

DARK FEY

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FEY COURTS OF MIDGARD

The elves, the shadow fey, and their various allies and servitors such as goblins, hags, halflings, brownies, sprites, and quicklings all operate in loose alliances called “courts”. While each of these courts has a geographical center, it would be more accurate to say that each revolves around its ruler. Some travel from palace to palace or roam the planes. Others are more grounded in a particular locale or two, but the court generally dies with its ruler. A clean transition of power to a new generation usually involves the court taking on a new name to reflect its new ruler. Status embodies power in court, and currying favor with a court’s current (or future) ruler is always a good idea.

THE RIVER COURT: This fey court lies near the Grand Duchy of Dornig, and its single castle hides deep in the Arbonesse Forest. A few of its members were once powers in Dornig before the Retreat, and the River Court offers an open door to elfmarked nobles from Dornig within the sheltering leaves of the Arbonesse.

The River Court is ruled by His Implacable Majesty Ulorian the First, the River King, Master of the River Road, and Lord of the Exiles. He can unleash all the fury of a flash flood when driven to anger, which happens as often as you might expect. In recent years the River Court has been much reduced and weakened, as it is mostly a court of water spirits: nixies, lorelei, rusalka, merrow, and others. It also contains a large number of magical beasts and talking animals better suited to spying than warfare. Rumors of its connection to an oceanic court of Lost Arbonesse remain entirely unconfirmed.

THE SHADOW COURT (THE SUMMER COURT): Led by the Queen of Night and Magic, Sarastra Aestruum, said to be the daughter of Hecate, Goddess of Magic, and a legendary elf named Oberon, once king of the Sun Court. Her realm is an increasingly active one, once allied with House Stross, and known to be most concerned with the Crossroads region. Indeed, the Shadow Court can be reached by walking the Shadow Road of Niflheim from Zobeck or other regions of the Crossroads into the shadowed side of the Elflands.

The Shadow Court is deeply fond of dueling, and its likely heir, the Black Prince, is a noted hunter who frequently sends his hounds to drag down those who intrude on the Margreve Forest (see the “Fey Hunters & Shadow Hounds” article in *Kobold Quarterly* #20).

THE SUN COURT: This is the legendary home of the brightest of the Fair Folk, a land lost with the sinking of Lost Arbonesse. Some claim that a single shadow path, slender as a reed, still leads to the Sun Court, where the elves live in splendor, but this is likely little more than a fond hope. Its ruler was King Oberon, and its knights-errant rode the various ley-line roads to bring elvish justice to villains, monsters, and miscreants. Some say that one such knight of the Sun Court still travels Midgard, an elvish paladin of Khors and his greatest champion.

THE COURT OF A MILLION STARS: Distant beyond all knowing, this Court is led by a masked King and Queen of uncertain form, mysterious even by fey standards. The Court itself is reached either by flight into the heavens, or by walking the Starlit Road and it features strange living stars, lantern archons, kytons, and even stranger planar creatures among its denizens. In many ways, this is the most planar and otherworldly of the fey courts, with connections to the Hells and Heavens.

THE MOONLIT COURT (THE WINTER COURT): Led by the Mad Moonlit King Ludovico, a shadow fey married to the Queen of the Shadow Court, this is among the weakest and most scattered of courts. It capers with demons and consorts with the darkest hags and horrors, always flirting with the edge of the abyss. Not a place for the squeamish, it is believed to lie near the Shadow Court, as the royal couple still seems to have some relationship and the Mad King is sometimes able to assert his authority in the Shadow Court. At other times, rumor has it that the Moonlit Court is more a genteel prison than a royal seat.

HUNTER’S COURT, STORM COURT, AND SPIDER COURT: A number of other courts are said to exist, though little is known about them. The Hunter’s Court, for instance, has fallen to the worship of that Dark God, and it is said to embody pure violence and bloodshed, attacking all those visitors who refuse to give it homage and fealty. Some claim that the Storm Court is a fey court, though most would say it is the hall of Perun and his shield maidens. There is even said to be a lost Spider Court deep in the Underworld, though this court was scattered by the conquests of the Empire of the Ghoul.

BESTIARY OF MALEVOLENT FEY

When the elves abandoned Midgard and returned to the Elflands over 400 years ago, not all of their fey servants went with them. Some stayed by choice; some were abandoned as tainted, feral broods; some have remained to become servants of local gods or humans mages. Most of them are angry at humans for their corruption of, and rebellions against, the elven courts and empires in Midgard. Many seek to take back some of their fallen fey glory and treasure from humans and dwarves by stealing from, corrupting and killing their ancient enemies.

Aridni

CR 6

This ashen-faced faerie flutters on grey moth wings. Upon spotting its prey, it raises a diminutive bow, a green-glowing arrow knocked and at the ready. It grins, winks, and lets the magical arrow fly unerringly towards its victim.

XP 2,400

NE Small fey

INIT +9; SENSES low-light vision; Perception +9

DEFENSE

AC 20, touch 17, flat-footed 14 (+5 Dex, +1 dodge, +3 natural, +1 size)

HP 33 (6d6+12)

FORT +4, REF +10, WILL +5

DEFENSIVE ABILITIES *greater invisibility*; DR 5/cold iron; SR 11

OFFENSE

SPEED 20 ft., fly 60 ft. (good)

MELEE kukri +8 (1d3/18–20)

RANGED shortbow +8 (1d3/×3)

SPECIAL ATTACKS slaver arrows

SPELL-LIKE ABILITIES (CL 8th; concentration +11)

Constant—*greater invisibility* (Aridni can suppress or resume this effect as a free action)

At Will—*dancing lights, daze, flare* (DC 13), *detect magic, read magic*

1/day— *baleful polymorph* (DC 18), *beast shape II* (tiny or small only), *mage armor*

STATISTICS

STR 9, DEX 21, CON 14, INT 12, WIS 11, CHA 16

BASE ATK +3; CMB +1; CMD 16

FEATS Dodge, Improved Initiative, Weapon Finesse



SKILLS Acrobatics +14, Bluff +12, Escape Artist +11, Fly +20, Intimidate +9, Perception +9, Knowledge (local) +7, Sense Motive +6, Stealth +18

LANGUAGES Aklo, Trade Tongue, Elven, Gnoll

ECOLOGY

ENVIRONMENT temperate forests, grasslands (Reth-Saal)

ORGANIZATION gang (2–4) or band (6–11), usually in the company of gnoll or human slavers

TREASURE standard (kukri, shortbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Greater Invisibility (Su) Aridni can remain invisible even when attacking. This ability is constant, but the Aridni can suppress or resume it as a free action.

Slaver Arrows (Su) When Aridni fire their arrows, they can decide to add a magical effect as a free action in addition to normal lethal damage:

- **Confusion**—The target must succeed on a DC 14 Will save or become confused for 2d4 rounds.
- **Fear**—The target must succeed on a DC 14 Will save or become panicked 2d4 rounds. Those making the save are only shaken for one round.

- **Hideous laughter**—The target must succeed on a DC 14 Will save or laugh uncontrollably and take no actions for 2d4 rounds.
- **Sleep**—The target must succeed on a DC 14 Will save or fall asleep for 2d4 minutes.

These “Slaver Pixies” (called “Didko” in Centaur), are evil pixies suborned by the Slavers of Reth-Saal. They use their fey powers to subdue and disable caravan guards and potential captives. They are more rugged and ruthless with different spell-like abilities than normal pixies.

DESIGNER’S NOTES: ARIDNI

These vicious little beasts were actually the inspiration for the entire project. “What if the Slavers of Reth-Saal enslaved pixies and warped them to serve their own evil ends?” Aridni are the ambushers/snipers that attack the caravan before human and gnoll slavers rush in with their man-catcher tools to snatch up slave stock. The name is an obscure Eastern European name for faerie.

Beli

CR 3

Small, nearly translucent white fey with icy gull wings, these vicious and deadly winter faeries can blend almost perfectly with their snowy environment, except for their beady black eyes.

XP 800

NE Small fey (cold)

INIT +7; **SENSES** low-light vision; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 Dex, +1 dodge, +3 natural, +1 size)

HP 18 (4d6+4); fast healing 3 (works only when the temperature is below freezing)

FORT +2, **REF** +7, **WILL** +4

IMMUNE cold

WEAKNESSES vulnerability to fire

OFFENSE

SPEED 30 ft., fly 30 ft. (average)

MELEE ice dagger +3 (1d3 plus 1d4 cold)

RANGED shortbow +6 (1d4 plus 1d4 cold plus fatigue)

SPECIAL ATTACKS ice arrows

SPELL-LIKE ABILITIES (CL 6th; concentration +8)

At will—*invisibility* (Beli can suppress or resume this effect as a free action)

3/day—*chill metal* (DC 14), *chill touch* (DC 13)

STATISTICS

STR 11, **DEX** 16, **CON** 12, **INT** 8, **WIS** 11, **CHA** 14

BASE ATK +2; **CMB** +0; **CMD** 14

FEATS Dodge, Improved Initiative

SKILLS Bluff +9, Fly +12, Perception +9, Stealth +14 (+18 in ice and snow); **RACIAL MODIFIERS** +2 Perception, +4 Stealth in ice and snow

LANGUAGES Aklo, Trade Tongue, Dwarven

ECOLOGY

ENVIRONMENT Any Terrain (Cold)

ORGANIZATION solitary, pair, gang (3–6), mob (7–12)

TREASURE standard

SPECIAL ABILITIES

Ice Arrows (Su) These icy bolts do 1d4 damage plus 1d4 non-lethal cold damage, and the target becomes fatigued from the icy chill if they fail a DC 16 Fort save. If the target makes the save, they cannot be affected by this cold effect for 24 hours. The fatigued condition ends when the target recovers from the nonlethal damage. This effect can make a creature exhausted if it is already fatigued.

