerie dragons.

DAPPLED THEURGE

While many half-faerie dragons dabble in magic, and some even dabble in multiple magical paths, whether innate or scholastic, a select few of them throw sense to the wind and absorb themselves in the dual pursuit of both varieties, viewing them both as a birthright. Known as dappled theurges, they tend to be utterly obsessed with magic, with their heads in the clouds and noses buried in books. Sometimes, they can even be found singing to themselves and composing bardic spells while penning a wizardly treatise. That they are considered preoccupied daydreamers with a penchant for obscure and flippant fascinations with all things magical, even among faerie dragons, says something of their devotion to the arcane. While the study and practice of such different styles of arcane magic delays a prospective dappled theurge's progression toward more powerful spells, half-faerie dragons enjoy the rewards of a spectacular variety of spells and the blurring of the lines between prepared and spontaneous magic. Dappled theurges believe that their work suggests a unified framework that underlies both kinds of magic, which their unique heritage allows them to tap into.

Hit Dice: d6

Requirements

To qualify to become a dappled theurge, a character must fulfill all of the following criteria.

Alignment: Any non-lawful.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks.

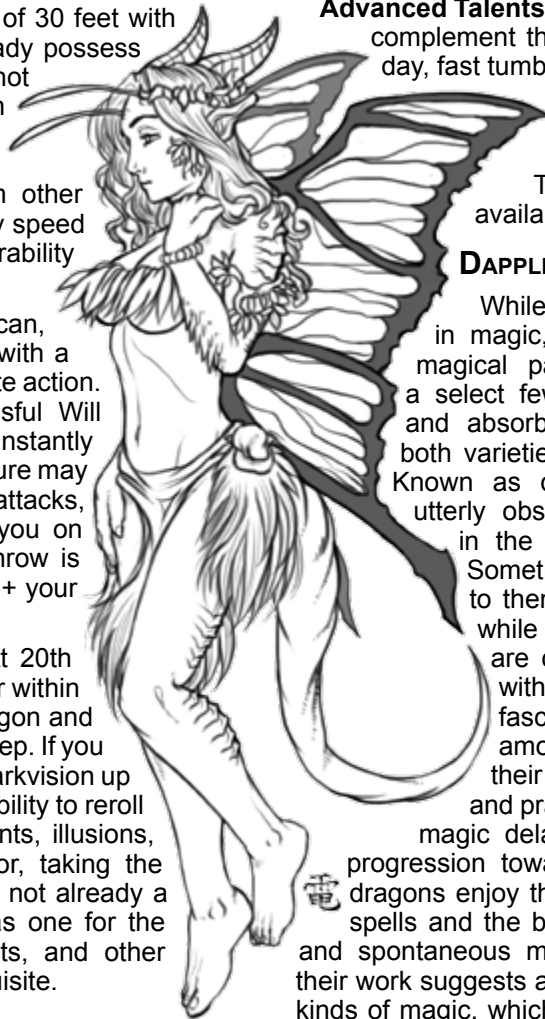


Table 4: Dappled Thurge

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Arcane spontaneity (1st)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
2nd	+1	+1	+1	+1		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
3rd	+1	+1	+1	+2	Arcane spontaneity (2nd)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
4th	+2	+1	+1	+2		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
5th	+2	+2	+2	+3	Arcane spontaneity (3rd)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
6th	+3	+2	+2	+3		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
7th	+3	+2	+2	+4	Arcane spontaneity (4th)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
8th	+4	+3	+3	+4		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
9th	+4	+3	+3	+5	Arcane spontaneity (5th)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
10th	+5	+3	+3	+5	Metamagic synchronicity	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class

Language: Draconic.

Spells: Must be able to cast 2nd-level arcane spells from a prepared spellcasting class, and be able to cast 2nd-level arcane spells from a spontaneous spellcasting class.

Special: Must be a faerie dragon, half-faerie dragon, possess the faerie dragon sorcerer bloodline, or be apprenticed to a dappled theurge willing to teach a member of another race.

Class Skills

The dappled theurge's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the dappled theurge prestige class.

Weapon and Armor Proficiency: Dappled theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new dappled theurge level is gained, the character gains new spells per day as if she had also gained a level in any one prepared arcane spellcasting class she belonged to before she added the prestige class and any one spontaneous spellcasting class she belonged to previously. She does not, however, gain any other benefits a character of that class would have gained. This essentially means that she adds the level of dappled theurge to the level of whatever other prepared arcane spellcasting class and whatever other spontaneous arcane spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

Arcane Spontaneity (Su): At 1st level, a dappled theurge can choose to cast a spell from her prepared class's list spontaneously as a standard action by sacrificing one of her available spontaneous spell slots of at least one level higher than the prepared spell she wishes to cast. The spell does not need to be one that she had previously prepared for the day, but it must be she knows through her prepared class. Assuming that she has the available spontaneous spell slots to sacrifice, she can use this ability at will. At 1st level, she can spontaneously cast only 1st-level spells in this way, and she gains the ability to cast higher level spells in this manner at every odd level, up to 5th-level spells at 9th level.

Metamagic Synchronicity (Su): Combining the study of prepared and spontaneous magic, a dappled theurge of 10th level gains the ability to apply a metamagic feat she knows to a spell at half the normal increased spell level (round down, minimum +1 spell level). Prepared spells must be prepared with metamagic ahead of time, as normal, and spontaneous spells still require the increased casting time when cast with metamagic. A dappled theurge can use this ability a number of times per day equal to her Intelligence modifier, whether it is used for prepared or spontaneous spells.

Racial Feats

Half-faerie dragons have a number of specialized abilities that use their unique biology. The following are a number of options you can choose to customize your half-faerie dragon character.

DAZZLING BLADE

You are quite adept at shining light off of your weapon and distracting your opponent.

Prerequisites: Dex 13, Weapon Focus (any sword or axe)

Benefit: When in an area of bright or normal light, you can use a sword or axe to reflect the light into the eyes of your target. You aim the reflection into the eyes of any one target within 30 feet. If the target fails a Will save (DC 10 + 1/2 your base attack bonus + your Dexterity modifier), it is blinded for 1 round.

DRACONIC METAMORPHOSIS

For a short duration, you are capable of transforming into a true faerie dragon.

Prerequisites: Cha 15, Spellcraft 5 ranks, must have two half-faerie dragon racial feats, half-faerie dragon.

Benefit: As a spell-like ability, you can take the form of a true faerie dragon once per day. This ability works like *beast shape II* except that you can only assume the form of a tiny faerie dragon and you can assume this form for a duration of up to 10 minutes per level. Your caster level for this ability is equal to your character level.

HIDDEN TRICKSTER'S SCALES

Your colorful scales are even brighter and change hue to match your surroundings, allowing you to blend in with them effortlessly, virtually disappearing.

Prerequisites: Stealth 5 ranks, must have two half-faerie dragon racial feats, half-faerie dragon.

Benefit: By altering the color of your scales to match your surroundings, you can use the Stealth skill even while being observed, and without anything to actually hide behind. Creatures that do not rely on normal vision, such as those with blindsense, blindsight, and other methods of non-visual detection can still perceive you normally.

INTOXICATING BREATH

Your breath weapon becomes much more potent and now affects those falling under its sway with drug induced confusion.

Prerequisites: Base attack bonus +4, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: Your breath weapon now causes those who fail their save to become confused (as the *confusion* spell) for 1d4 rounds in addition to its normal affects.

OVERWHELMING BREATH

Your breath weapon reaches ever more potent levels of power, making it impossible to fully resist.

Prerequisites: Intoxicating Breath, Puissant Breath, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: Your breath weapon now partially affects those who make a successful Fortitude save. On a successful save, a target is confused, staggered, sickened, and immune to fear effects for 1 round.

UISSANT BREATH

Your lungs brim with even more euphoric potential, allowing you to use your breath weapon at greater range and with even greater frequency.

Prerequisites: Base attack bonus +3, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: You are now capable of using your breath weapon once every 1d4 rounds, just as often as a true faerie dragon.

Additionally, your breath weapon's area is now a 15-foot cone. For each half-faerie dragon breath weapon feat you possess in addition to this one, your breath weapon's cone extends another 5 feet.

Normal: A half-faerie dragon's breath weapon is useable once per day and is a cone with a 10-foot range.

TELEPATHY

Your thoughts can reach out from your mind to touch others, allowing you to communicate telepathically.

Prerequisites: Cha 13, half-faerie dragon.

Benefit: You can use *telepathy* as a spell-like ability once per day. Your caster level for this ability is equal to your character level.

TRUE FLIGHT

Your wings become significantly stronger and capable of supporting your weight, allowing you to fly.

Prerequisites: Butterfly wings racial trait, half-faerie dragon, character level 7th.

Benefit: You can use your butterfly wings to fly. In addition to the normal benefits of the butterfly wings racial trait, you gain a fly speed of 20 feet (15 feet if you wear medium or heavy armor, or if you carry a medium or heavy load) with good maneuverability.

Normal: Half-faerie dragon wings are not strong enough for flight.

WHIMSICAL SPELLCASTING

Your knowledge of spellcasting sometimes appears to blur the line between prepared and spontaneous arcane magic.

Prerequisites: Ability to cast prepared spells, half-faerie dragon.

Benefit: Any spell you have prepared can be cast spontaneously, once per day. You must expend a prepared spell of at least one level higher than the chosen spell to use this ability. The spontaneously cast spell is cast at its normal spell level.

Equipment

The following options are available for half-faerie dragons to create and all races to use, should a non-half-faerie dragon gain such an item. At the GM's discretion, other appropriate races may also create or use some of these items.

