

ADVENTURE PATH PLUG-INS



# Faerie Bargains



by David N. Ross

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# Faerie Bargains



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# What You Will Find Inside Faerie Bargains

The magic and mystery of the fey is on display in **Faerie Bargains!** From Rumpelstiltskin to Rapunzel, fairy tales, myths, and legends all over the world are replete with tales of bargains struck with the sublime and sometimes sinister magical creatures from the realms beyond. Long life, wealth beyond imagining, true love, or whatever your heart's desire all wrapped up in a promise and a price that seems but a trifle, until the bargain comes due and the fair folk come to collect. **Faerie Bargains** provides you a richly detailed system for using this classic fantasy trope in your *Pathfinder Roleplaying Game* campaign. You can design your own faerie bargains or use one of the over 40 sample bargains provided, from *bounty of the wilds* and *unseen assistants* to *woven wealth*, *silent metamorphosis*, *fey queen's ransom*, and *one with the land*! Each bargain grants a benefit once payment is made, of course, but you'll also find rules for hidden conditions, escape clauses, tokens, and more, along with how to research and negotiate bargains with different kinds of fey and unique magical items you might obtain in a faerie bargain or make with fey assistance, like the *cauldron of autumnal bounty* and *sword of vernal light*. Whether your heroes want to trade their dreams for the *charm of magic*, a gift of blood for *accursed mercy*, or their sanity itself for *inspired perfection*, you'll find an amazing array of mystical covenants that bring fantastic new flavor to the fey in your game!

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ACG = *Pathfinder Roleplaying Game Advanced Class Guide*  
 APG = *Pathfinder Roleplaying Game Advanced Player's Guide*  
 ARG = *Pathfinder Roleplaying Game Advanced Race Guide*  
 B<sub>1</sub> = *Pathfinder Roleplaying Game Bestiary*  
 B<sub>2</sub> = *Pathfinder Roleplaying Game Bestiary 2*  
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 GMG = *Pathfinder Roleplaying Game Gamemastery Guide*  
 HA = *Pathfinder Roleplaying Game Horror Adventures*  
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 UC = *Pathfinder Roleplaying Game Ultimate Combat*  
 UE = *Pathfinder Roleplaying Game Ultimate Equipment*  
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 UM = *Pathfinder Roleplaying Game Ultimate Magic*



## Introduction

Fey creatures live and breathe magic. The realms where they dwell and the lands they visit are touched by this magic, and they scatter it in their wakes wherever they go. Clever fey learn that mortals do not come so easily by magic. Mortals can be easily thrilled or tempted by offers of access to the magic fey often spread without a second thought. The most inventive of these fey have devised elaborate ways for their innate magic to empower and influence mortals.

Mortals, for their part, spread tales far and wide about the magic gifts fey offer to those that please or trick them. Perhaps a leprechaun must give gold to mortals who catch them at dusk, or the song of a fossegrim might draw the unwary to cast themselves into a waterfall and drown unless they wed the fey singer. There are often kernels of truth in the folklore the common people tell about the fey, alongside much misinformation and outright fabrication, but a common theme in fairy stories is the idea of a magical bargain struck with the fey in exchange for knowledge, wealth, power, and more.

## Faerie Bargains

Faerie bargains are given magical force by an alteration of the fey creature's own innate magic, binding that fey unavoidably to the bargain's poetic terms. Often, a fey creature uses a bargain to magically reward a mortal who has served or otherwise pleased it. Other times, a bargain might be forced upon a fey creature by a curse or the magical coercion of a cunning enemy. A faerie creature's tempestuous emotions might lead it to enter a bargain thoughtlessly to indulge an intense fit of passion or vindictiveness.

**Record:** A faerie bargain usually takes the form of an elaborate poem in Sylvan that uses rhyme, meter, musical accompaniment, and other mnemonic devices to ensure its exact wording is memorable, no matter how opaque its meaning might be. A few fey fond of mortal crafts, such as leprechauns and brownies, might record the words in text form as a book or scroll, but the magic is not bound into its physical representation but into the fey's own person.