These malevolent ice sprites (known as “Patzinaki” in Northland Dwarvish) are the servants of Boreas, evil god of the North Wind. They are a plague upon the people of the Northlands, ambushing unwary prey with icy arrows and freezing spell-like powers. They especially delight in disrupting Northland feasts and making off with the holiday cakes. They have an irrational fear of Northland druids and their snow bear companions.

DESIGNER’S NOTES: BELI

Beli were an attempt to create arctic faeries, which you don’t see in games or literature that often outside of Santa’s Elves. They are fey that have willingly entered into the service of the evil god Boreas of the North Wind. He has rewarded them with powers and weapons of ice and cold. “Patzinaki” is an intentional mis-transliteration of a Russian word meaning “bad little people”.

Bereginyas

CR 4

These small, winged faeries are appear to be made out of grey mist, and can conceal themselves completely in the fogbanks and clouds of mist shrouding their mountainous lairs.

XP 1,200

NE Tiny fey

INIT +5; **SENSES** low-light vision; Perception +9

DEFENSE

AC 26, touch 17, flat-footed 20 (+5 Dex, +1 dodge, +9 natural, +1 size)

HP 22 (5d6+5)

FORT +2, **REF** +9, **WILL** +5

DEFENSIVE ABILITIES gaseous form; **DR** 10/cold iron

OFFENSE

SPEED 20 ft., fly 60 ft. (good)

MELEE slam +8 (1d4-1)

SPECIAL ATTACKS smother

STATISTICS

STR 9, **DEX** 20, **CON** 12, **INT** 13, **WIS** 12, **CHA** 11

BASE ATK +2; **CMB** +11; **CMD** 26; **RACIAL MODIFIERS** +10 to **CMB** and **CMD**

FEATS Dodge, Stealthy, Weapon Finesse

SKILLS Acrobatics +13, Bluff +8, Escape Artist +15, Fly +19, Perception +9, Knowledge (local) +9, Stealth +19 (+25 in mist or fog); **RACIAL MODIFIERS** +6 Stealth in mist or fog

LANGUAGES Aklo, Elven, Giant, Sylvan

ECOLOGY

ENVIRONMENT Cold Mountains

ORGANIZATION flight (2-4) or flock (6-11)

TREASURE incidental

SPECIAL ABILITIES

Gaseous Form (Su) Due to their semi-gaseous nature, bereginyas are immune to bludgeoning and slam attacks, and gain complete concealment (50% miss chance) in fog or mist. Bereginyas gain a +10 racial bonus to their **CMB** and **CMD**, and take no penalty for size difference.

Smother (Ex) If it successfully grapples and pins an opponent, the bereginya has stuck a semi-solid gaseous tendril down the target's throat, and the victim begins to suffocate. Use the suffocation rules in the *Pathfinder RPG Core Rulebook*. If the grapple/pin is broken, the suffocation effect ends and the bereginya must re-establish the pin. If the bereginya is killed, the grapple/pin immediately breaks.

These cunning faeries (whose name means “mist dancers” in Old Elvish) are known to drain strength and vitality from their victims, often by hiding in fog banks and letting their victims breathe them in and choke on their foul essence. They are most commonly found in the Cloudwall Mountain range, but can be found in any foggy or misty mountainous region.

DESIGNER'S NOTES: BEREGINYAS

Bereginyas were written up immediately after the Aridni in an attempt to create a type of fey (gaseous) that we hadn't really seen before, just like the Beli. Bereginya is a pre-Christian term from the Romania/Ukraine area, referring to spirits that could be placated through sacrifice.



Boloti**CR 4**

This leering aquatic fey is a small water faerie, resembling a cross between a grey frog and a damp scarecrow, with small tendrils sprouting from all its extremities. It has water wings seemingly made out of jellyfish flesh, allowing it to jet through the water at high speeds.

XP 1,200

CE Small fey (water, amphibious)

INIT +8; **SENSES** darkvision 60 ft.; Perception +8

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)

HP 33 (5d6+15)

FORT +4, **REF** +8, **WILL** +4

OFFENSE

SPEED 20 ft., swim 60 ft.

MELEE trident +6 (1d6+3)

SPECIAL ATTACKS vortex (1/day, 10-20 ft. deep, 1d3+3 damage plus drowning, DC 15), water mastery, water coils

SPELL-LIKE ABILITIES (CL 7th; concentration +10)

At will—*detect magic, water walk*

3/day—*control water, create water, daze* (DC 13), *flare* (DC 13), *invisibility, obscuring mist, quenched, see invisibility, water breathing*

1/day—*wall of ice* (DC 17)

STATISTICS

STR 16, **DEX** 19, **CON** 17, **INT** 12, **WIS** 11, **CHA** 17

BASE ATK +2; **CMB** +5; **CMD** 19

FEATS Dodge, Improved Initiative, Stealthy

SKILLS Bluff +11, Knowledge (nature) +9, Perception +8, Sense Motive +8, Spellcraft +9, Stealth +18, Swim +11

LANGUAGES Aklo, Aquan, Trade Tongue, Sylvan

SQ aquatic, amphibious

ECOLOGY

ENVIRONMENT any swamp, river or lake

ORGANIZATION solitary or pair

TREASURE standard

SPECIAL ABILITIES

Vortex (Su) A boloti can transform into a vortex of swirling, churning water once per day. This ability functions identically to the whirlwind ability, but it can only be used while the boloti is underwater. A boloti cannot leave a body of water while in vortex form.

Water Mastery (Ex) A boloti gains a +2 bonus on attack and damage rolls if both it and its opponent are in water. If the opponent and the boloti are both touching the ground, the boloti takes a -4 penalty on attack and damage rolls.

Water Coils (Su) Once per day as a standard action, a boloti can cause a field of rubbery water coils to appear in a body of water anywhere within 100' of the boloti, exploding from the water's surface and reaching for any creature in a 40 ft. radius for 2d6 rounds.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of the boloti's turn, including the first round the water coils appear. Creatures entering the area of effect are also automatically attacked. The coils do not provoke attacks of opportunity and cannot be damaged, but the effect can be dispelled.

The CMB of the coils is +10 and the CMD is 20. If the coils succeed in grappling a foe, the target takes 1d4+2 damage and becomes grappled. Grappled opponents cannot move without breaking the grapple first. Roll the attack once per round and apply the result to all creatures

DESIGNER'S NOTES: BOLOTI

These were an attempt to create a vicious, water dwelling sprite that didn't duplicate nymphs, sylphs, naiads, nor vodyanoi. It almost didn't make the cut until I came up with the water coils ability, which is basically an aquatic variation of the *black tentacles* spell. I'm a little concerned it's overpowered for a CR 4 creature. "Boloti" is an obscure Eastern European word meaning evil spirit or fey. "Uriska" is a Kievan term that references dragon or bear spirits.

in the area of effect. Any waters within the area of effect are considered stormy water for the purposes of Swim checks.

The water coils receive a +5 bonus on grapple checks made against opponents already grappled, unless the opponents are standing on solid ground. Each round the coils succeeds on a grapple check, it deals an additional 1d4+2 points of damage, and the boloti can force the target to move 10' towards the water, or 10' down, if it is already in the water. Normal drowning rules apply for submerged characters.

These "bog faeries" (known as "Uriska" in Draconic) are small, swamp-dwelling faeries who delight in drowning unsuspecting victims in shallow pools and springs, and robbing their corpses of shiny objects. They use their vortex and water coil abilities to immobilize their victims and drag them to their watery graves. They often work with vodyanoi and will o' wisps to create cunning ambushes.

Bucca

CR 2

These tiny, obsidian-skinned and bat winged fey always have a hungry look, leering with razor-sharp fangs showing and licking their leathery bat-like faces with their forked, purple tongues.

XP 600

NE Tiny Fey

INIT +6; **SENSES** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

HP 26 (4d6+12)

FORT +4, **REF** +6, **WILL** +3

WEAKNESSES vulnerability to sunlight

OFFENSE

SPEED 20 ft., fly 20 ft. (good)

MELEE bite +2 (1d3), starknife +2 (1d2 plus poison)

RANGED starknife +4 (1d2 plus poison)

SPELL-LIKE ABILITIES (CL 3rd; concentration +6)

*At will—*invisibility

*3/day—*darkness, daze (DC 13), locate object

STATISTICS

STR 10, **DEX** 15, **CON** 17, **INT** 13, **WIS** 9, **CHA** 16

BASE ATK +2; **CMB** +0; **CMD** 13

FEATS Improved Initiative, Stealthy

SKILLS Bluff +10, Escape Artist +11, Perception +6, Sense Motive +6, Sleight of Hand +9, Stealth +19

LANGUAGES Aklo, Elvish, Undercommon

SQ poison use

ECOLOGY

ENVIRONMENT Underground

ORGANIZATION solitary, pair, gang (3-6), mob (7-12), often with a derro patrol

TREASURE double

SPECIAL ABILITIES

Poison Use (Ex) Bucca are not at risk of poisoning themselves when handling poison. They use medium

DESIGNER'S NOTES: BUCCA

These fey provide a low level underground encounter while trying to steer clear of the “faeries frolicking in the woods” trope. They exist to annoy dwarves, gnomes, rogues, and greedy PCs. Bucca seems to be a local variation from the same root source as “Blud”, “Beli”, “Boloti”, and “Bereginya”.

spider venom to poison their starknives, and generally carry six doses at all times.

Medium Spider Venom—injury; *Save Fort* DC 14; *Frequency* 1/round for 4 rounds; *Effect* 1d2 Strength damage; *Cure* 1 save.

Vulnerability to Sunlight (Ex) A bucca takes 1 point of lethal damage for every minute it is exposed to sunlight.

Bucca (singular and plural) are tiny, underground faeries who are also known as “snatchers” because love to steal from miners and hoard precious minerals and gems in tiny, trap-filled crevices. They are often enslaved by derro as “treasure seekers”. They are the bane of the dwarves of the Ironcrag Cantons.