Dizzy Dragon: Every gathering of half-faerie dragons begins with talking, proceeds to laughter, and ends with either alcohol or literally blowing smoke with a communal hookah called a dizzy dragon. Designed to be shared by two to ten half-faerie dragons, a dizzy dragon is shaped like a plump and seated faerie dragon with a bulging belly and smoking stems instead of antennae. This elaborate water pipe's large and convoluted reservoir traps and mixes faerie dragon and half-faerie dragon breath weapons, ensuring that a subsequent draw from the pipe includes an even mix of each participant's euphoric breath, since individuals are immune to their own. Because toking from the glass faerie dragon so enhances the hilarity of shared stories, dizzy dragons are a popular part of any gathering of half-faerie dragons and their friends regardless of species.

Enlightened Purse: This finely crafted leather purse is

Table 5: Weapon Table

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Laughing blade	16 gp	1d3	1d4	18-20/x2	–	1 lb.	P	cold iron
Reeking wretch arrows (5)	20 gp	–	–	–	–	3 lbs.	–	–

Table 6: Armor Table

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	% Arcane Spell Failure	Speed 30 ft. / 20 ft.	Weight
Patchwork armor	300 gp	+4	+4	–1	10%	30 ft./ 20 ft.	15 lbs.

Table 7: Equipment Table

Special Substances and Items	Cost	Weight	Craft DC
Dizzy Dragon	50 gp (standard)/ 250 gp (ornate)	1 lb.	15/20
Enlightened Purse	50 gp	0.5 lb.	18
Globe of Bottled Breath	75 gp	2 lbs.	20
Laughing Poison	2,000 gp	–	20

commonly filled with a combination of worthless, coin-like metal scraps and a hefty amount of normally inert alchemical powders. When the purse is yanked away from the owner's belt, it causes the powder to react, and 1d3 rounds later it explodes with a terrific flash of light, a burst of sound, and a profuse 10-foot radius cloud of colored smoke, marking the would-be thief's face, hands, and clothing. Those caught in the cloud must make a Fortitude save (DC 15) or be stunned for one round and suffer 1d4 damage from the burning powder and hot metal. The shame of not noticing the rigged coin purse is usually enough to dissuade any half-faerie dragon from taking further action against their would-be mark, but for a race known often enough as petty thieves, half-faerie dragons take an almost perverse glee in catching thieves with their own enlightened purses.

Globe of Bottled Breath: These fist-sized blown-glass spheres contain a murky substance that creates a swirling cloud of colors when they are shaken. Often crafted into the shape of apples or other holy symbols of the Laughing Trio and tinted various colors to reflect distinct varieties, they are often hung from the top of a half-faerie dragon's staff or walking stick, glittering and shifting in color as they travel. Though lovely adornments, the globes contain alchemically stabilized faerie dragon breath, allowing them to be used as thrown weapons. A globe of bottled breath can be hurled as a ranged touch attack, breaking into a cloud of euphoric gas with a 10-foot radius when it strikes its target or any other hard object, including the ground. Creatures caught within the cloud (which disperses one round later) must make a Will save (DC 15) or become dazed, staggered, and immune to fear effects from the intense, euphoric feeling for 1d4 rounds.

Laughing Blade: A favorite of half-faerie dragons and Arzridalimax's favored weapon, the laughing blade is a very light and relatively flexible short sword. While less damaging than others of its size, its sharp blade makes it frequently deadly. In addition, due to half-faerie dragons' frequent contact with evil fey, the laughing blade is forged of multiple metals and alchemically treated such that it counts as cold

iron for the purposes of overcoming damage reduction. A laughing blade is a light exotic weapon. Half-faerie dragons treat a laughing blade as a martial weapon.

Laughing Poison: Given how effective their breath weapons are against hostile creatures, faerie dragons and half-faerie dragon alchemists have developed this unique poison that has similar effects. Introduced through injury or through ingestion, this viscous lavender toxin (which tastes vaguely of sunflowers and vanilla) causes its victims to fall into a protracted, hallucinatory daze, leaving them weakened, confused, and more prone to falling victim to a faerie dragon's euphoric breath. **Type** poison, ingestion or injury; **Save** Fortitude DC 20; **Onset** 10 minutes (ingestion); **Frequency** 1/round for 8 rounds; **Initial Effect** 1d2 Str damage and 1d4 Wis damage; **Secondary Effect** *confusion*, as the spell; **Cure** 2 consecutive saves.

Patchwork Armor: Half-faerie dragons rarely wear armor for its protective capacity alone. Weaker and more fragile than most races, they are weighed down by heavier armor, and most of the time they need modified armor to accommodate their wings. Few half-faerie dragons enter classes associated with heavier armor, but the image of a knight in shining armor does tempt the eyes, and in this avenue the race improvises as best they can, resulting in their fondness of this patchwork armor. More fashionable than protective, patchwork armor combines idealized imitation pieces of heavy armor and random bits of armor never meant to work together, resulting in a stylish but non-traditional look. The full suit of patchwork armor is designed with half-faerie dragon bodies in mind, with even the imitation pieces of heavy armor consisting of light materials. Patchwork armor is considered light armor and is always considered masterwork.

Reeking Wretch Arrow: At the end of this blunted arrow is an alchemically protected oilcloth bag containing a truly wretched surprise: an awful mixture of all manner of putrid meat, rancid milk, and rotting vegetables. On a successful hit with a reeking wretch arrow, the bag splatters the target with its contents, causing several effects. The reeking smell

is so sudden and intense, the target must make a Fortitude save (DC 15) or become stunned for 1 round. Secondly, the stench clings, causing the target to suffer a –10 penalty on Stealth checks for 24 hours unless all armor and clothing are cleaned and the target bathes. A reeking wretch arrow deals bludgeoning damage instead of piercing damage. Reeking wretch arrows come in a leather quiver that holds 5 arrows.

Deities

ARZRIDALIMAX

The Whimsical Grin

God of happiness, laughter, magic, art, and faerie dragons

Alignment: CG

Domains: Air, Chaos, Good, Magic, Trickery

Subdomains^{APG}: Arcane, Azata, Butterfly, Thievery, Wind

Mysteries^{APG}: Wind, Life, Lore

Favored Weapon: Laughing Blade

The father of faerie dragons is often depicted as one himself, giggling and curled around a once-bitten apple with a crude halo penciled in over his head. He is also the beloved patron of half-faerie dragons and has always been the focus of their devotion. Even the least devout member of his flock is keen to turn her heart to him on holy days, biting into an apple with a smile.

The Whimsical Grin is said to be the adopted child of Apsu and Tiamat, and like many half-faerie dragons, his true heritage is uncertain. Afflicted by wanderlust and a perpetual desire to seek out new things and share stories with new people, Arzridalimax wanders between the domains of other deities instead of maintaining his own, dragging his seemingly infinite apple orchard from realm to realm like a mischievous, uninvited house guest. Other good gods humor and tolerate him, while lawful gods rapidly tire of his particular brand of mirth. The one god he never graces with his unasked for presence is his daughter Carasandrillanoxa the Princess of Mocking Laughter. Corrupted as she is by evil and personifying the darker sides of trickery that harm, insult, and embitter, Arzridalimax waits for her to rejoin him and her wilder, chaotic sister Tsiliamendrae, who flutters between her father's ways and the churning storms of Limbo.

Arzridalimax desires that his children enjoy life to its fullest, cherish the gifts of humor, magic, and art, and spread these things to all others that they encounter on their journey through life. "Prank and be pranked upon little scaly ones," may be the closest thing to a creed for his religion.

CARASANDRILLANOXA

Princess of Mocking Laughter

Goddess of cruel humor and selfish desires

Alignment: NE

Domains: Air, Evil, Magic, Travel, Trickery

Subdomains^{APG}: Arcane, Cloud, Daemon, Deception, Wish

Mysteries^{APG}: Heavens, Lore, Wind

Favored Weapon: dagger

Carasandrillanoxa, the so-called Princess of Mocking Laughter, is commonly portrayed with a stylized, laughing smile with sharp teeth and coins for eyes, sometimes above a purple or black dragon's tail curled into the outline of an apple. The wayward and corrupted daughter of Arzridalimax, she personifies selfish greed, revenge, and the more wicked

sides of trickery. Unlike the dark member of many racial pantheons, the Princess of Mocking Laughter is simply selfish and spiteful more than she is malevolent.

Despite her evil nature which stands in stark contrast with the hearts of most faerie dragons and their half-blooded kin, she has a place in their beliefs. They believe that their worship has a chance to make her smile, and if only they could succeed, they could turn her away from the darkness that long ago consumed her heart. Others, especially those hurt or exploited by other races, frequently turn to her as an outlet for their desire for revenge and to share their bitterness with a sympathetic divinity.

Devotees of Carasandrillanoxa often traffic with a variety of evil fey that frequently sacrifice to and worship her as well. The most devoted go so far as to tattoo and alchemically dye their own scales to match the darker hues and purples favored by their goddess in her manifestations.

Mockery is a high art among her faithful, as are rumors and secrets that might have value in the future. A common act of worship involves keeping a secret diary with the names of individuals and material that could be used to insult, mock, or shame them. At night before going to sleep, devotees whisper these insults privately, in a dark place with their heads under a blanket or pillow in the hope that the Mocking Princess is listening in and laughing along with them.