**Who can Make a Faerie Bargain:** Any fey can enter faerie bargains linked closely to the bond they have with the natural world and the magic they wield most easily. Other faerie creatures who can make these bargains include those closely allied with the magic of nature or native to the fey realms, including faerie dragons, linnorms,

unicorns, hags, and others at the GM's discretion. Some use the Faerie Bargainer feat to gain access to a wider array of options.

Because a faerie bargain puts a strain on the mortal's soul and the faerie creature's innate magic, there are limits on the number of bargains each can maintain at once. A mortal can have at most one faerie bargain plus one per point of Charisma bonus (minimum one total). A faerie creature can maintain up to three faerie bargains plus one per point of Charisma bonus (minimum three total). The Faerie Bargainer feat increases this limit.

**Payment:** Any willing mortal can enter into a faerie bargain by accepting the faerie creature's token and making the required payment. If the payment gives the mortal a condition (such as negative levels), that condition can be removed normally without affecting the bargain (unless the bargain specifies otherwise).

## Faerie Bargain Benefits and Limitations

A faerie bargain's terms must be spoken or sung to the mortal in a language the mortal understands, but the mortal need not understand its full ramifications. The bargain has no effect if the target is directly magically manipulated into agreeing. Many faerie bargains stipulate a term, after which time the bargain ends, but the length is often so long as to be irrelevant to most campaigns. The very shortest last for a cycle of the moon, but most last at least a year and a day, seven solar years, or a generation (a length of time equal to the age of adulthood for the mortal's species).

A faerie bargain causes the token to radiate magic as it were a magic item using the fey's caster level. Faerie bargains can be suppressed much like magic items with *dispel magic* and similar spells, but only unique circumstances described in the bargain can terminate it prematurely.

Every faerie bargain has an escape clause. If the fey patron dies, the bargain is undone, but if the fey is revived the bargain resumes in full force. Most fey slain in the fey realms reincarnate or otherwise return to life within a matter of days, weeks, or months. The escape clause usually clarifies whether part or all of the payment is refunded. Bargains that end after a certain period of time use the same rules for refunding (or not refunding) the payment as the escape clause.

**Action:** Unless stated otherwise, activating a bargain's benefit is a spell-like ability. It provokes attacks of opportunity and uses the spell's casting time. Use the



bargain's caster level to determine its effects. If it does not emulate a spell, its spell level is equal to half its caster level and it is a standard action to activate.

## New Feats

### Faerie Bargainer (Monster)

Your fey nature allows you to grant or withdraw your favor from those who seek your aid.

**Prerequisite:** Fey or native of the fey realms.

**Benefit:** The monster can apply conditions to any spell it casts or magic item it gifts, causing them to lose their powers (for items) or end (for spells) when the condition is met. The monster cannot change the condition for spells nor even dismiss dismissible spells it makes conditional this way. The monster can only change the condition for an item after the item is willingly returned without magical compulsion (which restores the item to its original functioning) or after the item is taken by a third party and reclaimed by the monster. In addition, the monster can make any faerie bargain whose CR is lower than its own CR, even if it does not meet the normal prerequisites.

### Faerie Friend

You are treated as a trusted friend and ally by the fey.

**Benefit:** You can make two more faerie bargains than normal. In addition, you gain a +2 bonus on Diplomacy and Sense Motive checks to interact with fey and other faerie creatures. This bonus also applies to faerie bargain skill checks.

**Normal:** You can make a number of faerie bargains equal to 1 + your Charisma modifier (minimum 1).

## Elements of a Faerie Bargain

Faerie bargains are presented in the following format.

**Faerie Bargain Name:** The faerie bargain's name is followed by its CR.

**XP:** This is the amount of XP to award the PCs for fully researching and undoing a faerie bargain, as determined by its CR. If obtaining a bargain presents significant risk or challenges not otherwise rewarded, the GM is encouraged to award half this amount for obtaining it. If doing so presents little or no risk or danger, the GM should reduce or eliminate the XP reward as normal.