Chernomoi

CR 1

These “scalies” resemble nothing so much as tiny, bat-winged dragonkin. They fill the same role in dragon lands as brownies do in human and elven lands.

XP 400

N Tiny fey

INIT +8; **SENSES** low-light vision; Perception +6

DEFENSE

AC 21, touch 17, flat-footed 16 (+4 Dex, +1 dodge, +4 natural, +2 size)

HP 8 (1d6+4)

FORT +4, **REF** +6, **WILL** +2; +2 vs. illusion

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

OFFENSE

SPEED 20 ft., fly 20 ft. (good)

MELEE kukri +6 (1d2-1/18-20)

SPELL-LIKE ABILITIES (CL 7th; concentration +10)

At will—*detect magic, invisibility, mage hand, mending, message, open/close, prestidigitation, read magic*

1/day—*detect poison, dimension door (self only), greater invisibility*

STATISTICS

STR 9, **DEX** 18, **CON** 18, **INT** 12, **WIS** 11, **CHA** 16

BASE ATK +0; **CMB** -3; **CMD** 11

FEATS Dodge, Improved Initiative, Weapon Finesse

SKILLS Acrobatics +8, Bluff +7, Craft (any one) +5, Escape

Artist +8, Fly +14, Perception +6, Sense Motive +4,

Stealth +16 (+20 in deserts); **RACIAL MODIFIERS** +2

Perception, +4 Stealth in deserts

DESIGNER'S NOTES: CHERNOMOI

I was finishing the *Player's Guide to the Dragon Empire* when I was roughing out these monsters, and decided I needed one or two dragon fey. Having been a big long-time fan of pseudodragons, faerie dragons, and Adam Daigle's *Book of Drakes*, I wanted to see if I could create a hybrid dragon/fey that didn't retread old territory. As the text says, these are basically an attempt to create a fun and useful draconic variation of the brownie from the *Pathfinder RPG Bestiary*. Chernomoi is a variation on the name of the evil wizard from the Russian epic *The Ballad of Russlan and Ludmilla*.

LANGUAGES Aklo, Draconic, Sylvan, Trade Tongue

ECOLOGY

ENVIRONMENT any hill or mountain

ORGANIZATION solitary, pair, or troupe (2-5)

TREASURE double

Chernomoi (which means “lair sprite” in Draconic) often reside discreetly in a dragon lair or dragonkin household, cleaning and tidying up at night, and only occasionally keeping a small trinket or shiny gemstone as compensation. They appear as tiny, winged dragonkin, dressed in metallic armor made of small coins and semi-precious stones. They are terrified of wyverns and tor drakes, and will not lair in any household keeping these kinds of draconic pets or guardians. Otherwise, they are very protective of their draconic masters, and will raise an alarm if an intruder goes otherwise undetected. They will fight with their tiny blades and breath weapons if cornered, though they will always choose flight from danger as a first option.

Clurichaun

CR 4

These shy fairies appear as small fey herdsmen wearing tan hide armor, hide boots, cloaks and cowls, all trimmed in fur. They carry small glaives made from antlers and polished from use. They are often mounted on woodland creatures, such as dire weasels or snowy owls.

XP 1,200

LN Small fey

INIT +7; **SENSES** low-light vision; Perception +16

DEFENSE

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

HP 45 (6d6+24)

FORT +5, **REF** +8, **WILL** +7

DR 5/cold iron or magic; **SR** 13

OFFENSE

SPEED 20 ft.

MELEE antler glaive +7 (1d8+3/x3)



DESIGNER'S NOTES: CLURICHAUN

Clurichaun is an old term in Irish/Gaelic mythology, and generally refers to the more vengeful version of leprechauns. The creature came out of the idea that the elves of Midgard eat meat, if I read *Court of the Shadow Fey* correctly, and therefore must have herdsmen. The antler glaive puts a unique spin on fey, in this case providing reach weapons for low-level combat.

+8 Handle Animal, +8 Perception, +4 Survival (+8 when tracking)

LANGUAGES Common, Elven, Halfling, Sylvan

ECOLOGY

ENVIRONMENT temperate forests

ORGANIZATION solitary, pair, family (3–6), or common (7–10)

TREASURE standard (antler glaive, masterwork hide armor, other treasure)

SPECIAL ABILITIES

Antler Glaive (Ex) Clurichan carry glaives made from fey antlers which are enchanted as long as a clurichan holds it. Clurichan can magically extend or shrink an antler glaives as a free action to either give a 10 ft. reach or attack an adjacent target. The glaive also allows them to disarm and trip opponents without provoking attacks of opportunity.

The clurichaun were the hunters, herders and equerry of the Elven nobility. Some stayed behind after the Retreat to help undo the damage of the human rebellions and the Mage Wars. While not inherently evil, they are hostile to all humans and will often attack human wizards, warlocks and sorcerers on sight. If they can be moved to a friendly attitude through Diplomacy or a charm spell or effect, they make very good guides, scouts and hunters. They are sometimes found as thralls or rangers for the Red Hags, especially in Verrayne, but they are unwilling and distrustful allies at best.

SPACE 5 ft.; **Reach** 5 ft. (10 ft. with antler glaive)

SPECIAL ATTACKS antler glaive

SPELL-LIKE ABILITIES (CL 7th; concentration +9)

Constant—*detect snares and pits, endure elements, magic weapon* (antler glaive only), *speak with animals*

At will—*calm animals* (DC 13), *charm animal* (DC 13), *detect animals or plants, hide from animals, water walk*

3/day—*barkskin, cure light wounds, hold animal* (DC 14), *jump, longstrider, summon nature's ally I, tree shape*

1/day—*commune with nature, cure serious wounds, freedom of movement, neutralize poison, nondetection, remove disease, tree stride, summon nature's ally III*

STATISTICS

STR 15, **DEX** 16, **CON** 17, **INT** 11, **WIS** 15, **CHA** 17

BASE ATK +3; **CMB** +4; **CMD** 17

FEATS Improved Initiative, Toughness, Weapon Focus (antler glaive)

SKILLS Handle Animal +20, Knowledge (nature) +9, Knowledge (local) +9, Perception +16, Perform (sing) +9, Perform (dance) +9, Sense Motive +11, Stealth +13, Survival +15 (+19 when tracking); **RACIAL MODIFIERS**

Dark Satyr

CR 6

This grinning humanoid would look like a handsome satyr, save for his obsidian-colored skin, glowing red pupil-less eyes, insectoid legs, and antennae.

XP 2,400

CE Medium fey (outsider)

INIT +2; **SENSES** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

HP 76 (8d10+32)

FORT +6, **REF** +8, **WILL** +8

DR 5/cold iron or magic

IMMUNE acid, electricity

OFFENSE

SPEED 40 ft.

MELEE dagger +12 (1d4+4 plus poison/19–20)

RANGED shortbow +10 (1d6 plus poison/×3)

SPECIAL ATTACKS sleep poison

SPELL-LIKE ABILITIES (CL 7th; concentration +11)

At will—*dancing lights*, *ghost sound* (DC 14)

3/day—*fear* (DC 18), *beast shape II*, *sleep* (DC 15),
suggestion (DC 17)

STATISTICS

STR 18, **DEX** 15, **CON** 18, **INT** 12, **WIS** 14, **CHA** 19

BASE ATK +8; **CMB** +12; **CMD** 24

FEATS Dodge, Iron Will, Mobility, Weapon Finesse

SKILLS Bluff +15, Diplomacy +11, Intimidate +15, Knowledge (planes) +8, Perception +17, Perform (wind instruments) +15, Sense Motive +13, Stealth +13, Survival +13; **RACIAL MODIFIERS** +4 Perception, +4 Perform, +4 Survival

LANGUAGES Aklos, Sylvan, Trade Tongue

ECOLOGY

ENVIRONMENT Any Desert

ORGANIZATION solitary, pair, clutch (3–6), or murder (7–11)

TREASURE standard (dagger, mwk alien pipes, shortbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Alien Piping (Su) A dark satyr can confuse and injure his enemies by playing weird, ear-bending harmonies on his alien pipes, made from the beaks, cartilage and throat sacs of a dorreq. When the dark satyr plays a tune on his pipes, all creatures within a 60 ft. radius must make a DC 18 Will save or be affected by *contagion*, *confusion*, *hideous laughter*, *irresistible dance*, or *mass charm monster*, depending on what alien and otherworldly music the dark satyr chooses to play. A creature successfully saving against this sonic, mind-affecting effect cannot be affected the piping for 24 hours, but are still subject to attack by the satyr's other spell-like abilities. The save DC is Charisma-based. The dark satyr can use each of these spell-like effects once per day.

DESIGNER'S NOTES: DARK SATYR

I wanted to create mutated Wasted West versions of current fey creatures: dark satyr instead of normal satyr, tentacled dorreq instead of hairy korred, deadly mamura instead of frolicking pixie or sprite, and qwyllion as the dark version of the nymph. Making a dark satyr's alien pipes from dorreqi body parts sets the weird noir tone for the Wasted West.



Sleep Poison (Ex) Dark satyrs coat their weapons with a sleep poison made from the brain fluids of dorreqi, and any creature not immune to poison injured by a dark satyr blade or arrow must succeed on a DC 18 Fortitude save or fall asleep for 2d6 rounds. The save DC is Constitution-based.

Dark Satyrs are twisted and vicious versions of normal fauns, ones who have gone from worshipping nature and life to worshipping the Great Old Ones of the Wasted West and the Realms Beyond. They adore battle, pain and torture. They are known as the diplomats and spokesmen of the Great Old Ones, although their manic speech and alien logic can be hard to follow (DC 16 Linguistics or Sense Motive check to understand a Dark Satyr each round, even if using a common language). They are often found at the feet of the Great Walkers, making hypnotic and alien harmonies with swarms of dorreqi (page 10)

Domovoi

CR 6

Known as durak in goblinoid tongues, these fey humanoids resemble nothing so much as large, stony goblins, with the same oversized heads and leering grins, but with mossy beards as well as massive shoulders and forearms. These large limbs give them reach and powerful slam attacks.