TSILIAMENDRAE

Princess of Endless Amusement

Goddess of whimsy, ever-changing desires, nimble fingers, and glib tongues

Alignment: CN

Domains: Chaos, Liberation, Luck, Madness, Trickery

Subdomains^{APG}: Fate, Freedom, Insanity, Protean, Thievery

Mysteries^{APG}: Heavens, Life, Wind

Favored Weapon: short sword

Known as the Princess of Endless Amusement to tellers of her tale or the Mad Daughter by those that admire her less, Tsiliamendrae is the whimsical faerie dragon goddess of amused chaos. That faerie dragons and their kin distinguish between Arzridalimax's good-natured frivolity and his daughter's chaotic fickleness worries principled and structured individuals, who see the differences as academic at best. Truth be told, however, Tsiliamendrae is quite different from her father in that she cares little about consequences, and for the most part, neither do her followers. True to her creed, her clerics preach a philosophy about enjoying the moment and being frivolous for its own sake, as well as valuing art, whimsy and opportunity. What they mean by opportunity is vague and open to interpretation, but given that the gold- and emerald-scaled Princess of Endless Amusement is often depicted not only dappled with haphazard splashes of paint, but also holding a bulging coin-purse with cut strings, it often means the opportunistic theft of whatever novel or interesting object catches a worshipper's fancy. Even so, the philosophy is something far more subtle than that of some racial thieves' guild. If something interests a half-faerie dragon, Tsiliamendrae prods him to take it, ideally in such a way as to not be caught or to make a joke out of it, and she prefers that the object is later returned. One particular tale speaks of a follower of the Mad Daughter

breaking into a human nobleman's mansion once a week for a month, moving their most valuable possessions—many of them worth the thief's weight in gold ten times over—an inch at a time, but never stealing anything besides a piece of imported fruit that the burglar had never tried before. To worshippers of Tsiliamendrae, wealth is not valuable, but novelty is.

Tsiliamendrae's followers devote their time more so than other half-faerie dragons to wandering and traveling. This devotional activity furthers their quest for the new and novel but is also a practical solution to being occasionally caught and flogged by the town guard for theft.

BUTTERFLY SUBDOMAIN

Associated Domains: Air.

Replacement Power: The following granted power replaces the lightning arc power of the Air domain.

Butterfly Explosion (Sp): As a standard action, you can summon a telekinetic burst of force that manifests as a spectacularly colorful cloud of butterflies, targeting any foe within 30 feet as a ranged touch attack. This burst deals 1d4 points of force damage + 1 point for every two cleric levels that you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*butterfly swarm*, 5th—*insect plague*.

WISH SUBDOMAIN

Associated Domains: Magic.

Replacement Power: The following granted power replaces the hand of the acolyte power of the Magic domain.

Instant Summon (Su): You can wish for something and cause objects carried on your person to vanish and reappear in your hands. As a move action, you can summon an object, such as a weapon, magic item, or mundane item, carried on your person to your hands. The summoned object does not need to be readily accessible prior to using this ability, and as such you can summon objects carried within a pouch, backpack, or magically stored inside of an extradimensional space such as a *bag of holding*. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 4th—*minor creation*, 5th—*major creation*, 7th—*limited wish*, 9th—*wish*.

HALF-FAERIE DRAGON MAGIC

"Surprise!" - Saphiranixiamelanix the Ever Exploding, just before casting fireball on a group of orcs.

New Spells

The following spells are common among half-faerie dragons.

BUTTERFLY SWARM

School conjuration (summoning); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect swarm spreads in 30-ft. radius, 30-ft. high

Duration 10 min./level

Saving Throw see text; **Spell Resistance** no

This spell summons a cloud of hundreds of brilliantly-colored butterflies in a dense swarm of drifting, meandering colors and brief flashes of surrounding light, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet of the edge of the swarm or two creatures within the swarm within 5 feet of each other have concealment (attacks have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). The same concealment applies for those outside the swarm attacking any inside of it. Additionally, those within the swarm are subject to the incessant, annoying tickling sensation of the butterflies' wings. Each round, creatures within the swarm must make a Will save to avoid being dazed and unable to act for that round.

A strong wind (21+ mph) disperses the swarm in one round; however if the wind ceases, the swarm reforms itself in the same position one round later, staying for the spell's duration.

EVERCHANGING CURSE

School necromancy; **Level** bard 3, cleric 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

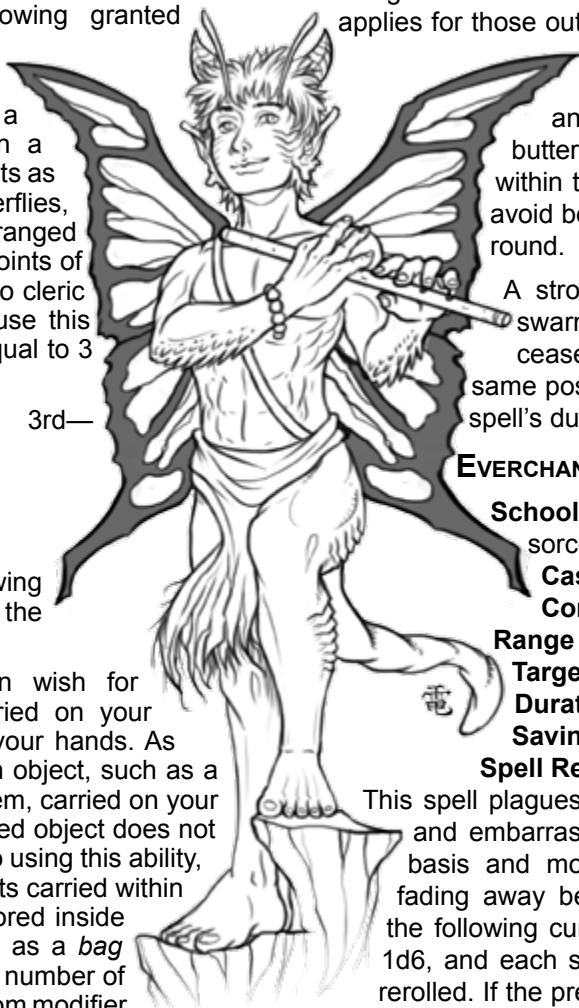
Duration permanent

Saving Throw Will negates, see text;

Spell Resistance yes

This spell plagues its victim with a fickle, detrimental, and embarrassing curse that changes on a daily basis and mocks an initially resistant victim by fading away before returning once again. One of the following curses is randomly selected by rolling 1d6, and each subsequent day the curse's effect is rerolled. If the previous day's curse is selected again, reroll until a different effect is determined.

1. The target begins to stink horribly, imposing a -4 penalty on Stealth checks and a -4 penalty to Charisma.
2. The target itches incessantly, imposing a -2 penalty on attack rolls, saves, ability checks, and skill checks.
3. The target's ability to speak is replaced with a compulsion to bray like a mule, though it believes it is speaking normally, making others' reactions to its words confusing. The target can still communicate by pantomime or writing but cannot cast spells with verbal components or use magic items with a verbal command word.



4. The target's vision becomes blurry, causing problems focusing at a distance. All ranged attack rolls and skill checks that require the target to see beyond 30 feet suffer a -4 penalty.
5. The target becomes afraid of something irrational, such as falling into the sky, being devoured by sparrows, or being poisoned by drinking alcohol served by a brown-haired innkeeper. Dreading this fear, the target is considered shaken and if exposed to the source of this irrational fear will cower in fear. This fear is selected by the Game Master.
6. The target's skin becomes a sickly green and is dotted with tiny red butterfly-shaped blotches. The target is treated as exhausted for that day, regardless of rest or magical aid.

The curse bestowed by this spell cannot be dispelled, though it can be dismissed by its original caster, and it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

OBJECT OF MOCKERY

School illusion (phantasm) [fear, mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one intelligent creature; see text

Duration 1 round/level

Saving Throw Will negates; see text; **Spell Resistance** yes You create an illusionary chorus of phantom voices that mock the target, calling out bits of his buried fears and past embarrassing experiences. The target first receives a Will save to recognize the phantasm as unreal. If the save fails, the target must succeed on a second Will save or believe that the mocking is coming from the target's allies. If the first save is failed, roll on the following table at the start of the target's turn each round to see the target's reaction. At the start of the target's turn, the target may attempt a new Will save.

d% Object of Mockery Effect

01-25 Target is shaken.

26-50 Target is frightened.

51-75 Target is panicked

76-100 If the second Will save succeeded, reroll. If the second Will save failed, the target attacks the closest ally.

ORANGES TO APPLES

School transmutation (polymorph); **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature, or one nonmagical object of up to 100 cu. ft./level

Duration see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell temporarily polymorphs anything into an inanimate pile of apples, a single giant apple, or some awkward, mangled conglomeration of them.

Objects affected by this spell can be damaged or eaten, and a damaged or consumed apple retains any damage when it reverts to its original form. Likewise, any affected creature faces potential damage or death by being eaten. The parts of creatures or objects that are eaten do not revert back when the uneaten parts revert to its original form when the spell ends. Objects with only minor damage can be healed with a *mending* spell, while objects with large chunks missing will need to be reformed. Similarly, creatures with nibbles and small bites can be healed by any *cure* spell. However, large chunks or whole body parts missing are considered severed and require a *regenerate* spell or similar magic to regrow missing areas.

New Magic Items

The following magic items are made by half-faerie dragon spellcasters.

APPLE-TREE TOKEN

Aura moderate transmutation and conjuration; **CL** 12th
Slot -; **Price** 400 gp (apple tree), 600 gp (magical apple tree), 2400 gp (angry treant); **Weight** -

DESCRIPTION

Similar to the *feather token*, the *apple-tree token* takes the form of a single large feather, though one of a multi-colored and distinctly unnatural bird. Each *apple-tree token* is usable once. A particular token has no specific features by which to identify it without viewing its magical aura.

Apple-Tree: This token causes a massive apple tree bearing all manner of apple varieties at peak ripeness to spring into being. The tree is 60 feet tall, has a trunk diameter of 5 feet, and has treetop diameter of 40 feet. This is an instantaneous effect.

Magical Apple Tree: This token creates an apple tree like a normal *apple-tree token*, except that the tree contains 2d10 glowing, magical apples. Each magical apple provides nourishment equivalent to a normal meal for a Medium creature, and heals 1d4 points of damage when eaten. A given creature can only receive 8 points of healing in this way in a 24-hour period.