**Aura and CL:** This line gives the faerie bargain's magical aura (like a magic item) and its caster level. This caster level is used by any effect the bargain creates.

**Payment:** The price paid by the mortal and any prerequisites the mortal must meet.

**Faerie Creature:** Any faerie creature listed for a bargain with CR equal to the bargain's can make that bargain.

**Token:** Some bargains only grant a benefit while the token is worn in a certain magic item slot. If so, that slot is listed here. A faerie creature must generally make a gift of a piece of its body or clothing to seal its bargain. Traditionally, this is a hair or bit of jewelry, but some gift scales, claws, flowers, a tuft of fur, or even a vial of blood. The token's magic protects it from incidental harm and it cannot be damaged while carried by the mortal except by a successful sunder combat maneuver. Destroying the token ends the bargain's benefit until a new token is procured from the fey, but does not terminate the bargain or reverse the payment.

**Benefit:** This line details the faerie bargain's exact effects on the mortal.

**Skills:** This line indicates the skills required to learn about the bargain before making it and research its secret terms.

**Complexity:** This is the DC to research the bargain using any of the listed skills.

**kp:** This is the number of knowledge points the bargain has. Research depletes these points.

**kp Milestones:** These milestones indicate nuances of the bargain that can only be discovered by researching it. Typically, one of the milestones includes a loophole that the faerie creature can use to gain some secret advantage from the deal. The final milestone at 0 kp describes how to permanently end the bargain before its term ends.

## Creating a Faerie Bargain

To make a faerie bargain like the examples below, follow these steps.

**Step 1—Determine Base CR:** A faerie bargain's base CR is generally equal to the CR of the faerie creature who grants it.

**Step 2—Calculate Reward Price:** A faerie bargain's reward price is calculated like a magic item with similar properties (see the *Pathfinder Roleplaying Game Core Rulebook*). Treat it as a slotted magic item. The baseline price for a spell-like ability is spell level x caster level x





1,500 gp. If the token occupies a magic item slot, multiply the price by 75%.

**Step 3—Determine Payment:** Often, a faerie creature demands a specific item worth at least the reward price or imposes a penalty that costs at least this much to remove or counteract (see Table 1: Payment Gold Piece Value). For more intangible payments, compare to others of a similar reward price.

**Step 4—Determine Actual CR:** Select the elements you want the faerie bargain to have and add up the adjustments to its CR to arrive at the faerie bargain's final CR (see Table 2: CR Modifiers of Faerie Bargains).

## Learning About Faerie Bargains

A mortal interested in obtaining a faerie bargain can learn its effects and payment as well as the faerie creatures who offer it by gathering information among faerie creatures or researching rare libraries of fey ballads and related texts. In either case, the checks are the same as using Diplomacy to gather information, although potential hazards for failed skill checks should reflect the situation. Faerie creatures might take umbrage at the attempt to weasel out of a bargain in principle and harass,

trick, curse, or even attack the mortal on a failed skill check. Due to subtle backlash from meddling with the threads of fate that make a bargain function as well as the campaigns of fey who consider inquisitive mortal to be upstarts in need of humbling, each research check (successful or not)

**Table 1: Payment Gold Value**

Payment	Value
Temporary negative levels	200 gp
Permanent negative levels	levels x 1,100 gp
Permanent negative levels that can't be removed	levels squared x 8,000 gp
Ability drain	200 gp per score
Ability penalty that can't be removed	Penalty squared x 1,000 gp
Condition only removed by <i>greater restoration</i>	6,000 gp
Condition only removed by <i>wish</i> or costly <i>miracle</i>	26,500 gp
A feat slot	CR x 500 gp
Hit points	(Hit points / CR) squared x 2,000 gp



increases the danger of random encounters (adding 2 per roll to the next roll on an encounter table) as well as kingdom event rolls (if a dangerous event is within 1 per research roll of the event roll, use the dangerous event instead of what was rolled; choose randomly if multiple dangerous events are possible this way).