XP 2,400

CN Medium fey

INIT +5; SENSES low-light vision; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 19 (+1 Dex, +1 dodge, +8 natural, +1 size)

HP 68 (8d6+40)

FORT +6, REF +7, WILL +8

IMMUNE acid, electricity

OFFENSE

SPEED 30 ft.

MELEE 2 slams +12 (2d6+4)

SPACE 5 ft.; Reach 10 ft.

SPELL-LIKE ABILITIES (CL 8th; concentration +11)

At will— *alter self*, *invisibility*

3/day— *deeper darkness*, *dimension door*, *haste*

DESIGNER'S NOTES: DOMOVOI/DURAK

Domovoi means “house spirit” in Russian and they are often associated with the Gaelic brownie and doorways. This was an attempt to create a fighting fey that still retained a fey’s cunning, skills, and glammers. Durak is a very rude word in Russian. “Pa’athara” is an intentional corruption of a South Asian word meaning “house spirit”.

STATISTICS

STR 19, DEX 13, CON 18, INT 6, WIS 10, CHA 16

BASE ATK +8; CMB +11; CMD 25

FEATS Dodge, Improved Initiative, Iron Will, Toughness

SKILLS Bluff +14, Intimidate +14, Perception +11, Stealth +12

LANGUAGES Trade Tongue, Dwarven, Elvish

ECOLOGY

ENVIRONMENT Any

ORGANIZATION solitary or pair

TREASURE standard

The domovoi were the portal guards and house lackeys of the elvish nobility, and some were left behind – some say on purpose. These smirking stragglers typically seek work as tireless sentinels and fey button men, collecting debts for criminal syndicates. They can use *alter self* and *invisibility* at will, and delight in frustrating the progress of would-be thieves and tomb robbers, and roughing up weaker creatures with their powerful, stony fists. They are most commonly found in the ruins of Old Valera and Old Thorn, as well as the Necropoli of Spintarra and Siwal. The Siwalese fey are sandier in appearance and have beards of rope and twine. These desert domovoi are known as “pa’athara” in Siwalese.

Dorreq

CR 6

These twitching balls of tentacles surround an inhuman face dominated by a squid-like beak.

XP 2,400

NE Medium aberration (fey)

INIT +8; SENSES darkvision 30 ft.; Perception +10

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

HP 44 (8d8+8)

FORT +5, REF +8, WILL +5

IMMUNE critical hits; RESIST acid 10, cold 10, electricity 10

OFFENSE

SPEED 20 ft.

MELEE bite +10 (1d6+4), 2 tentacles +8 (1d6+2 plus grapple)

SPACE 5 ft.; Reach 10 ft. (5 ft. with bite)

SPECIAL ATTACKS entanglement, tentacle pull

SPELL-LIKE ABILITIES (CL 8th; concentration +8)

3/day— *blink*, *dimension door*, *haste*, *shatter*

DESIGNER'S NOTES: DORREQ

The tentacled dorreqi are mutated Wasted West versions of the hairy korred. Dorreq is a misspelled reversal of korred.

STATISTICS

STR 19, **DEX** 19, **CON** 13, **INT** 11, **WIS** 8, **CHA** 6

BASE ATK +6; **CMB** +30; **CMD** 44; **RACIAL MODIFIER** +20 to **CMB** and **CMD**

FEATS Great Fortitude, Improved Grapple, Improved Initiative, Multiattack

SKILLS Climb +25, Intimidate +9, Perception +10, Stealth +15; **RACIAL MODIFIERS** +10 Climb

LANGUAGES Aklo

SQ wasteland stride

ECOLOGY

ENVIRONMENT Any Desert (Wasted West)

ORGANIZATION solitary, pair, gang (3-6) or swarm (7-12)

TREASURE incidental

SPECIAL ABILITIES

Entanglement (Su) Any creature within 10 ft. of a dorreq must make a successful DC 16 Reflex save each round or become entangled for one round. The save is Dexterity-based. The dorreq can ignore or release a creature in the area of effect as a free action. A dorreq can entangle any creature within its reach, but it can only grapple two Small, two Medium, or one Large or bigger creature at one time. Regardless of how many creatures the dorreq entangles or grapples, it still has only one bite attack.

Tentacle Pull (Ex) A dorreq can choose to make a combat maneuver check on any creature within 10 ft. as a free action. If successful, this check pulls an opponent closer to the dorreq by up to 10 ft., where it can be grappled and/or bitten. This ability only works on creatures of a size equal to or smaller than the dorreq. Creatures pulled in this way do not provoke attacks of opportunity from the dorreq, but are subject to moving through the threatened squares of creatures allied to the dorreq, such as a dark satyr.

Wasteland Stride (Su) This ability works like tree stride, but the dorreq can use it to sink into and appear out of any sandy or rocky ground, and the range is only 30 ft. The dorreq can use this ability as a move action once per round.

Mages who study the *Wasted West* disagree whether the dorreqi are something who slipped through with the Great Old Ones during the Mage Wars, or if they are korred (*Pathfinder RPG Bestiary 2*) who have been twisted and warped by the alien radiations of the Walkers. Regardless of their origins, they are most commonly found swarming on and around the Walkers of the Wastes, tootling strange, alien harmonies through their beaks.

They swarm and attack any non-Realms creatures approaching too close to their Walker masters. They prefer to drop on their victims from above, pinning them in a grapple attack with their many tentacles and biting them with their large chitinous beaks.

Fey Water Strider (Gerridae)**CR 1**

These large water-striding insects resemble a strange cross between camels and wingless, long-legged locusts. They have a large hollow in the small of their backs (mid-thorax) where a rider can comfortably sit, even at high speeds or on choppy water. The gerridae have long, looping antennae that a rider can use to steer.

XP 400

N Large animal (fey)

INIT +2; **SENSES** low-light vision; Perception +7

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

HP 15 (2d8+6)

FORT +6, **REF** +5, **WILL** +1

OFFENSE

SPEED 10 ft., climb 10 ft., swim 80 ft.

MELEE bite +3 (1d4+3), 2 claws -2 (1d4+1)

SPECIAL ATTACKS rend (2 claws, 1d4+4)

SPACE 10 ft.

STATISTICS

STR 16, **DEX** 15, **CON** 17, **INT** 2, **WIS** 13, **CHA** 7

BASE ATK +1; **CMB** +5; **CMD** 17

FEATS Endurance, Run

SKILLS Perception +7, Swim +17; **RACIAL MODIFIERS** +2 Perception, +10 Swim

SQ bred to the saddle, docile, waterborn

ECOLOGY

ENVIRONMENT any ocean, lake or river

ORGANIZATION solitary, pair, or herd (3-24)

TREASURE none

SPECIAL ABILITIES

Bred to the Saddle (Ex) Gerridae do not take any penalties to their movement or speed due to encumbrance or carrying a single rider.

Docile (Ex) Unless specifically trained for combat by the Handle Animal skill, a gerridae's claws are considered secondary attacks.

Waterborn (Ex) The gerridae can use its Endurance and Run feats while on water, but not while on land or climbing. They treat stormy waters as normal rather

DESIGNER'S NOTES: FEY WATER STRIDER

Gerridae is the scientific Latin term for water strider bugs. The kernel for this creature came out of a lighthearted thread in the Journeys to the West project forums: "What if a pirate-wizard grew giant water striders and the pirates used them like jet-skis to board cargo ships?" I gave them the elven husbandry background to make them fit with the rest of the text.

than difficult terrain. A gerridae takes one point of lethal damage for every hour spent on land, away from any significant body of water.

Known as “gerridae” in Elvish, these large fey creatures were enchanted and bred by the Elven Empire. Elven mages started with normal water striders, then through elaborate magical procedures and complex cross-breeding programs, the mundane water striders were turned into large, docile mounts who can cross large bodies of water quickly while carrying a humanoid rider.

Since the elven retreat from Midgard almost five centuries ago, many of the gerridae have gone feral, and while normally shy and docile, they can attack in furious swarms if hunted or surprised in their claimed territories. Some enterprising elfmarked Barsellan pirates have domesticated them and use the water striders as chasers and boarding craft when taking on Bemmean and Septime ships.

Mamura

CR 5

This tiny monstrosity seems to be an amalgam of dead amphibians and fish. It has a slimy, scaly, vaguely humanoid form with three clawed arms arranged radially about its body. It has a head like an octopus, with eight compound eyes and sixteen small tentacles ringed all the way around. On top of its head is a small, whip-like prehensile tail like a stingray. Its slimy green bat-like wings seem too small to allow it to fly, but it flies very well.

XP 1,600

NE Small aberration (fey)

INIT +8; **SENSES** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 17, flat-footed n/a (+4 Dex, +2 displacement, +2 natural, +1 size)

HP 51 (6d8+24)

FORT +6, **REF** +11, **WILL** +5

DR 10/cold iron; **SR** 16

Special Defense alien eyes, displacement

OFFENSE

SPEED 20 ft., fly 30 ft. (average)

MELEE 3 claws +3 (1d4-1), whiptail sting +8 (1d2 plus poison)

RANGED poison darts +8 (1d2 plus poison)

SPECIAL ATTACKS mamura poison

SPELL-LIKE ABILITIES (CL 6th; concentration +9)

At will—invisibility, levitate

3/day—blink, daze (DC 13), hypnotism (DC 14)

STATISTICS

STR 8, **DEX** 18, **CON** 19, **INT** 17, **WIS** 11, **CHA** 16

BASE ATK +4; **CMB** +2; **CMD** 18

FEATS Diehard, Improved Initiative, Weapon Finesse

SKILLS Acrobatics +13, Escape Artist +13, Fly +15

Intimidate +12, Perception +9, Stealth +17, Survival +9

LANGUAGES Aklo, Elven, Goblinoid, Sylvan, Trade Tongue

SQ distraction

ECOLOGY

ENVIRONMENT Any Desert (Wasted West)

ORGANIZATION solitary, clutch (2–4), or brood (5–9)

TREASURE standard

SPECIAL ABILITIES

Alien Eyes (Ex) Due to its numerous eyes, a mamura can be neither flat-footed nor flanked.