Angry Treant: The tree summoned by this token is an enraged, violent treant. Treat the tree as though it were a normal treant except it is angry and cannot be reasoned with for 1 minute. If an *angry treant token* is used in combat, there is a 40% chance that the treant attacks the token's user and his allies, and a 60% chance that it vents its anger on the user's enemies.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a faerie dragon or half-faerie dragon, *awaken*, *goodberry*, *major creation*; **Cost** 200 gp (apple tree), 300 gp (magical apple tree), 1200 gp (angry treant).

BAG OF AWESOME

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 24,100 gp; **Weight** 15 lbs.

DESCRIPTION

This small cloth bag is tailored to resemble a smiling faerie dragon's head, so that it appears like a gaping mouth when opened. The bag normally functions as a Type I *bag of holding* with the following differences.

Normal circumstances that would destroy the bag and its contents instead cause the bag to widely yawn like a vomiting faerie dragon, forcibly expelling all objects or creatures inside of the bag in a cloud of sparkling, euphoric faerie dragon breath in a 10-foot radius burst. Any disgorged creatures and any creature caught in this burst must make a Will save (DC 15) or become staggered, sickened, and immune to fear effects for 1d6 rounds.

At will, the bag's owner can reach inside and pull out the pink-dyed rope resembling a dragon's tongue. The rope can be pulled out to any length up to 30 feet, at which point the dangling tongue becomes fixed at its point of origin and the bag vanishes. For the next 12 hours, the bag functions as if the spell *rope trick* had been cast, and in this mode the normal weight restrictions of a type I *bag of holding* are superseded, although any objects over the weight limit remaining inside the bag when the *rope trick* effect ends are summarily disgorged by the bag, which briefly appears to frown, along with a 10-foot radius burst of euphoric faerie dragon breath, as above.

Unlike a standard *rope trick* spell, the interior of the extradimensional space of a *bag of awesome* is haphazardly cluttered with any items previously placed into the bag, as well as any superficial decorations, such as paint, applied to the walls while the bag is functioning as a *bag of holding*, allowing the bag's owner to personalize the space to a certain degree. As a standard action, creatures hiding within the bag's extradimensional space when the *rope trick* function is active may cause the bag to appear as a snickering faerie dragon head, which exhales a gout of faerie dragon breath upon any creature attempting to climb the rope. Creatures that fail their Will save against the euphoric faerie dragon breath must also make a Climb check (DC 15) or fall from the rope, sustaining falling damage as normal. The bag's breath weapon may be used once every 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a faerie dragon or half-faerie dragon, *rope trick*, *secret chest*; **Cost** 12,050 gp

CLOAK OF THE HAPPY FOOL

Aura moderate enchantment; **CL** 7th
Slot cloak; **Price** 40,800 gp; **Weight** 3 lb.

DESCRIPTION

This elaborate cloak resembles the wings of a butterfly with iridescent, oddly hypnotic patterns that shimmer in ambient light. The cloak imparts a happy, carefree—or careless—self-confidence upon its wearer, granting them a +2 morale bonus on attack rolls, damage rolls, saves, and ability and skill checks, but imposing a –2 penalty to Wisdom. Once per day, the wearer of the cloak may cause the cloak to shimmer with brilliant potency, causing all creatures within a 20 foot-radius

burst to suffer the effects of a *hypnotic pattern* spell (DC 13).

CONSTRUCTION

Requirements Craft Wondrous Item, Creator must be a faerie dragon or half-faerie dragon, *good hope*, *hypnotic pattern*; **Cost** 20,400 gp

HAT OF THE BUTTERFLY RAKE

Aura moderate conjuration; **CL** 15th
Slot head; **Price** 73,500 gp; **Weight** 2 lbs.

DESCRIPTION

This elaborately decorated, fashionable, plumed, and very much oversized hat has a number of powerful magical abilities and a reputation for being notoriously unreliable, which makes it all the more attractive to many half-faerie dragons. By pulling the hat down over his head, like diving into a *portable hole* in reverse, the wearer can trigger one of several random effects. When the hat is used, roll d% and consult the following table to determine its effect.

d%	Wondrous Effect
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01-10	Subject gains the effects of an <i>invisibility</i> spell.
11-20	Subject becomes ethereal, as <i>ethereal jaunt</i> . This effect lasts up to 10 minutes and is dismissible.
31-40	Subject receives the effects of a <i>teleport</i> spell.
41-50	Subject receives the effects of a <i>teleport</i> spell targeting a random destination.
51-100	Absolutely nothing happens.

CONSTRUCTION

Requirements Craft Wondrous Item, Creator must be a faerie dragon or half-faerie dragon, *dimension door*, *ethereal jaunt*, *invisibility*, *teleport*; **Cost** 36,750 gp

Artifacts**CROWN OF THE EXALTED TRICKSTER**

Aura strong conjuration and transmutation; **CL** 20th
Slot head; **Weight** 5 lbs.

DESCRIPTION

This overly large, ornate and bejeweled crown resembles a golden faerie dragon curled into a circle and lying on his back, with outstretched claws, each clutching a gemstone, and a gleeful smile upon his face. The gem changes on a daily basis, and sometimes it seems as if the dragon is smirking at some unspoken jest. The crown is said to have been worn by a then-mortal Arzridalimax, or else crafted from the melted down jewelry of the gods from whom he stole his apple of immortality. It has long been connected with the greatest champions of the half-faerie dragons' patron, worn by those who ultimately perform great deeds in his name or granted for a time to those who impress him with some truly spectacular jest or prank.

The *crown of the exalted trickster* grants its wearer a +6 enhancement bonus to Charisma and a +2 luck bonus to all attack rolls, saves, ability checks, and skill checks. It also grants the following spell-like abilities:

- *Greater teleport (at will)*

- *Oranges to apples (at will)*
- *Wish (1/day)*

If worn by a creature of lawful or evil alignment, the creature suffers 5 points of Wisdom damage that cannot be healed or restored by any means while wearing the crown. It is said that the item will teleport itself away if such a creature wears the crown for more than 24 hours.

DESTRUCTION

The crown vanishes and leaves nothing behind if it is ever used by a priest of Apsu to crown a brutal tyrant of faerie dragon blood.

PUISSANTLY UNEXPECTED WAND

Aura strong (all schools); **CL** 20th
Slot none; **Weight** 1 lb.

DESCRIPTION

This slender wand has no truly set appearance, and between wielders its design, size, and apparent material radically changes to appeal to the aesthetic desires of its next user. At times, it might appear as a simple length of

polished and engraved ash, barely a dozen inches in length, but in its next incarnation it could be a golden, jewel-studded wand nearly three feet long, befitting the hand of a giant. The only consistency among all its recorded forms is some faerie dragon motif, either carved into the wand, cast in iron or gold, or inlaid in fine metal filigree and usually, but not always, strongly resembling common depictions of Tsiliamendrae, the Princess of Endless Laughter. Regardless of its appearance, the wand virtually hums with innate and completely unpredictable power.

Activating the wand is a standard action, and causes a random effect determined on the table below. The wand prefers chaotic- and good-natured individuals while those of an evil or lawful nature must add 40 to the d% roll each time they activate it, with all results over 100 treated as 100. See Table 8: Puissantly Unexpected Wand.

The wand also grants its user continuous use of *foresight*, though this ability is useless for pre-determining the random effects of the wand's normal use.

DESTRUCTION

The wand will turn to dust and no longer function if held by a

Table 8: Puissantly Unexpected Wand

d%	Wondrous Effect
01	The wielder may make one wish, as the <i>wish</i> spell.
02-05	The wielder is stricken mute for 1d4 rounds, and begins vomiting forth a torrent of gold coins at high velocity. Treat as a breath weapon that deals 10d6 bludgeoning damage in a 30-foot cone. The total amount of gold coins later recovered is 1d6x100.
06-10	Any wounds the wielder possesses vanish, with any hostile creatures within 30 feet suffering the amount of damage healed (no save).
11-15	The wand summons a single giant squirrel (treat as dire bear) which attacks any one target the wielder specifies.
16-20	All creatures within 100 feet are affected by <i>dismissal</i> (DC 25).
21-25	Frozen apples rain down from the sky (as <i>ice storm</i> , DC 24) in a 40-foot cylinder-targeted by the wielder anywhere within 100 feet.
26-30	A tiny faerie dragon dressed as an efreeti noble appears in a burst of fire and grants a single minor wish (as <i>limited wish</i>) to the wielder and then vanishes.
31-35	All creatures within 60 feet of the wielders are affected by <i>confusion</i> (DC 24).
36-40	Roll twice and choose one of the resulting effects to occur.
41-45	The wand summons 1d4 faerie dragons who act as they see fit.
46-50	One random creature within 60 feet of the wielder turns into dark chocolate (as <i>flesh to stone</i> , DC 26).
51-55	<i>Faerie fire</i> , as the spell, outlines all hostile targets within 200 feet of the wielder.
56-60	A <i>fireball</i> detonates at the wielder's location (DC 23).
61-65	A stone golem emerges from the floor and either obeys or attacks the wielder (50% chance for each).
66-70	The wielder permanently changes gender (as <i>polymorph</i> , DC 25).
71-75	All creatures within 15 feet of the wielder shrink one size category (as <i>reduce person</i> , DC 24).
76-80	The wielder is affected by <i>irresistible dance</i> (no save) and all other creatures within 60 feet are affected by <i>hideous laughter</i> (DC 22).
81-85	All creatures and objects within 60 feet of the wielder are hurled 30 feet into the air and fall back down. The creatures may take damage upon landing. If a ceiling prevents them from reaching 30 feet high, treat them as having fallen from the ceiling and suffer damage accordingly before falling. The creatures have sufficient time for immediate action spells, such as <i>feather fall</i> .
86-90	The wielder becomes intoxicated (treat as staggered, no save) and considers all creatures within 30 feet to be their best friends or old flames (as if under the effect of <i>charm person</i>).
91-93	All natural and magical fire is extinguished while all non-attended flammable material within 100 feet catches on fire.
94-96	The wielder believes himself invulnerable and strips off all clothing and equipment, taking no other actions before completely disrobing unless attacked.
97-99	Roll again, both results occur simultaneously.
100+	The wielder is affected by <i>imprisonment</i> (no save). The wand stays behind.

living wielder who fails to laugh for a period of no less than one year and one day, not including any periods of natural or magical catatonia.