**Skill Checks:** To learn about faerie bargains, make a check with one of the skills listed in the bargain for one of the purposes listed here. The DC is equal to the bargain's Complexity. Gathering information uses the rules for Diplomacy but you can use the bargain's listed skill modifier in place of your Diplomacy modifier if you prefer. Other appropriate skills can be used, but the DC is 5 higher.

**Learn Bargain Details:** You learn the payment and benefit of the best fit for the effects that you seek as well as the most common kind of faerie creature that offers that bargain.

**Find Faerie Creature Sponsor:** You know what kinds of creatures can offer the bargain and learn of at least one specific individual that is relatively near you that can offer it. A second check might be required to locate a specific sponsor once you know of it or a bargain it previously made, depending on how private the sponsor is.

**Table 2: CR Modifiers of Faerie Bargains**

Feature	CR Modifier
<b>Skills</b>	
one or two skills	+1
three skills	+0
four or more skills	-1
<b>Complexity</b>	
5 + twice base CR	-1
10 + twice base CR	+0
15 + twice base CR	+1
<b>Knowledge Points</b>	
Double base CR (minimum 2)	-1
Triple base CR (minimum 4)	+0
Quadruple base CR (minimum 6)	+1

**Note:** If researching a faerie bargain presents no legitimate challenge to PCs, resolving it should bring fewer (or zero) experience points.

**Negotiate a Bargain:** Since a faerie creature can't make unlimited bargains, a potential sponsor generally requires one successful skill check to improve its attitude to friendly and another to convince it to make the bargain. If made helpful, a faerie creature might be willing to consider a different form of payment (such as a very fitting or useful magic item worth about twice the reward value of the bargain).

If your game uses the individual influence system (*Pathfinder Roleplaying Game Ultimate Intrigue*), this is a perfect situation for it. Making a bargain requires moderate sway, while a variant price requires major sway. The complexity determines the DC of influence checks with the listed skills. One (secretly chosen by the GM) has its DC lowered by 5; other skills that make sense can be used, but the DC is 5 higher. 3 successes are generally required.

**Research a Bargain:** Interpreting all the obscure references and metaphors of the bargain's language to learn how it works and the full range of its terms and conditions requires multiple checks. Even a helpful fey generally cannot simply explain these to mortals—in many cases, the magic of the bargain will simply fail if the bargainer explains these aspects frankly to the mortal. If you succeed on a research check, which generally takes 8 hours of study or interaction with knowledgeable faerie creatures, you deplete the bargain's knowledge points by  $1d4 +$  your Intelligence modifier. If you have the relevant skill as a class skill or have at least 5 ranks in it, increase the die to  $1d8$ . If you have it as a class skill and have either at least 5 ranks in it or have the bardic knowledge ability, increase the die to  $1d12$ . Researching secret terms of a bargain is generally not possible before the deal is struck.

## Faerie Bargains as Rewards

When a faerie creature is pleased, it might offer a faerie bargain at a discount as a reward. This essentially puts the cost upon the faerie creature, so the faerie creature does not bestow such a gift unless that faerie creature considers rewarding the mortal proportionately worthwhile. In general, a bargain should only be offered in reward for a service that was a challenge comparable to the CR of the bargain. Other times, fey might offer a faerie bargain with minimal payment as ransom for its life after it is defeated, in hopes of keeping its life and any treasure the party has not yet found. If a bargain has a payment with a value in gold pieces, it simply substitutes for the value it could be sold for toward the party's wealth by level (see the Gamemastering chapter in the *Pathfinder Roleplaying*