Distraction (Su) Due to the alien and forbidding aura of the mamura, any spellcaster within 20 ft. suffers a +4 to the DC of any defensive casting or other concentration checks.

Displacement (Su) The mamura is one degree out of phase with Midgard's five dimensions. This causes it to appear blurry and indistinct in bright light conditions. In low or dim light conditions, it gains 20% concealment. It gains a +2 displacement bonus to its AC, Reflex save, and CMD at all times. These bonuses are already calculated in the stat block above.

Mamura Poison (Ex) A mamura's whiptail sting and poison sting are coated with a naturally secreted poison.

Type injury; *Save* Fort DC 17; *Frequency* 1/round for 4 rounds; *Effect* 1d2 Dex damage; *Cure* 1 save

Known as “blud” in Goblin, mamura are the twisted faeries of the Western Wastes. Formerly known as “polevoi”, or “field sprites”, they were once good-aligned, pixie-like fey creatures. The hapless creatures have now been corrupted by the foul magic of the Mage Wars and the arrival of the Walkers. Now they are twisted, alien things with movement and distraction powers. They babble constantly, but their talk is mostly nonsense. Some sages say their babble is sometimes prophetic as their minds dwell in multiple dimensions in time as well as space, and this allows them to talk to, even interpret for, Great Walkers and other creatures of the Realms Beyond. They are known to occasionally align themselves with powerful goblin tribes or evil wasteland sorcerers for their own unknowable purposes. Some greater mamura have even been reported to master casting spells from the Illumination school.

DESIGNER'S NOTES: MAMURA

In the mutated bestiary of the Wasted West, the deadly mamura replaces the frolicking pixie or sprite. Think of them as Cthulhu in miniature, but not as cuddly. Mamura is an obscure Mediterranean term for an evil spirit.

Mavka**CR 11**

These former dryads have been turned into vampiric monstrosities by the Black Prince of Morgau. They have burnt and blackened skin and dried burnt twigs for hair. They have clawed hands and feet that resemble burnt and twisted roots. They have pupil-less red eyes that burn with a hellish green flame, and they ride cauchemar nightmare mounts.

XP 12,800

CE Medium undead (fey)

INIT +6; **SENSES** darkvision 90 ft.; Perception +20**DEFENSE****AC** 23, touch 15, flat-footed 20 (+2 Dex, +1 dodge, +8 natural, +2 profane)**HP** 88 (16d8+16)**FORT** +5, **REF** +7, **WILL** +13; +2 vs. effects from good creatures**DR** 10/cold iron or magic; **IMMUNE** cold, electricity, undead traits; **RESIST** acid 10, fire 10**WEAKNESSES** vulnerability to sunlight**OFFENSE****SPEED** 30 ft.**MELEE** 2 slams +16 (1d8+3)**SPELL-LIKE ABILITIES** (CL 16th; concentration +20)**Constant**—*deathwatch*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect magic*, *protection from good***At will**—*bleed* (DC 14), *curse water*, *detect undead*, *hide from undead***3/day**—*darkness*, *death knell* (DC 16), *desecrate*, *silence***1/day**—*animate dead*, *bestow curse* (DC 17), *blindness/deafness* (DC 17), *contagion* (DC 17), *deeper darkness***Spells Known** (CL 16th; concentration +20)**4th (2/day)**—*inflict serious wounds* (DC 18), *slay living* (DC 18), *summon monster IV* (undead or abyssal/ fiendish only)**3rd (3/day)**—*defile armor* (*Pathfinder RPG Advanced Player's Guide*), *dispel magic*, *greater magic weapon*, *summon monster III* (undead or abyssal/ fiendish only), *vampiric touch***2nd (4/day)**—*bull's strength*, *corruption resistance*, *hold person* (DC 16), *invisibility*, *scare* (DC 16), *summon monster II* (undead or abyssal/ fiendish only)**1st (4/day)**—*bane* (DC 15), *cause fear* (DC 15), *inflict*

light wounds (DC 15), *magic weapon*, *read magic*, *summon monster III* (undead or abyssal/ fiendish only)
0 (at will)—*dancing lights*, *daze* (DC 14), *flare* (DC 14), *ghost sound* (DC 14), *ray of frost*, *resistance*, *spark*

STATISTICS**STR** 17, **DEX** 15, **CON** —, **INT** 13, **WIS** 13, **CHA** 18**BASE ATK** +12; **CMB** +15; **CMD** 27**FEATS** Combat Casting, Dodge, Improved Initiative, Iron Will, Mobility, Toughness, Weapon Focus (slam)**SKILLS** Fly +21, Intimidate +23, Perception +20, Spellcraft +20, Stealth +21**LANGUAGES** Abyssal, Aklo, Trade Tongue**SQ** cauchemar nightmare mount**ECOLOGY****ENVIRONMENT** Any**ORGANIZATION** solitary, pair, or coven (3)**TREASURE** double**SPECIAL ABILITIES****Cauchemar Nightmare Mount (Su)** A mavka is bonded to a cauchemar nightmare when they are created. Mavka are encountered with their mounts 95% of the time.**Vulnerability to Sunlight (Ex)** Mavka loathe sunlight, for the merest glimmer sets their corrupted flesh aflame. Each round of exposure to direct sunlight deals 2d6 damage to a mavka.

Mavka are Dryads who have been perverted into undead monstrosities by the vampires of Morgau. The sages of Verrayne say they are three known mavka, once sisters, originally named Mica, Anthelia and Saramantha, but are now called Murthia, Ectopia and Lucretia, respectively.

Upon his conquest of Morgau the Black Prince Lucian had the dryads and their trees killed, had raised the corpses as powerful undead, and bonded the new undead with cauchemar nightmares (*Pathfinder RPG Bestiary*) instead of trees as a final corruption. Mavka are the mortal enemies of Red Hags, who call these undead horrors "Greenbanes".

Naina**CR 12**

These drakes are resplendent in their natural form, plumed and scaled in glittering, multicolored hues. They appear as elderly homespun human crones or as young, beautiful elfmarked women in their humanoid form.

XP 19,200

LE Large fey (drake, esoteric – Medium in humanoid form)

INIT +3; **SENSES** darkvision 60 ft., detect chaos, detect good, detect evil, detect law, detect magic, low-light vision; Perception +21**DEFENSE****AC** 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, –1 size)**HP** 161 (14d12+70)**FORT** +14, **REF** +12, **WILL** +15**DR** 10/magic; **IMMUNE** poison, paralysis, sleep**DESIGNER'S NOTES:
MAVKA**

Mavka is an obscure Eastern European term for witch or evil spirit. This creature is similar to the other Wasted West creatures in that it is a twisted, evil version of an existing fey. However, this backstory is set in Morgau and Doresh, rather than the Wasted West, so the backstory doesn't become too repetitive, much as Brandon Hodge and I love tentacles...

OFFENSE

SPEED 40 ft., fly 120 ft. (good)

MELEE Bite +11 (2d6+6/19-20), 2 claws +6 (1d8+4)

SPACE 10 ft. (5 ft. in humanoid form); Reach 10 ft. (5 ft. in humanoid form)

SPECIAL ATTACKS breath weapon (20-ft. cone, poison, paralysis, or sleep, Fortitude DC 19, usable every 1d4 rounds), rend (2 claws, 1d8+6)

SPELL-LIKE ABILITIES (CL 7th; concentration +11)

Constant—*detect chaos, detect good, detect evil, detect law, detect magic*

At will—*dancing lights, darkness, endure elements, faerie fire, invisibility*

3/day—*charm person* (DC 15), *hypnotic pattern* (DC 16), *hypnotism* (DC 15)

1/day—*charm monster* (DC 18), *deeper darkness, dispel magic, dominate person* (DC 19), *locate object/person*

Spells Known (CL 7th; concentration +11)

3rd (4/day)—*deep slumber* (DC 17), *hold person* (DC 17)

2nd (6/day)—*hideous laughter* (DC 16), *scare* (DC 16), *web* (DC 16)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 15), *silent image* (DC 15)

0 (at will)—*daze* (DC 14), *flare* (DC 14), *mend, mage hand, ray of frost, read magic, resistance*

STATISTICS

STR 19, **DEX** 16, **CON** 21, **INT** 15, **WIS** 18, **CHA** 18

BASE ATK +7; **CMB** +11; **CMD** 23

FEATS Acrobatic, Dodge, Combat Casting, Iron Will

SKILLS Acrobatics +24, Fly +28, Intimidate +21, Knowledge (arcana) +19, Knowledge (nature) +12, Knowledge (planes) +12, Perception +21, Spellcraft +19, Stealth +16; **RACIAL MODIFIERS** +4 Fly

LANGUAGES Draconic, Elven, Sylvan, Trade Tongue, Undercommon

SQ change shape

ECOLOGY

ENVIRONMENT Any desert or mountain (Dragon Empire)

ORGANIZATION solitary, pair, or coven (3–5)

TREASURE double

SPECIAL ABILITIES

Breath Weapon (Su) The naina can decide whether to breathe a 20 ft. cone of poison, paralysis, or sleep gas when it attacks with its breath weapon. A naina can use its breath weapon every 1d4 rounds and only in draconic form. The Fortitude save for all three effects is DC 19.