RACIAL DETAILS

Communities

Children of the Dappled Tower

"When the cats are away, the mice will play. There's an old saying like that often applied to parents and children, and in the case of Dappled Tower's children, while their king or parent or whatever he is, is either asleep, on vacation, or possibly dead, they're not just playing, they're having the time of their lives with an over glorified game of playing house. I keep asking myself if, whenever the owner of that castle returns, they're going to be horrified of the mess their children made, or if they're going to clap their hands together and laugh at how wonderful it is. I'm guessing the latter based on my time there, especially after I dropped five shots of the best apple brandy in the world. They know how to have a good time." – Bella of Eastcrown, remarking on a week spent in Dappled Tower, only half of it sober.

Just a short distance from the intersection of two major trade roads, and at the fringe of an otherwise unmapped and undeveloped primeval forest, lies the town of Dappled Tower. The quaint little village spreads outwards from a central hillock and its picturesque, almost storybook-styled castle, with groves of apple trees interspersed between individual homes. The town's namesake, the keep's one central tower, is largely encased by a unique ivy-like vine—most likely magical in origin—which bears the blossoms of a dozen different flowers and the fruit of at least as many different trees.

The town's population, the so-called Children of the Dappled Tower, are almost entirely half-faerie dragons, with only a small number of gnomes, various fey, and one or two elven and human mages apprenticed for as long as they can put up with their surroundings calling the place home. In theory, the villagers are one gigantic extended family, all descended from a few dozen original half-faerie dragons born from the same draconic mother but different humanoid fathers, and others granted that status willingly by magic. In the centuries since the town's origin, the resulting progeny have continued to breed true, and largely act as one arguably incestuous family.

Though it has been nearly a century since their great mother was active, she still remains their nominal ruler in absentia. Of course, given their nature, things have changed a bit since "Her Most Splendid Majesty Devroumaliathallomintza the Queen Grandmother, Devourer of Apples, Handmaiden of Tsiliamendrae, and Empress of the Forest" ruled over her half-blooded descendants. In her absence, her children do not have any true government, and the city is a largely unstructured thing with no written laws, but a bevy of ever-expanding titles, all of which are self-granted, of course. At last measure, there were a grand total of twenty Kings or Queens of Thieves, four Kings, eight Queens, two Grand High Monarchs, fifteen Magister Lords, not counting the dozens of titles that sprawl over ten lines or more.

The Children of the Dappled Tower have been having fun in their progenitor's absence, but they seem to be largely doing well for themselves. They have not blown the town

up yet or set the forest on fire, and they have not caused any of the surrounding lands to march upon them over any misunderstood and disastrous prank-gone-bad. Despite Her Most Splendid Majesty's absence, visitors can still find those citizens with more sway, who know everyone of real importance, and have their head on their shoulders, to help in dealing with outsiders. Marigolaenianoxa or Marigold for short (though apparently her full name is a shortened form of her name already) runs the town's bookshop, and as such is accorded the title of "Inkspattered Conqueror of Pages, Slayer of Stories, and Magister of Spellbooks." An accomplished theurge, she accepts coin, but prefers to barter for new and novel objects, spells, or spell components at a premium in exchange for her books and magical paraphernalia. She is also the one person who regularly travels outside of the town—typically in the form of an elf with gold and orange speckled hair—and she is the most worldly of her kind, comparatively speaking. She looks after them in their dealings with outsiders, and tends to keep an eye on those new to the town, both to help her people and to keep outsiders from getting themselves into trouble.

Outside of Marigold, the other most important and powerful people in the city are the leaders of the various guilds and collectives, which respectively link together like-minded painters, vintners, musicians, alchemists, weavers, tinkers, jewelers, and others. The groups tend to keep the populace grounded around their respective crafts, allowing them to focus and keep the town's economy and trade active, while channeling away some of their most chaotic and stereotypically tendencies.

As for the keep itself, while the main gate lies wide open and its copper gilt portcullis is always raised, only the main entry hallway remains accessible. A giant hall with a great vaulted ceiling, the first thing visitors notice about it is the unnerving fact that the castle is clearly larger on the inside than its outer footprint would allow, and its interior is lined with stairwells and passages with their own notion of gravity and dimensionality. The Children's faerie dragon ruler rules—or rather ruled—from a grand and convoluted extra-dimensional space, and curiously one that does not seem to conflict with the normal prohibitions against nested spaces for *bags of holding* and the like. As strange as it appears, the hall is lavishly ornamented with tapestries, burning incense, and magical lighting, and the Children alter its look as the seasons change. But, except for a great silver statue of their absent ruler smiling from atop a garnet-studded marble apple the size of a pumpkin, which suddenly appeared in the hall a decade ago, and a great number of still magically-sealed doors, there is no indication that she is still alive and active. Even so, her Children wait and eagerly anticipate the stories that she will tell when she returns to them.

Eave Dancers

"Let the tall ones mingle on the ground, bereft of the sky's beauty, bereft of the freedom we possess, bereft of these secret, hidden, forgotten places amidst the city's heights. Let us dance among the eaves, you and I. Let us dance, let us laugh, let us embrace here where starlight falls not yet diluted by lamplight, where dreams rise up to the heavens on moonbeams and ravens' cries. Let us welcome those who embrace the blessing in their blood, those who dream, those who sing. Join us confused, brilliant, beautiful child. Join us dancing among the eaves." – lines painted along the underside of a bridge, written into the shape of a faerie dragon reaching towards the sky.

Most people live their lives without ever seeing a faerie dragon or half-faerie dragon, or for that matter even knowing that they exist. But those who dwell in the City of Strangers, where the half-faerie dragons of the Eave Dancers live would know them on sight, if only they looked up. High above the masses dwelling at street level, amid the cries of birds and the aerial squabbles of imp and pseudodragon, atop a city's roofs, within abandoned attics, and beneath the eaves, just out of sight, a secretive cloister of half-faerie dragons lives, thrives, and curiously enough, recruits.

The Eave Dancers' origins are largely lost to history, but the few details that remain suggest that they originated within the City of Strangers. The first of their kind were created by magical accident or experimentation by a mage long forgotten, possibly intentionally. That first small collection hid from their creator and those who would persecute them, and lived their lives upon the rooftops and forgotten heights of their home. They stole to make their way in the world, enjoying the trappings of the cultures and races they would never truly be a part of, and only occasionally descended down in disguise to mingle with the groundlings, as they called them.

Unlike most half-faerie dragons, the Eave Dancers' unique creation denied them the ability to breed true among their own kind, and only rare dalliances below spread their bloodline thinly through the population. As time went on, this blood would occasionally produce a half-faerie dragon and they would seek to claim the often rejected babe and raise her as their own. Sometimes, these unions produced others who could feel in their blood that they were somehow different, but showed no obvious signs except a few personality quirks, or a scale or two. Those with this untapped but latent blood that seek them out and embrace their heritage are now the largest source of new members for the Eave Dancers.

The Eave Dancers leave bits of graffiti throughout the city, enchanting these messages so that they call out to those with their latent bloodline. Those who seek and follow, climbing and risking their limbs and neck to reach a designated rooftop or abandoned tower find a single member of the group waiting for them (with several more invisibly accompanying them). They are provided with an explanation of their feelings and suspicions, and they are given a choice between having the power of their blood suppressed by magical ritual (though still present in any children they produce after that point), or to be both inducted into the group, shedding their previous life, and by ritual magic becoming a half-faerie dragon themselves. Virtually everyone who makes that journey continues their self-described ascent, joining their newfound kindred in flight.

Though small in number, with less than a hundred members, the Eave Dancers represent one of the most adept thieves' guilds in the City of Strangers, and they take particular delight in implicating other guilds for as many of their higher profile heists as possible. Stealing some trinket is a simple task, but stealing something of value and pinning the theft on someone else, especially someone evil or otherwise

deserving of being falsely accused, deserves admiration. This practice has earned them the ire of multiple groups and powerful individuals, and only their constant movement among various hiding places and the obscurity and difficulty in accessing those places keeps them safe. Their habit of stealing slaves and then freeing them has particularly made them some powerful enemies and numerous allies that will go to great lengths to defend them.