**Table 3: Faerie Bargains as Rewards**

Faerie Bargain	CR	Treasure Equivalent
Vermin scent	1/2	200 gp
Illusian tutelage	1	450 gp
Masterful joke	2	450 gp
Spell tutelage (1st-level spell)	2	1,000 gp
Charm of magic	3	1,300 gp
Charm of recovery	3	2,000 gp
Bounty of the wilds	4	2,000 gp
Hunter's charm	4	3,300 gp
Unseen assistants	4	2,500 gp
Charm of flight	5	3,600 gp
Spell tutelage (2nd-level spell)	5	4,000 gp
Blood vitality	6	1,400 gp
Riverman's bargain	6	1,100 gp
Woven wealth	6	7,000 gp
Double-walker	7	11,000 gp
Silent metamorphosis	7	9,000 gp
Frozen heart	8	10,000 gp
Mad strength	8	8,000 gp
Spell tutelage (3rd-level spell)	8	9,000 gp
Greater charm of magic	9	8,100 gp
Soul graft	9	10,000 gp
Accursed mercy	10	15,000 gp
Mountain's charm	10	22,500 gp
Rhymer's truth	10	25,000 gp
Spell tutelage (4th-level spell)	10	16,000 gp
Land of youth	11	32,000 gp
One with the land	12	50,000 gp
Spell tutelage (5th-level spell)	12	25,000 gp
Boon of the carrion crow	13	30,000 gp
Curse of spilled blood	13	15,000 gp
Fleeting presence	14	32,000 gp
Spell tutelage (6th-level spell)	14	36,000 gp
Stolen might	14	64,000 gp
Hallows of rulership	15	82,000 gp
Spell tutelage (7th-level spell)	15	49,000 gp
Greater inspiration	16	42,000 gp
Spell tutelage (8th-level spell)	16	64,000 gp
Attendant's vision	17	84,000 gp

Faerie Bargain	CR	Treasure Equivalent
Spell tutelage (9th-level spell)	17	81,000 gp
Bundled fate	18	110,000 gp
Grand sequestration	18	45,000 gp
Monarch's call	19	75,000 gp
Fey queen's ransom	20	artifact
Shapechanger's insight	20	210,000 gp
Earth's mercy	21	172,000 gp

Game Core Rulebook). The magic of the bargain cannot take effect for no cost at all, but when the faerie creature is willing to sacrifice some of its own power, it can accept insubstantial or token payments such as a single hair, a shiny bauble, a lovely flower, a new song, or allowing it to escape from a hostile mortal bargainer. See Table 3: Faerie Bargains as Rewards for the amount of treasure each bargain substitutes for in treasure (listed by CR).

## Sample Faerie Bargains

Vermin Scent		CR 1
Aura faint illusion	CL 1 <sup>st</sup>	XP 400
Reward 200 gp		

**Payment** a chunk of flesh (you take 2 points of Strength drain)

**Faerie Creature** mite, grig, gruen<sup>BB</sup>, or insect body parts or ability to influence vermin

**Token** a wart or wing scale (no slot)

**Benefit** You can influence vermin with Handle Animal, Ride, and wild empathy (if you have it) as if they were animals with Intelligence 1 as long as you carry the token on your person. You can only influence one vermin at a time. If you interact with a second, the previous one forgets you and reverts to its usual behavior.

### Research

**Skills** Intimidate, Knowledge (nature), Survival

**Complexity** 12

**kp** 6

**Hidden Condition (2 kp)** You take a -4 penalty on Perception checks and Sense Motive checks against the faerie creature and on saving throws against the abilities of vermin.





**Escape Clause (0 kp)** The bargain ends if you feed a tamed vermin to a giant eagle or other good-aligned creature. The paid Strength drain then becomes Strength damage.

Illusion Tutelage		CR 1
Aura faint illusion	CL 1 <sup>st</sup>	XP 400
Reward 450 gp		

**Payment** one 2nd-level enchantment or illusion potion and a masterwork musical instrument

**Faerie Creature** grig, nixie, or ability to cast an illusion spell

**Token** a hair (no slot)

**Benefit** You can cast *veil* or *invisibility* on yourself only a total of three times. Once you do, the bargain ends.

#### Research

**Skills** Knowledge (nature), Perform (keyboard, percussion, sing, string, or wind)

**Complexity** 12

**kp** 3

**Hidden Condition (1 kp)** You take a -4 penalty on Perception checks and Sense Motive checks against the faerie creature. Casting *veil* or *invisibility* using this bargain wreathes you in *faerie fire* that only faerie creatures can see for the effect's duration.

**Escape Clause (0 kp)** The bargain ends if you reveal its origin to any creature who wasn't party to the bargain. The faerie creature then returns the masterwork musical instrument you used to pay for the bargain.