- **Poison** - inhaled; *Frequency* 1/round for 6 rounds; *Effect* 1d3 Con damage; *Cure* 1 save
- **Paralysis** - inhaled; *Frequency* 1/round for 4 rounds; *Effect* paralyzed for 2d4 rounds; *Cure* 1 save
- **Sleep** - inhaled; *Frequency* 1/round for 6 rounds; *Effect* sleep as the spell with no HD limitation (CL 7th); *Cure* 2 consecutive saves

Change Shape (Su) A naina can change shape as a free action at will. A naina can only change shape between

two fixed forms: draconic and humanoid. A naina cannot alter either form's appearance or shape using this ability, and damage sustained in one form will appear in the other form.

These “dragon crones” are said to be faerie drakes who have learned to take the shape of old human wise women, and are able to use their sorcerous powers in their humanoid forms. They are used as spies, infiltrators and agent provocateurs by the Dragon Empire. Some Northlanders and Rothenian sages say they are actually creatures of Baba Yaga, and she can speak through them and use their bodies to physically manifest.

DESIGNER'S NOTES: NAINA

Naina (obscure: “elf” or “witchy crone”) is an attempt to create a powerful dragon/fey hybrid that can challenge and confound a high-level party, and whose loyalties are unknown, even shifting.

Nichny**CR 11**

These ancient fey creatures resemble nothing so much as humanoid black cats dressed in sumptuous, if archaic, clothing.

XP 12,800

NE Medium fey (outsider)

INIT +4; **SENSES** darkvision 60 ft.; Perception +27

DEFENSE

AC 26, touch 15, flat-footed 21 (+4 Dex, +1 dodge, +11 natural)

HP 117 (18d6+54)

FORT +9, **REF** +15, **WILL** +17

DEFENSIVE ABILITIES freedom of movement, luck aura; **DR** 10/cold iron and magic; **IMMUNE** charm, fear, poison, sleep; **RESIST** acid 10, cold 10, electricity 10, fire 10; **SR** 24

WEAKNESSES vulnerability to gold and orichalcum (see text under freedom of movement)

OFFENSE

SPEED 30 ft., climb 30 ft.

MELEE 2 claws +11 (1d6+3), bite +13 (2d4+3)

SPELL-LIKE ABILITIES (CL 9th; concentration +13)

Constant—*detect chaos, detect evil, detect good, detect law, detect magic, freedom of movement*

At will—*deep slumber* (DC 17), *invisibility, magic missile, ray of frost*

3/day—*blink, change shape, deeper darkness, dimension door, haste*

1/day—*teleport without error, word of recall*

STATISTICS

STR 17, **DEX** 19, **CON** 17, **INT** 18, **WIS** 18, **CHA** 19

DESIGNER'S NOTES: NICHNY

This is another creature taken from *Russlan and Ludmilla*. The story involves a fey spirit in the shape of a cat that Russlan and his friends (the Russian version of the Argonauts) have to catch and bind to a tree with chains of gold to obtain the answer to a cryptic riddle. With this creature, I wanted to create a Midgard fey version of the witches from "Jason and the Argonauts". They have the answers you seek, but they may not be the answers you want, and you run the risk of being eaten to get them.

BASE ATK +9; **CMB** +12; **CMD** 26

FEATS Alertness, Combat Casting, Deceitful, Dodge, Iron Will, Mobility, Multiattack, Spring Attack, Weapon Finesse

SKILLS Bluff +27, Climb +24, Diplomacy +25, Disguise +27, Intimidate +25, Knowledge (arcana) +25, Knowledge (planes) +25, Perception +27, Sense Motive +27, Spellcraft +25

LANGUAGES Aklo, Elven, Protean, Sylvan

SQ imbue luck, soothsaying

SPECIAL ABILITIES

Freedom of Movement (Ex) A nichny ignores difficult terrain, cannot be entangled or otherwise grappled or impeded in its movement as if under the effect of a constant *freedom of movement* spell. This ability is negated for grapple attempts if the attacker is wearing gold or orichalcum gauntlets and/or using a gold or orichalcum chain as part of its attack.

Imbue Luck (Sp) Once per day nichny can enspell a small gem or stone to bring good luck. If the nichny gives this lucky stone to another creature, the bearer receives a +1 luck bonus on all saving throws for 24 hours. This ability is the equivalent of a 2nd-level spell.

Luck Aura (Su) A nichny is surrounded by an aura of luck. All allied creatures within 10 ft. of the nichny gain a +1 luck bonus to all rolls and checks. All enemies of the Nichny take a -1 luck penalty to all rolls and checks. The nichny can activate or suppress this aura as a free action.

Soothsaying (Sp) Once a week, a nichny can call upon oracular powers. They can answer up to three questions about the past, present or future in three sentences or less per prophecy, but the answers may be in the form of a paradox or riddle, and one of them will always be a lie.

The nichny are highly xenophobic and gleefully carnivorous fey who dwell in the deep, primeval forests of Midgard. Known as *dolia* ("fate speakers") in Old Elvish, elven legends say the nichny welcomed the first elves to Midgard, as if they had been present since its creation.

These same ancient legends also say the nichny gifted

the first Emperor of the Elves with three prophecies. One, humans would cause a great schism and estrangement among the elves, and cause them to flee Midgard. Two, a half-elven half-human child would be the doom of all elvenkind. The third is said to be so horrific, the elves have suppressed all knowledge of it with their most powerful magics.

Even with their most puissant divination spells, the mages of Bemmea have been unable to determine the nature of the final prophecy. Like all nichny prophecies, ancient legends state two are true and one is false, but it is never known which one is a lie until the other two become true. It is said to this day, if someone successfully binds a nichny with gold or orichalcum chains, they can be forced to answer any three questions. As always, two answers will be true and one will be a lie. Then the nichny and their chains disappear, never to be seen again.

Qwyllion

CR 8

This hideous, reeking creature resembles a toothless, cadaverous hag, with large eyes glowing with unearthly green light, and claw-like hands tipped with ragged, razor sharp claws.

XP 4,800

NE Medium aberration (fey)

INIT +9; **SENSES** darkvision 60 ft., low-light vision; Perception +14



DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

HP 91 (10d8+50)

FORT +7, REF +8, WILL +10

DEFENSIVE ABILITIES disruptive; DR 10/cold iron;

RESIST acid 10, cold 10, electricity 10, fire 10

WEAKNESSES vulnerability to purification magic

OFFENSE

SPEED 30 ft.

MELEE 2 claws +9 (1d8+2)

SPECIAL ATTACKS deadly gaze, domination gaze, nauseating aura

SPELL-LIKE ABILITIES (CL 7th; concentration +9)

Constant—*deathwatch*

At will—*bleed* (DC12), *curse water*

3/day—*contagion* (DC14), *darkness*, *death knell* (DC14)

1/day—*blink*, *bestow curse* (DC15), *deeper darkness*

STATISTICS

STR 14, DEX 20, CON 19, INT 12, WIS 13, CHA 14

BASE ATK +7; CMB +9; CMD 24

FEATS Diehard, Endurance, Improved Initiative, Intimidating Prowess, Iron Will

SKILLS Bluff +15, Escape Artist +18, Intimidate +17, Perception +14, Stealth +18

LANGUAGES Aklo, Trade Tongue, Goblin, Sylvan

ECOLOGY

ENVIRONMENT Any Desert (Wasted West)

ORGANIZATION solitary (plus one thrall and 2d6 fast zombies)

TREASURE incidental

SPECIAL ABILITIES

Deadly Gaze (Su) Any creature within 20 ft. of the qwyllion looking directly at the monster must succeed on a DC 19 Fortitude save or lose 1d3 levels. The save DC is Constitution-based. A humanoid slain by a qwyllion's death gaze rises as a fast zombie (*Pathfinder RPG Bestiary*) under the qwyllion's control 2d4 hours later. This is a death effect. If a character succeeds on their Fortitude save, they become immune to the effect for the next 24 hours.

Disruptive (Ex) Due to the hideous and nauseating nature of the qwyllion, any spellcaster within 40 ft. of the qwyllion suffers a +4 to the DC of any defensive casting or other concentration checks. This applies even if the spellcaster is not affected by any of the qwyllion's other special abilities.

DESIGNER'S NOTES: QWYLLION

The qwyllion is a mutated Wasted West and darker version of the nymph. Qwyllion is an intentional misspelling of a Gaelic word meaning witch or elf.

Domination Gaze (Su) As the *dominate* person spell, this is a gaze attack with a 20 ft. range; Will DC 19 negates. The save DC is Wisdom-based.

A humanoid dominated by a qwyllion gains a +4 bonus on all Fort saves, and gains *beast shape III* and *shatter* as spell-like abilities, each ability usable once per day.

If a character succeeds in their initial save, they become immune to the domination effect for the next 24 hours. Any attempt to make the victim do anything clearly suicidal (like step off a high cliff, not just attack creature of the monster's choice) grants an immediate saving throw to end the domination effect. The qwyllion can only dominate one living creature at a time. If the qwyllion dominates a second creature, the first victim is released with full memory of the knowledge of who dominated them and their actions while dominated.

Nauseating Aura (Su) The qwyllion is so hideous, reeking and corrupt, any creature within 20 ft. of the qwyllion must succeed on a DC 19 Fortitude save or gain the sickened condition while they remain in the area of effect, and 2d8 rounds afterwards. The save DC is Constitution-based. If a character succeeds in their initial save, they become immune to the effect for the next 24 hours.

Natural and magical beasts (including animal companions and familiars) will not come closer to the qwyllion than 20 ft. (treat as protection from evil, but with a 20 ft. radius and only affects animals and beasts), unless charmed or dominated. Any animal or beast forced by magical or physical means into the area of effect takes a -4 nausea penalty to all rolls until they escape the area of effect, and 2d8 rounds afterwards.

Vulnerability to Purification Magic (Ex) Due to their polluted and corrupted essences, qwyllion are especially vulnerable to divine and celestial purification magic. Any blessing or purification spell cast on a qwyllion does 1d6 points of damage per level of the spell (i.e. a 1st level *bless* spell will do 1d6 points of damage, whereas a *neutralize poison* spell will inflict 4d6 of damage to the qwyllion). Inverse or profane versions of these spells, such as *curse water*, heal the qwyllion by the same amount.