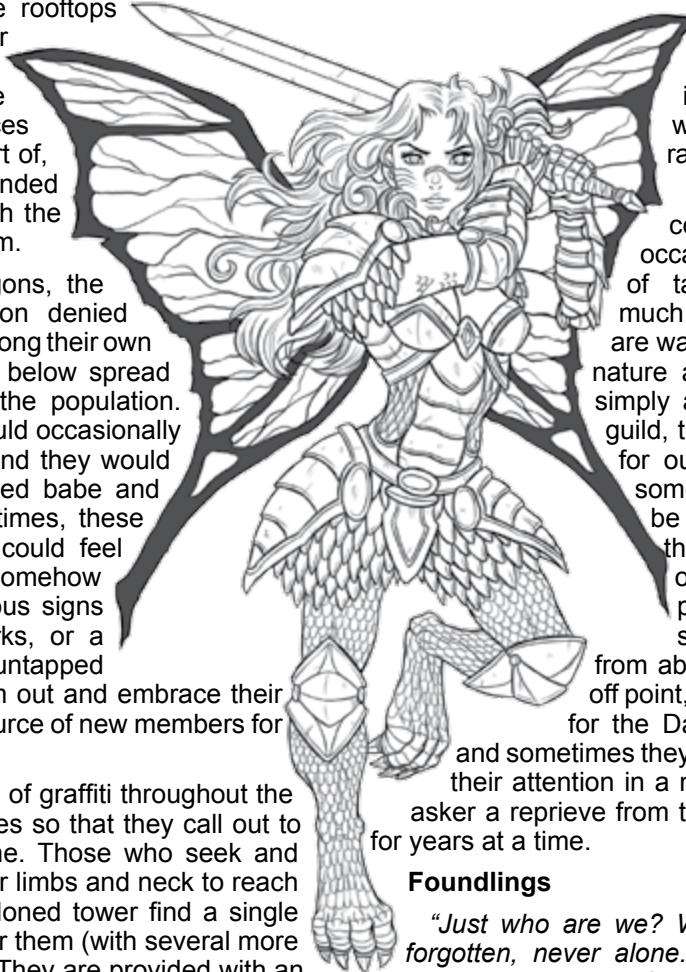
Despite their well-earned and eagerly cultivated reputation as thieves, the Eave Dancers count a number of sorcerers and bards among their members. The closest thing they have to a leader is both a sorcerer and a priestess of Tsiliamendrae. The golden-haired Arabellanazoriima melds the divine and arcane magic of blood and prayer together, and her devotion to the Princess of Endless Laughter guides her kindred in their carefree ways, their relentless pranks directed against one another and those causing havoc in the city below, and in their desire to induct more of those groundlings who carry their bloodline into their ranks.

The Eave Dancers are not completely insular, and they occasionally descend for an evening of tavern crashing, disguised as much as possible. Even then, they are wary of allowing knowledge of their nature and existence to filter down to simply anyone. Like any good thieves' guild, they will take on contracted work for outsiders, but the job has to be something they enjoy, and it has to be asked in a magnificent way for them to take notice. More than once, a prospective client has painted their own rooftop with a sprawling, garish mural seen only from above, giving directions to a drop-off point, and left a bag of coin and details for the Dancers. Sometimes they take it and sometimes they do not, but simply seeking to get their attention in a novel fashion seems to earn the asker a reprieve from their more mischievous activities for years at a time.

Foundlings

"Just who are we? We're orphans, but we're never forgotten, never alone. We're a family, though we've never met one another. Is it simply shared blood and shared experience that binds us together, or is it something more? Oh! And gifts! Must not forget the gifts every day! I know the answer, but the funny thing is that I can't remember just what it is. Oh, don't get me wrong, we'll find out the answer one day, and trust the Wandering Grin, it's going to be a fine joke, pulling the wool over not just outsiders' eyes, but ours too." — Marizonaelomik, self-titled archwizard of the River Nations (not actually residing there)

Numbering some seven hundred in total, the half-faerie dragon community known as the Foundlings are a tribe in name only, and most of them have in fact never met one another. Few even know of their kindred's existence, and fewer know the name given to them by scholars aware of the larger picture behind their origins. Each half-faerie



dragon Foundling is, as the name suggests, a foundling: a child discovered abandoned in the wilds or left at the steps of a cottage, castle or city orphanage to be raised by others. Generally, they do not reside within fifty miles of another, and as far as can be ascertained, they are randomly distributed them throughout the three nations they collectively call home. With so little to tie them together besides the peculiar—some would say sad—story of their birth and seeming abandonment, why should lords and kings concern themselves with them and scholars name and catalog them? Truthfully, they share more than a common origin, and at no point were they ever actually abandoned.

Without being able to put it into words or really describe it in detail, each of the half-faerie dragon members of the Foundlings knows that they are a representative—though not of who or what—and they have known this since they reached adolescence and found their first gift. They do not like to talk about it to others—since the last thing a royal court wants to discover is some sort of nebulous, mysterious conspiracy concerning scattered members of a half-human race embedded in their society—but every morning, each of the Foundlings finds a small number of coins, a gemstone, or some other tangible form of wealth left for them. The gift might be placed beneath a pillow, left upon a desk, hidden on a windowsill, or even disconcertingly dropped upon a Foundling's chest. None of the Foundlings know who or what their mysterious benefactor is or wants, but occasionally they receive prophetic dreams urging them to go to a certain place or do something of usually trifling importance that later ends up having curiously key ramifications for events in their adoptive land. Those aware of the Foundlings and some of them themselves strongly suspect that their benefactor uses them to subtly influence politics and events on a long-term basis, being unable or unwilling to do so openly, and even though their actions have almost uniformly been for the ultimate betterment of several kingdoms, royalty never appreciates feeling like gilded dolls in a giant's dollhouse.

One of the most prominent of the Foundlings is a bard by the name of Zinamarianilla, the self-titled "Wandering Minstrel Duchess of Stolen Hearts and Sugared Sweets." Brilliantly blue-haired, with orange and violet mottled wings and scales, the bard strikes an imposing—if diminutive—figure, often setting trends in women's fashion just to softly snicker when pompous noblewomen dress in what she intended to be god-awfully embarrassing. True to her title, Zina moves between the courts of various nobles, telling stories which deftly weave together folklore, intricately beautiful wordplay, subtle commentary on current politics, and rumors about every noble that is not one of her patrons. More than a few of her stories and songs have ended up causing scandal, and the truth behind her mocking and oftentimes salacious and bawdry tales has made her something of a bloodless assassin's blade. According to her, the best of her tales come to her not by bribed handmaidens, other bards, or rival nobles, but from nuggets of ideas from her dreams. She is an arrow, but someone else is aiming the best shots.

The Foundlings do run across one another from time to time, but after a week or two, they always feel a certain compelling feeling to say their goodbyes and move on. Though a *geas* immediately springs to mind, none of the Foundlings bear any obvious ensorcellment, according to several mages who have described meeting them and were unable to resist a cursory divination or two.

The most curious thing about the Foundlings is that once

every five years, a given Foundling simply vanishes for a week's time, which causes brooding worry among those nobles aware of them. As far as anyone can guess, they return to their benefactor or creator, one otherwise allows them to grow up on their own in the world at large while still deeply caring for them. When they return, just as abruptly as they vanished, they recall nothing of their time away, or even the passage of time from the moment they disappeared. They do, however, return with some poignant material token, and sometimes even a slight cosmetic modification to their own body that delights them to no end—a birthday present of sorts, using whatever scale of time their patron uses to measure such things.

Village of Ficklewhim

"I'd only tell you how to get there if I really truly hated you. Yes, I know the stories that they can make wishes come true, that the streets are paved in gold, that they braid gemstones into their hair like members of any normal savage tribe would pebbles and feathers. And, you know what? It's true. All of it. But, the legends skip over them all having the attention span of five year old human children and innate magical ability. Nobody talks about them throwing beehives at you, turning your horses into manticores, turning your entire water supply into applejack, making you turn into a woman (and an elf at that!), and giggling profusely when you shout at them to leave you alone because they've never seen an angry dwarf. The whole place is mad, and I'm not sure if they're hiding from the world, or if the gods collectively did their best to make sure they don't mess with it. And, I swear to the God of Battle, I'll punch the next man who jokes about taking a toke from a faerie dragon. That only has to happen to you once and it ceases to be funny." – Golman Ironminder, dwarven merchant of House Ironminder

Far from any trade routes, large cities, and surrounded by hundreds of miles of dense, primeval forest, marshlands, and stretches of otherwise featureless moorland, the citizens of Ficklewhim dwell in almost complete isolation from humanity and most other civilized races. Of course, they hardly miss what they are unaware of, and those few travelers who have had the misfortune of stumbling into Ficklewhim or its inhabitants would largely prefer to never repeat the experience.

The village sits near a natural spring, surrounded by groves of magically enriched fruit trees, berry bushes, and various other edible plants. The ancient geography is also such, whether by natural luck or magical cause, that the region's rocks abound with gems, and its soil brims with an unnatural concentration of gold nuggets, all of which is easily found without the need of mines or even difficult labor. Everything needed is virtually handed away for free by nature itself and the trappings of civilization need only a trifling of skill and magic to spring up from there.

Ficklewhim's population is a mix of half-faerie dragons, full-blooded faerie dragons, and various fey. Despite being situated in a forested wilderness, the town does not resemble anything like a pastoral human village or an elven settlement. With no larger cultures to dovetail, relatively few threats, and most of their needs fulfilled by the forest and through magic, the faerie dragons and their half-blood kin run rampant, devoting virtually all of their energy to their own amusement and to the philosophical whimsy of their three major gods.

The only permanent structures in the town are three

ancient temples to Tsiliamendrae, Carasandrillanoxa, and Arzridalimax. Even so, they are permanent only in a manner of speaking, since their appearance changes according to whatever fancy consumes their priests and worshippers at any given period of time. This aesthetic flux is exceeded only by everything else in the village. In a month's time virtually every dwelling could be remodeled, torn down and rebuilt, moved, painted, transmuted into peanut brittle, or something else even more absurd. But, to the townsfolk, nothing is absurd if there is no one around with preconceived notions to claim it is so. Madness, after all, is subjective.

Every citizen of Ficklewhim is free to do as he pleases, and most spend their time in artistic pursuits and personal projects before meeting with friends every evening to share stories and plan truly elaborate pranks. Pet projects could be anything from designing and making jewelry, concocting alchemical potions that dye one's hair purple and smell like apricots, or brewing a new type of wine. A truly amazing variety of wonders abound, though all are small on the scale of creation. Since the whimsical citizens have no sense of commerce or trade, and a perpetual desire to move onto the next amusing thing, they rarely keep records of these crafts for posterity. Everything is in the moment, the past absorbs it all eventually, and there in the past is where it would seem to be forever lost. Harvesting this unbounded creativity, more than the material wealth that abounds in Ficklewhim, is what draws so many to seek out the town and its citizens. Even a fraction of it can make one rich anywhere else in the world.