Masterful Joke		CR 2
Aura faint enchantment	CL 1 <sup>st</sup>	XP 600
Reward 450 gp		

**Payment** gems worth at least 400 gp and delicious sweets created with a successful DC 20 Profession (chef) check

**Faerie Creature** boggle<sup>B6</sup>, faerie dragon, or ability to cast a mind-affecting spell

**Token** a bottle or bag of breath (no slot)

**Benefit** You can cast *hideous laughter* as a 1st-level spell-like ability (DC 11) twice per day while holding the token in hand.

#### Research

**Skills** Knowledge (arcana), Perform (comedy)

**Complexity** 14

**kp** 6



**Hidden Condition (3 kp)** You take a -4 penalty on Perception checks and Sense Motive checks against the faerie creature. The faerie creature can target you with *hideous laughter* (DC 11) as a spell-like ability once per day as a swift action.

**Escape Clause (0 kp)** The bargain ends if the faerie creature eats a delicious sweet you created laced with a potion or poison that embarrasses it. The faerie creature must then return the paid gems.

Spell Tutelage		CR 2+
Aura faint illusion	CL varies	XP varies
Reward varies		

**Payment** a dream of magic (whenever you regain spell slots for the day, you immediately lose one of the same level as the spell you gained)

**Faerie Creature** alp<sup>B6</sup>, danthienne<sup>B6</sup>, green hag, harionna<sup>FKCC</sup>, muse<sup>B5</sup>, mythic faun<sup>FKCC</sup>, mythic manitou<sup>FKCC</sup>, shadow collector<sup>B5</sup>, or coven ability or spellcasting

**Token** a hair (no slot)

**Benefit** Choose a conjuration, divination, enchantment, illusion, transmutation, or curse<sup>UM</sup> spell from the druid, witch, or sorcerer/wizard spell list. If it isn't on your spell list, add it to your class spell list as a spell one level higher than its spell level on the above spell lists (using the lowest level among the three classes). If you have a limited number of spells known, you add the spell to your spells known.

#### Research

**Skills** Knowledge (arcana), Linguistics, Perform (act), Sense Motive, Spellcraft

**Complexity** varies

**kp** varies

**Hidden Condition (half kp)** The faerie creature can use one of its spells or spell-like abilities of the chosen spell's level or lower an additional time per day.

**Escape Clause (0 kp)** The bargain ends when you counter or dispel the faerie creature's spell or spell-like ability gained from the hidden condition without rolling a dispel check.

Charm of Magic		CR 3
Aura faint any	CL 3 <sup>rd</sup>	XP 800
Reward 1,300 gp		

**Payment** an emotional memory (you gain a permanent negative level and can't regain the memory until the negative level is removed and you are subject to *modify memory* or *greater restoration*)

**Faerie Creature** dryad, grig, nixie, pixie, stromkarl<sup>FKCC</sup>, totemoq<sup>CC</sup>, or ability to cast a spell-like ability

**Token** a leaf (no slot)

**Benefit** Choose four 0-level spells or two 1st-level spells or one 2nd-level spell from the druid, sorcerer/wizard, or witch spell list. Each must be a conjuration, divination, enchantment, illusion, transmutation, or curse<sup>UM</sup> spell. You can cast the chosen spell or spells as a spell-like ability while holding the token in hand. If the spell level is 0, you can cast it at will. If the spell is 1st level, you can cast it twice per day. If the spell is 2nd, you can cast it once per day. If the spell has a material component costing more than 1 gp, you must provide it.