Qwyllion (singular and plural – the name means “polluter” in Old Elvish) are nymphs who have been twisted by the perverted nature of the Wasted West into vicious corruptions of their former selves. They have become hideously ugly and gained a deadly gaze attack in the bargain. They can also dominate a living creature with a mere glance if they so choose. Qwyllion and their dominated undead servants and thralls are often used by goblin sorcerers and evil mages to guard desecrated temples and despoiled gardens.

NEW FEAT

Thralldom's Mark (Heritage Feat)

You were the thrall of a qwyllion, and retain some of the aberrant traits from your thralldom.

Benefit: The former qwyllion thrall gains a +2 bonus on all Fort saves, and gains *beast shape II* as a spell-like ability, usable once per day.

See the *Midgard Player's Guide* series for additional information on heritage feats.

Scheznyki

CR 9

These small, vicious fey look like dirty, lazy dwarves dressed in burlap pants and shirts tied on with dirty twine and frayed rope. They are usually bootless with broken, dirty toenails and wear rough burlap and leather tams as hats.

XP 6,400

CE Small fey

INIT +2; **SENSES** darkvision 60 ft., detect good, detect law, detect magic, low-light vision; Perception +22

DEFENSE

AC 22, touch 14, flat-footed 19 (+2 Dex, +1 dodge, +8 natural, +1 size)

HP 105 (14d6+56)

FORT +10, **REF** +11, **WILL** +14

IMMUNE sleep; **SR** 18

WEAKNESSES magic hat and beard (see text)

OFFENSE

SPEED 20 ft., climb 15 ft.

MELEE heavy pick +12 (1d4+4/19-20/x4)

RANGED masterwork hand crossbow, repeating +11 (1d3/19-20/x3)

SPELL-LIKE ABILITIES (CL 9th; concentration +12)

Constant—*detect good, detect law, detect magic*

At will—*dancing lights, darkness, faerie fire, invisibility*, fly** (*only when wearing vanisher hat – see text)

1/day—*deeper darkness, dispel magic, dominate person* (DC 17), *locate object/person*

Spells Known (CL 9th; concentration +12)

3rd (4/day)—*deep slumber* (DC 16), *hold person* (DC 16)

2nd (6/day)—*hideous laughter* (DC 15), *scare* (DC15), *web* (DC 15)

1st (7/day)—*mage armor, magic missile, ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *flare* (DC 13), *mage hand, ray of frost, read magic, resistance*

STATISTICS

STR 19, **DEX** 15, **CON** 18, **INT** 15, **WIS** 16, **CHA** 16

BASE ATK +7; **CMB** +10; **CMD** 29

FEATS Alertness, Defensive Combat Training, Dodge, Combat Casting, Great Fortitude, Improved Critical (heavy pick), Iron Will

SKILLS Climb +21, Fly +21, Intimidate +18, Knowledge (dungeoneering) +19, Perception +22, Sense Motive +22, Spellcraft +19, Stealth +23; **RACIAL MODIFIERS** +4 Stealth

LANGUAGES Elven, Undercommon, Trade Tongue

SQ vanisher hat (*fly, invisibility* at will, see sidebar)

ECOLOGY

ENVIRONMENT any underground

ORGANIZATION solitary, pair, or gang (3–8)

TREASURE standard (repeating hand crossbow, heavy pick, vanisher hat, other treasure)

Known in Trade Tongue parlance as “vanishers”, these small, vicious, dwarf-like fey haunt abandoned quarries and ancient ruins, killing and robbing unsuspecting visitors. Legend says the scheznyki (singular and plural) are lazy dwarves corrupted by the shadow fey. Now these cruel and cunning fey make their lairs in drowned and abandoned mines from the Northlands, to the tumbledown ruins of the Wastelands, to the endless tomb complexes of Nuria-Natal.

Their shadow elf masters have given them magical hats which allow them to *fly* and become *invisible* at will as a free action. These hats can be stolen and used by adventurers (see sidebar), but the scheznyki will attempt to retrieve them by any means necessary. Their *locate object* ability has triple the normal range when searching for their hats.

If an adventurer can successfully grapple a scheznyki, they can attempt to cut their beard with a light magical or cold-iron slashing weapon (treat the beard as an object or barrier: hardness 10, hp 35). If the attacker successfully cuts off the beard, the scheznyki loses access to all spell-like and spell casting abilities. If the scheznyki loses its hat and beard at the same time, it falls into a deep, wasting coma and will die in 24 hours or when next exposed to sunlight. If this occurs, the scheznyki's body crumbles into dust and blows away one round later. If the scheznyki's beard is magically mended or regrown, or its hat restored to its head before this happens, the scheznyki recovers fully and immediately.

NEW MAGIC ITEM

Vanisher Hat

AURA moderate transmutation; **CL** 5th

SLOT head; **PRICE** 10,000 gp; **WEIGHT** -

DESCRIPTION

This hat grants a non-scheznyki wearer the ability to become *invisible* or *fly* three times a day each (CL 5th). The hats normally appear to be rough burlap tams, but a *true seeing* spell or spell-like effect reveals them to be golden, bejeweled coronets.

REQUIREMENTS Craft Wondrous Item, *fly, invisibility, obscure object* and creator must be Shadow Fey. **COST** 5,000 gp

Zubnaya

CR 1

This tiny fey looks like a cross between a tiny elf and a praying mantis. It wears scale armor made from children's teeth and carries a spiked chain made from humanoid fangs.

XP 400

NE Tiny fey

INIT +4; **SENSES** darkvision 30 ft., low-light vision; Perception +6

DEFENSE

AC 26, touch 14, flat-footed 24 (+4 armor, +2 Dex, +8 natural, +2 size)

HP 12 (2d6+5)

FORT +2, **REF** +7, **WILL** +4

DR 5/cold iron or magic; **IMMUNE** sleep; **SR** 11

OFFENSE

SPEED 15 ft., fly 20 ft.

MELEE toothed (spiked) chain +5 (1d4-1 plus wounding)

RANGED shortbow +5 (1d3/19-20)

SPECIAL ATTACKS fly-by attack

SPELL-LIKE ABILITIES (CL 3rd; concentration +6)

Constant—*invisibility* (zubnaya can activate or suppress at will as a free action), *locate object* (teeth only)

3/day—*dancing lights*, *ghost sound* (DC 13), *faerie fire*

STATISTICS

STR 8, **DEX** 19, **CON** 14, **INT** 15, **WIS** 13, **CHA** 16

BASE ATK +1; **CMB** -2; **CMD** 12

FEATS Weapon Finesse



SKILLS Acrobatics +9, Climb +4, Fly +13, Escape Artist +9, Intimidate +8, Knowledge (local) +7, Perception +6, Stealth +21; **RACIAL MODIFIERS** +4 Stealth

LANGUAGES Aklo, Elven, Sylvan, Trade Tongue

ECOLOGY

ENVIRONMENT any urban or forest

ORGANIZATION solitary, pair, or gang (3-8)

TREASURE standard (scale armor made from teeth, toothed chain, other treasure)

SPECIAL ABILITIES

Fly-By Attack (Ex) Once per minute, a zubnaya can make a fly-by attack and attempt to yank a tooth out of the target's mouth with its toothed chain. Treat as a ride-by attack, as per the Ride-By Attack feat, but the zubnaya must be flying instead of mounted, and can change direction after the attack for the second half of its double move. If the zubnaya makes a successful touch attack, it has pulled a random tooth from the target's mouth. The target suffers the wounding effect of the toothed chain.

Wounding (Ex) A zubnaya's non-magical toothed chain acts as if it had the wounding weapon special ability. Creatures hit by the zubnaya's fly-by attack are hit by the toothed chain and also take 1 point of bleed damage.

These vicious little fey are known in the Trade Tongue as "tooth thieves". Natural cowards, they normally steal a baby tooth or two from children while they sleep. They shape the teeth into their weapons and armor, but are not above pulling teeth from a weak or helpless victim.

DESIGNER'S NOTES: ZUBNAYA

I wanted a malevolent version of the normally benevolent tooth fairy. Again, I was trying to turn "cute" faerie tropes on their heads. There are some flesh-eating tooth fairies in the movie *Hellboy II: The Golden Army*, but I made an extra effort to make sure there was no resemblance between my version and their cinematic version, which was pretty awesome. "Zubnaya" is a shortened version of the Russian word for "tooth fairy".

FEY ANIMALS

Members of the fey courts have been known to grant the gifts of intelligence and speech to animals, and to convince them to act as spies. They can observe in plain sight and pass on what they see and hear to fuel intrigue at the court. Some talking animals deal directly with adventurers, either to trade information or to trick them into doing some task.

Creating a Fey Animal

“Fey animal” is an inherited or acquired template that can be added to a living, corporeal animal (referred to hereafter as the base creature). A fey animal uses all the base creature’s statistics and special abilities except as noted here.

CR: Same as the base creature +1.

TYPE: Creature type changes to fey. It gains the augmented subtype. Do not recalculate Hit Dice, Base Attack Bonus, skills, or saves.

ALIGNMENT: Any chaotic.

ARMOR CLASS: A fey animal’s natural armor bonus increases by +1.

SPECIAL QUALITIES AND DEFENSES: A fey animal gains darkvision 60 ft. and low-light vision if it didn’t already possess it. It also gains DR 5/cold iron (DR 10/cold iron if it has 11 or more Hit Dice) and SR equal to its CR + 11.

SPEED: All of the fey creature’s movement speeds increase by 10 ft.

SPECIAL ATTACKS: A fey animal gains the special attack described below. Save DCs are equal to 10 + 1/2 the fey animal’s Hit Dice + the fey animal’s Charisma modifier.