Such schemes rarely work out, though not because the citizens do not share freely from what they have, but because their attitudes tend to drive outsiders mad with annoyance, and because of the much darker attitude of the local cult of Carasandrillanoxa. The Lady of Mocking Laughter's high priest, the half-faerie dragon Indigomarionasim, views outsiders as jealous, dull, and useless creatures seeking only to exploit and steal from his fellows. He keeps his eyes trained outwards, ensuring that travelers near the village never find it, causing them to become lost and quickly turned around, or else hampers and brutally toys with them until they abandon their attempts to find Ficklewhim.

The sheer madcap insanity of the ever-changing town is enough to make those merchants and travelers who do find it vow to never return. More than a few explorers find their way there, only to return home weeks later, still intoxicated, occasionally high and giggling, or smudged with paint and makeup and smelling of apples and either way rarely remembering much of anything—especially not how they got there or even how they left.

In Your Campaign

Every campaign has a variety of races, ranging from the typical and traditional humans, elves, and dwarves to more exotic options such as tieflings, aasimar, and the like. On this account, half-faerie dragons are not a normal race, and compared to those just listed, some of their racial abilities, while not immediately available, could be construed as overly powerful, depending on the campaign. Not every race available in the *Pathfinder Core Rulebook* or other available supplements is always available, and it can be disconcerting to have what amounts to one or two circus characters in the middle of a world populated by much more mundane races. It is an important part of world-building in homebrew campaigns to tailor the world-specific flavor and details and

indeed the very existence of various races to that campaign. At the same time, discarding racial options might not always go well with your players if they have a real desire to play a given race, so it is an important balancing act—especially so when dealing with half-faerie dragons.

When making the decision to include half-faerie dragons in a campaign, two things should be considered: the implications of their abilities, and their presentation here versus the general atmosphere and tone of a given campaign setting. Among the various abilities that they possess, half-faerie dragons' breath weapons, eventual access to natural flight, and some of the more exotic feats and class options made available to them should be considered for balance within the framework of other characters and as needed, taken into account when planning combat and non-combat encounters. None of these options are initially overpowered, but they are certainly non-standard, and the greatest of them—flight—is only available at a point where magical flight is accessible by several classes on their own without having to spend a feat to do so (though the racial feat allows flight at will, without the need to cast a spell, or the possibility of having it dispelled). It is important to consider these abilities' impact if a player wishes to play a half-faerie dragon.

While mechanical considerations are crucial to consider before allowing half-faerie dragons in your campaign, they are not the most important issue. When developing a campaign setting, one of the most important things is to present a unified and cohesive tone and atmosphere for the world. When certain places, people, or concepts clash with this overall aesthetic it can be a problem, to say the least. It is necessary to keep your players immersed within the setting, and when things stick out like sore thumbs in an otherwise harmonious world they rapidly lose their sense of verisimilitude. The half-faerie dragons presented here have a very distinct and possibly very disruptive atmosphere and tone. They are whimsical, chaotic, and downright silly at times. If you have a very serious tone in your campaign, or if it veers into a gothic or horror atmosphere, they might not fit easily. In this case, if you choose to include them, it is worth modifying their nature or backstory to best fit the campaign. In the latter case, their attitude might be a coping mechanism with the surrounding pervasive gloom and dread.

As GM, carefully consider the role that half-faerie dragons play in your world. Are they rarely seen? Are they commonly known in some nations? What racial relations do they have in your world? They might at one end of the spectrum be seen as simply another odd non-human race like gnomes, and at the other end of the spectrum they might be viewed as rare creatures hunted down for their body parts, which legends claim to bring luck, grant wishes if powdered and ingested with wine or bring fertility in combination with various alchemical reagents. If they are not extremely rare, you will need to develop their society and ecology further, finding places for them and centers of their population in your world. If they are rare and misunderstood, you will need to take that into account to determine how a half-faerie dragon PC in your game will arouse fear, wonder, or greed among some NPCs.

There is also the consideration of how to use half-faerie dragon NPCs. You can have the flavor inherent in the race played to its maximum without having to worry as much about the mechanical aspects and weaknesses if a particular NPC is not going to be involved in combat alongside the PCs. A half-faerie dragon would make for an amusing and

memorable encounter, whether he is a member of a thieves' guild, a wizard constructing and selling trinkets and magical items, or some other walking plot hook to interest your PCs. Even a benevolent NPC might horribly prank one of the player characters and cause them to follow the half-faerie dragon in an attempt to get them back one way or another. An antagonistic half-faerie dragon might be a terror, laying ironic deathtraps, leaving behind mocking letters to goad opponents, and likely framing others for her actions as long as possible. As odd, arguably silly, and borderline cute characters, using a half-faerie dragon as an antagonist can have a profound effect if done correctly, simply because of how offsetting and different it can come across. Use half-faerie dragons well, and you can provide your campaign with a memorable bit of flavor, whether in an appreciated moment of levity from a friendly NPC, or over the long term in a reviled and complex villain.

From a player's perspective, it is always a good thing to integrate your character into the game world, both with backstory and in terms of how they interact with the world around them. In most fantasy settings, the quirky nature of half-faerie dragons does not stand out as awkward, but in some settings it might clash with the campaign's overall tone. When this conflict occurs, consider downplaying the silly prankster aspect a bit, or do so sparingly at points where it will not break character given what is going on and how your character would reasonably react. This is an important consideration even in wholly mundane fantasy settings, and to be perfectly frank, naïvely silly races with thieving fingers have been tried before in published settings, and to call them divisive in their reception even years later would be kind. Do not fundamentally alter your character, but mold their "faerie-dragon-ness" to the world, to their own backstory, to those around them, to events and circumstances in the campaign, and to the players that you are playing the game with.

Half-faerie dragons are optimally used as rogues, bards, sorcerers and wizards, and while they can be very good in these classes, none of them provide your character with extensive hit points each level. On top of this, half-faerie dragons are downright fragile, with a racial penalty to Constitution, and this only complicates the fact that their primary class choices are not generous in the hit point department. Most likely, you are going to have very few hit points, and especially in lower level games, this is going to restrict your character from being on the front lines of combat, and you should strongly consider available options to increase your AC and otherwise avoid unnecessary risks—though of course, given the race's propensity for impulsive actions, this is a situation where roleplaying and metagame strategy conflict. Ideally, you can act safely in accordance with the race's tendencies and have a GM willing to work with them, letting you get the best experience out of the character without penalizing the race's weaknesses unduly, but it is best not to push your luck if you can avoid it.

As a half-faerie dragon, you have access to a number of feats and other options that help enhance the "faerie dragon-ness" of your character, such as an enhanced breath weapon, flight, and polychromatic scales. Use these both for their mechanical uses in the game and also as character elements to play up when describing your PC. Half-faerie dragons have a certain flair about them, and treat some of these options equal to their particular quirks of dress, habits, methods of joking and other personality traits. Use these as added flavor and you will end up with a memorable character

bringing unique versatility and a solid niche to the campaign.

NPCs

HALF-FAERIE DRAGON MUSICIAN CR 1/2

XP 200

Half-faerie dragon bard 1

CN Small humanoid (draconic)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)
hp 8 (1d8)

Fort +0, **Ref** +5, **Will** +0; +2 vs paralysis, sleep, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee rapier +4 (1d4/18–20)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1), breath weapon (10-ft cone, Fort DC 10, staggered, sickened, and immune to fear effects for 1d6 rounds, usable 1/day)

Half-Faerie Dragon Spell-like Abilities (CL 1st; concentration +4)

3/day—*prestidigitation*

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*charm person* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *lullaby* (DC 13), *open/close*

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 14, **Wis** 6, **Cha** 17

Base Atk +0; **CMB** –1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +7, Knowledge (local) +6, Perception +2, Perform (wind) +9, Sleight of Hand +7, Spellcraft +6, Stealth +7, Use Magic Device +7; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic, Elven, Sylvan

SQ arcane whimsy, bardic knowledge +1, butterfly wings

Gear 25 gp, chain shirt, rapier, mwk musical instrument (flute), spell component pouch, 3 bottles of fine half-faerie dragon apple wine, 2 tanglefoot bags, alchemist fire

GRAND MAGICAL HALF-FAERIE DRAGON OF DISAPPEARING AND APPEARING BLURRY CR 8

XP 4,800

Half-faerie dragon illusionist 3/sorcerer 4/dappled thurge 2

CG Small humanoid (draconic)

Init +3; **Senses** darkvision 60 ft.; Perception –2

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 38 (9d6)

Fort +3, **Ref** +6, **Will** +6; +2 vs paralysis, sleep

OFFENSE

Speed 20 ft.

Melee dagger +5 (1d3/19-20)

Special Attacks breath weapon (10-ft cone, Fort DC 14, staggered, sickened, and immune to fear effects for 1d6 rounds, usable 1/day)

Half-Faerie Dragon Spell-like Abilities (CL 9th; concentration +13)
3/day—*prestidigitation*

Sorcerer Spell-Like Abilities (CL 6th; concentration +10)
7/day—*laughing touch*

Wizard Spell-Like Abilities (CL 5th; concentration +8)
6/day—*blinding ray*

Sorcerer Spells Known (CL 6th; concentration +10)
3rd (4/day)—*fireball* (DC 17)
2nd (5/day)—*hypnotic pattern* (DC 17), *invisibility*
1st (7/day)—*charm person* (DC 16), *expeditious retreat*,
entangle (DC 15), *magic missile*, *mage armor*
0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *daze* (DC 17), *open/close* (DC 14), *resistance*

Bloodline fey

Wizard Spells Prepared (CL 5th; concentration +8):
3rd—empowered *burning hands* (DC 14), *object of mockery* (DC 17)
2nd—*mirror image*, *scorching ray*, *touch of idiocy*, +1 spell
1st—*burning hands* (DC 14), *color spray* (DC 15),
hypnotism (DC 17), *silent image* (DC 15), *ventriloquism* (DC 15)
0 (at will)—*dancing lights*, *ghost sound* (DC 14) mage hand, ray of frost

Opposed Schools conjuration, necromancy

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 16, **Wis** 6, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 18

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Scribe Scroll^B, Spell Focus (Enchantment), Spell Focus (Illusion)

Skills Bluff +13, Craft (calligraphy) +15, Craft (traps) +9, Knowledge (arcana) +15, Knowledge (nature) +11, Spellcraft +15, Use Magic Device +13; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic, Dwarven, Halfling, Sylvan
SQ arcane bonds (dagger [1/day]), arcane spontaneity (1st), arcane whimsy, butterfly wings, extended illusions (+1 round), woodland stride

Gear *amulet of natural armor* +2, *horn of fog*, dagger, spell book (containing all 0-level spells, all wizard spells prepared as well as *blur*, *cat's grace*, *disguise self*, *dispel magic*, *haste*, *reduce person*, *silent image*)

THE UBITQUOUS MASTER OF THE EUPHORIC BREATH AND ALL OTHER THINGS CR 11

XP 12,800

Half-faerie dragon bard 2/fighter 2/oracle of Arzridalimax 2/ranger 2/rogue (thief with wings) 2/sorcerer 2

CG Small humanoid (draconic)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 15, flat-footed 17 (+6 armor, +4 Dex. +1 size)

hp 73 (4d10+6d8+2d6+14)

Fort +10, **Ref** +16, **Will** +11; +1 vs. fear, +2 vs paralysis, sleep, +4 vs. bardic performance, sonic, and language-dependant effects

Defensive Abilities bravery +1, evasion; **Resist** electricity 5
Weakness oracle's curses (lame)

OFFENSE

Speed 15 ft.; fly 20 ft. (good)

Melee +1 *laughing blade* +15/+10 (1d3+2/18–20)

Ranged +1 *longbow* +14/+9 (1d6+1/x3)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate [DC 15], inspire courage +1), breath weapon (25-ft cone, Fort DC 17, confused, staggered, sickened, and immune to fear effects for 1d6 rounds, usable every 1d4 rounds), favored enemy (monstrous humanoids +2), sneak attack +1d6

Half-Faerie Dragon Spell-like Abilities (CL 12th; concentration +16)

3/day—*prestidigitation*

Sorcerer Spell-Like Abilities (CL 2th; concentration +6)

6/day—*prankster's befuddling touch*

Bard Spells Known (CL 2nd; concentration +6)

1st (3/day)—*charm person* (DC 15), *comprehend languages*, *silent image* (DC 16)

0 (at will)—*ghost sound* (DC 14), *mage hand*, *message*, *open/close* (DC 14), *summon instrument*

Oracle Spells Known (CL 2nd; concentration +6)

1st (5/day)—*alter winds* (DC 15), *bless*, *cure light wounds*, *shield of faith*

0 (at will)—*guidance*, *mending*, *resistance*, *stabilize*, *virtue*

Mystery wind

Sorcerer Spells Known (CL 2nd; concentration +6)

1st (5/day)—*burning hands* (DC 15), *color spray* (DC 16)

0 (at will)—*acid splash*, *disrupt undead*, *flare* (DC 14), *light*, *ray of frost*

Bloodline faerie dragon

STATISTICS

Str 12, **Dex** 19, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +8; **CMB** +8; **CMD** 22

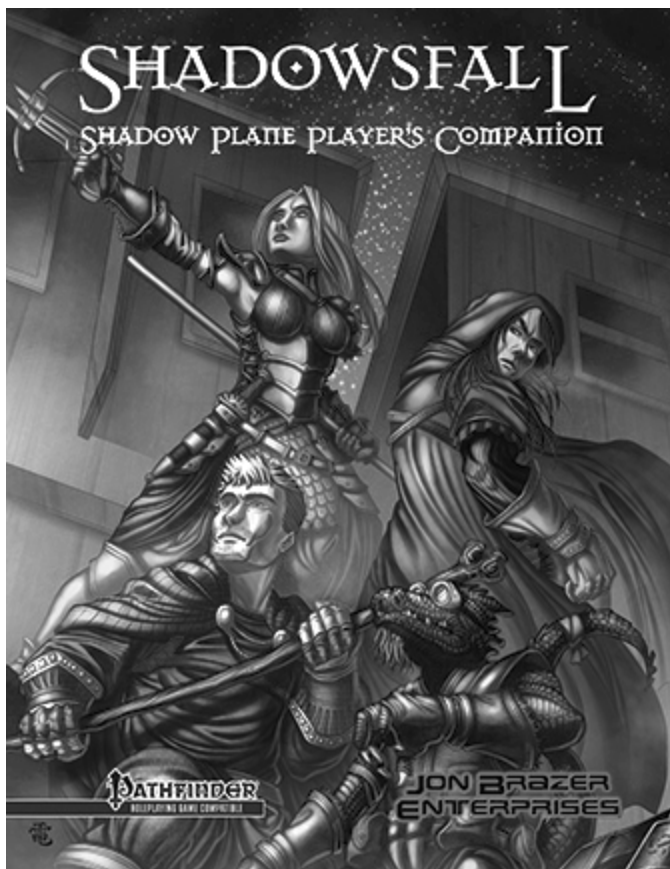
Feats Arcane Armor Training, Eschew Materials, Improved Initiative, Intoxicating Breath, Overwhelming Breath, Point Blank Shot, Precise Shot, Puissant Breath, True Flight^B, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +10, Appraise +5, Bluff +11, Diplomacy +13, Disable Device +11, Disguise +9, Fly +16, Handle Animal +11, Heal +4, Intimidate +11, Knowledge (religion) +8, Perception +6, Perform (sing) +11, Sense Motive +11, Spellcraft +9, Stealth +16, Survival +4, Use Magic Device +11; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic

SQ arcane whimsy, bardic knowledge, butterfly wings, combat styles (archery), revelations (spark skin), track, trapfinding +1, versatile performance (singing), well-versed, wild empathy

Gear +2 *patchwork armor*, +1 *longbow*, +1 *laughing blade*, arrows, *cloak of resistance* +3, *headband of charisma* +2, mwk thieves' tools



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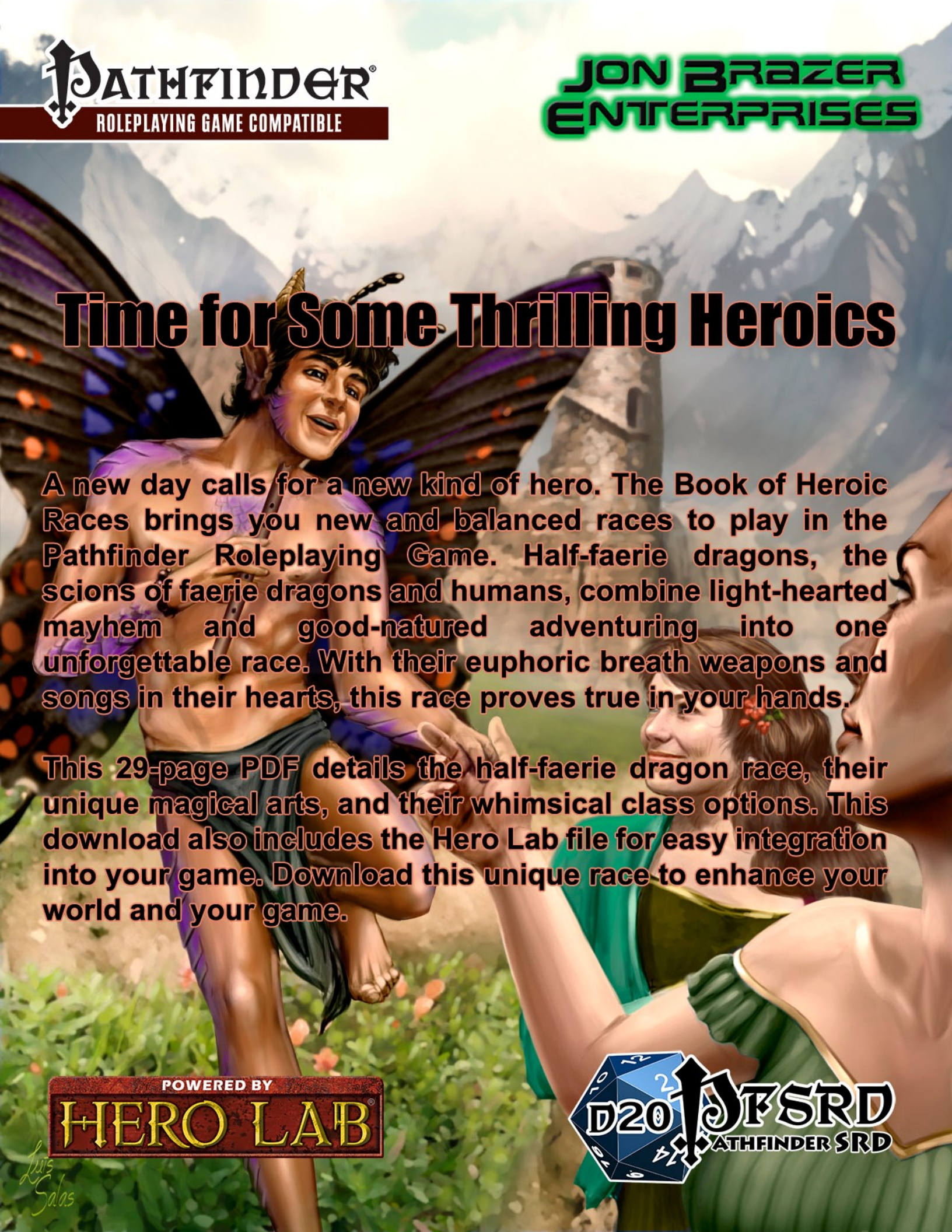
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