DEATH CURSE (Su) When a creature slays a fey animal, the slayer is cursed with ill luck unless it makes a successful Will save to resist the curse. If it fails to resist, the victim takes a –2 penalty on all attack rolls, ability checks, skill checks, and saving throws until the curse is removed. The total penalty from multiple fey animal death curses stacks, but the multiple death curses count as a single curse overall for the purposes of removing its effects. A fey creature can see this curse on a creature as an angry red halo around the victim’s head.

SPELL-LIKE ABILITIES: A fey animal has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. The CL equals the fey animal’s CR.

HD	Spell-Like Abilities
1-3	<i>charm person, faerie fire</i>
4-6	<i>fly (3/day), tree shape</i>
7-9	<i>charm monster, hallucinatory terrain</i>
10-13	<i>polymorph (3/day), summon nature’s ally IV</i>
14-16	<i>feblemind, transport via plants</i>
17+	<i>mass charm monster, summon nature’s ally VIII</i>

ABILITIES: Dex+4, Int +10 (to a maximum score of 12), Wis +2, Cha +4.

SKILLS: A fey animal gains a +4 racial bonus on Bluff and Stealth checks, and has skill points per racial Hit Die equal to 6 + its Intelligence modifier. Its racial class skills are Acrobatics, Bluff, Climb, Diplomacy, Fly, Knowledge (nature), Perception, Sense Motive, Stealth, and Swim.

LANGUAGES: Fey animals speak Sylvan plus one other language common to the region.

KNOWN FEY OF MIDGARD BY TYPE

Aberration

Dorreq (CR 6 – page 10)
Lorelei (CR 7 – MB)
Mamura (CR 5 – page 12)
Qwyllion (CR 8 – page 15)

Animal

Fey Water Strider (Gerridae) (CR 1 – page 11)

Dragon

Alehouse Drake (CR 3 – BOD)
Faerie Dragon (CR 2 – PFB3)
Prismatic Drake (CR 14 – BOD)
Pseudodragon (CR 1 – PFB1)
River Drake (CR 8 – BOD)
Tor Drake (CR 13 – BOD)

Fey

Aridni (CR 6 – page 3)
Atomie (CR 1 – PFB3)
Beli (CR 3 – page 4)
Bereginyas (CR 4 – page 4)
Bogeyman (CR 10 – PFB3)
Boloti (CR 4 – page 5)
Brownie (CR 1 – PFB2)
Bucca (CR 2 – page 6)
Chernomori (CR 1 – page 7)
Clurichaun (CR 4 – page 7)
Cold Rider (CR 8 – PFB3)
Dark Satyr (CR 6 – page 8)
Domovoi (CR 6 – page 10)
Dryad (CR 3 – PFB1)
Faun (CR 1 – PFB3)
Fey Animal (Template, +1 CR – LLK, and page 19)
Fey Creature (Template, +1 CR – PFB3)
Fey Giant Toad (CR 3 – PFB3)
Forlarren (CR 2 – PFB2)
Gremlin (CR ½ - 2 – PFB2)
Grig (CR 1 – PFB2)
Ice Maiden (CR8 – MB)
Kelpie (CR 4 – PFB2)
Kiki Mora (CR 5 – MB)
Korred (CR 4 – PFB2)
Leprechaun (CR 2 – PFB2)
Lurker in Light (CR 5 – PFB2)
Mite (CR 1/4 – PFB1)

Naina (CR 12 – page 13)
 Nereid (CR 10 – PFB2)
 Nichny (CR 11 – page 14)
 Nixie (CR1 – PFB3)
 Norn (CR 18 – PFB3)
 Nuckelavee (CR 9 – PFB3)
 Nymph (CR 7 – PFB1)
 Pech (CR 3 – PFB2)
 Pixie (CR 4 – PFB1)
 Quickling (CR 3 – PFB2)
 Redcap (CR 6 – PFB2)
 Rusalka (CR 12 – PFB 3)
 Rusalka, Lesser (CR 6 - MB)
 Satyr (CR 4 – PFB1)
 Scheznyki (CR 9 – page 17)
 Shadow Fey (CR 5 – MB)
 Sprite (CR 1/3 – PFB3)
 Twigjack (CR 3 – PFB2)
 Vila (CR 5 – TOM)
 Zubnaya (CR 1 – page 18)

Magical Beast

Ala (CR8 – MB)
 Alseid (Deer Centaur) (CR ½ – MB)
 Blink Dog (CR 2 – PFB2)
 Carbundle (CR 1 – PFB3)
 Cikavak (CR 2 – MB)
 Dragon Horse (CR 9 – PFB2)
 Eel Hound (CR 2 – MB)
 Firebird (CR 8 – MB)
 Giant (Green) Eagle (CR 3/4 – PFB1 and MCS)
 Green Hussar (CR 3 – MB)
 Griffon (CR 4 – PFB1)
 Hippogriff (CR 2 – PFB2)
 Kot Bayun (CR 7 – MB)
 Leucrotta (CR 5 – PFB2)
 Pegasus (CR 3 – PFB1)
 Peryton (CR 4 – PFB2)
 Phoenix (CR 15 – PFB1)
 Thunderbird (CR 11 – PFB2)
 Unicorn (CR 3 – PFB1)
 Vapor Lynx (CR 5 – MB)
 Winter Wolf (CR 5 – PFB1)
 Worg (CR 2 – PFB1)

Plant

Leshy (CR ½ - 3 – PFB3)
 Leshy, Greater (CR 4 – MB)

Undead

Mavka (CR 11 – page 13)

KNOWN FEY OF MIDGARD BY CR

CR <1

Alseid (Deer Centaur) (CR ½ – MB)
 Giant (Green) Eagle (CR 3/4 – PFB1 and MCS)
 Gremlin (CR ½ - 2 – PFB2)
 Leshy (CR ½ - 3 – PFB3)
 Mite (CR 1/4 – PFB1)
 Sprite (CR 1/3 – PFB3)

CR 1

Atomie (CR 1 – PFB3)
 Brownie (CR 1 – PFB2)
 Carbundle (CR 1 – PFB3)
 Chernomoi (CR 1 – page 7)
 Faun (CR 1 – PFB3)
 Fey Water Strider (Gerridae) (CR 1 – page 11)
 Grig (CR 1 – PFB2)
 Nixie (CR1 – PFB3)
 Pseudodragon (CR 1 – PFB1)
 Zubnaya (CR 1 – page 18)

CR 2

Blink Dog (CR 2 – PFB2)
 Bucca (CR 2 – page 6)
 Cikavak (CR 2 – MB)
 Eel Hound (CR 2 – MB)
 Faerie Dragon (CR 2 – PFB3)
 Forlarren (CR 2 – PFB2)
 Hippogriff (CR 2 – PFB2)
 Leprechaun (CR 2 – PFB2)
 Worg (CR 2 – PFB1)

CR 3

Alehouse Drake (CR 3 – BOD)
 Beli (CR 3 – page 4)

Dryad (CR 3 – PFB1)
 Fey Giant Toad (CR 3 – PFB3)
 Green Hussar (CR 3 – MB)
 Pech (CR 3 – PFB2)
 Pegasus (CR 3 – PFB1)
 Quickling (CR 3 – PFB2)
 Twigjack (CR 3 – PFB2)
 Unicorn (CR 3 – PFB1)

CR 4

Bereginyas (CR 4 – page 4)
 Boloti (CR 4 – page 5)
 Clurichaun (CR 4 – page 7)
 Griffon (CR 4 – PFB1)
 Kelpie (CR 4 – PFB2)
 Korred (CR 4 – PFB2)
 Leshy, Greater (CR 4 – MB)
 Peryton (CR 4 – PFB2)
 Pixie (CR 4 – PFB1)
 Satyr (CR 4 – PFB1)

CR 5

Kiki Mora (CR 5 – MB)
 Leucrotta (CR 5 – PFB2)
 Lurker in Light (CR 5 – PFB2)
 Mamura (CR 5 – page 12)
 Shadow Fey (CR 5 – MB)
 Vapor Lynx (CR 5 – MB)
 Vila (CR 5 – TOM)
 Winter Wolf (CR 5 – PFB1)

CR 6

Aridni (CR 6 – page 3)
 Dark Satyr (CR 6 – page 8)
 Domovoi (CR 6 – page 10)
 Dorreq (CR 6 – page 10)
 Redcap (CR 6 – PFB2)
 Rusalka, Lesser (CR 6 - MB)

CR 7

Kot Bayun (CR 7 – MB)
 Lorelei (CR 7 – MB)
 Nymph (CR 7 – PFB1)

CR 8

Ala (CR8 – MB)
 Cold Rider (CR 8 – PFB3)
 Firebird (CR 8 – MB)
 Ice Maiden (CR8 – MB)
 Qwyllion (CR 8 – page 15)
 River Drake (CR 8 – BOD)

CR 9

Dragon Horse (CR 9 – PFB2)
 Nuckelavee (CR 9 – PFB3)
 Scheznyki (CR 9 – page 17)

CR 10

Bogeyman (CR 10 – PFB3)
 Nereid (CR 10 – PFB2)

BOD	<i>Book of Drakes</i>
LLK	<i>Pathfinder Campaign Setting: Lands of the Linnorm Kings</i>
MB	<i>Midgard Bestiary</i>
MCS	<i>Midgard Campaign Setting</i>
PFB1/2/3	<i>Pathfinder RPG Bestiary 1, 2, or 3</i>
TOM	<i>Tales of the Old Margreve</i>

CR 11

Mavka (CR 11 – page 13)
Nichny (CR 11 – page 14)
Thunderbird (CR 11 – PFB2)

CR 12

Naina (CR 12 – page 13)
Rusalka (CR 12 – PFB 3)

CR 13

Tor Drake (CR 13 – BOD)

CR 14

Prismatic Drake (CR 14 – BOD)

CR 15

Phoenix (CR 15 – PFB1)

CR 18

Norn (CR 18 – PFB3)

Templates

Fey Animal (+1 CR - LLK, and page 19)
Fey Creature (+1 CR – PFB3)

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