#### Research

**Skills** Knowledge (local), Linguistics, Perform (sing)

**Complexity** 16

**kp** 9

**Hidden Condition (4 kp)** The faerie creature can sry on

Spell Level Gained	CR	XP	Reward	Aura	CL	Complexity	kp
1st	2	600	1,000 gp	faint; any school	1st	14	4
2nd	5	1,600	4,000 gp	faint; any school	3rd	20	10
3rd	8	4,800	9,000 gp	faint; any school	5th	26	16
4th	10	9,600	16,000 gp	moderate; any school	7th	30	20
5th	12	19,200	25,000 gp	moderate; any school	9th	34	24
6th	14	38,400	36,000 gp	moderate; any school	11th	38	28
7th	15	51,200	49,000 gp	strong; any school	13th	40	30
8th	16	76,800	64,000 gp	strong; any school	15th	42	32
9th	17	102,400	81,000 gp	strong; any school	17th	44	34



you at will despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

**Escape Clause (0 kp)** The bargain ends if you reveal its origin to anyone not party to the bargain. The negative level becomes temporary (Fortitude DC 11 to remove) and you regain the lost memory when the negative level is gone.

Charm of Recovery		CR <sub>3</sub>
Aura faint transmutation	CL 4 <sup>th</sup>	XP 800
Reward 2,000 gp		

**Payment** 4 hit points (your maximum hit points are reduced by 4)

**Faerie Creature** unicorn or ability to cast a healing spell

**Token** a sliver of horn (no slot)

**Benefit** Once per day as a spell-like ability, you can give

a creature you can see within 30 feet fast healing 2 for 1 minute. If you are reduced to 0 or fewer hit points and have not yet activated this ability, you can use it on yourself as an immediate action. The target creature gains a +2 resistance bonus on saving throws against poison while the fast healing lasts.

#### Research

**Skills** Knowledge (nature), Perform (sing), Survival

**Complexity** 16

**kp** 9

**Hidden Condition (5 kp)** The faerie creature can sense whenever you take an evil act and punish you by giving you the sickened condition (Fortitude DC 13 negates) for 24 hours.

**Escape Clause (0 kp)** The bargain ends if you knowingly kill a rare plant in full bloom or a non-evil creature you do not need to eat. Your hit point maximum returns to normal but not your current hit point total.





### Bounty of the Wilds

CR 4

Aura faint transmutation

CL 1<sup>st</sup>

XP 1,200

Reward 2,000 gp

**Payment** 5 tree *feather tokens* and you agree not to build farms, mines, roads, or similar terrain improvements in a chosen hex nor overuse its resources

**Faerie Creature** dryad, nixie, or ability to cast a spell that uses plants

**Token** a drop of blood in a vial (hidden in a chosen kingdom hex; its benefit is lost while outside of this hex)

**Benefit** The land grows bountiful for those who pick and hunt food there and its beauty inspires your citizens. Your kingdom's Consumption decreases by 1 BP and it gains +1 Loyalty as long as it borders or contains the hex with the token.

#### Research

**Skills** Knowledge (nature), Perform (wind), Survival

**Complexity** 18

**kp** 12

**Hidden Condition (3 kp)** The fey can compel you to do it a single favor as *suggestion* (DC 13), but the effect is supernatural and cannot be detected, disrupted, or dispelled. The *suggestion* counts as very reasonable (–2 penalty on your saving throw) unless it would otherwise automatically fail (such as if it would apparently be suicidal).

**Escape Clause (0 kp)** If you trick the fey into asking you to build anything—no matter how small—on the land (requiring at least two successful DC 20 Bluff checks) and you do so, the magic of the bargain is reversed and the payment is returned to you.

### Hunter's Charm

CR 4

Aura faint transmutation

CL 4<sup>th</sup>

XP 1,200

Reward 3,300 gp

**Payment** a kiss and a bit of each night's rest (reduce the amount of damage you heal from rest by half)

**Faerie Creature** huldra<sup>B4</sup>, mythic centaur<sup>FKCC</sup>, or ability to grant a luck bonus

**Token** a tail hair woven into a bracelet (wrist slot)

**Benefit** You gain a +2 luck bonus on Survival checks and on damage rolls against flat-footed opponents.

#### Research

**Skills** Knowledge (nature), Perform (wind), Survival

**Complexity** 18

**kp** 12

**Hidden Condition (3 kp)** The faerie creature's maximum hit points increase by 5. The luck bonuses provided by the bargain become penalties against the faerie creature.

**Escape Clause (0 kp)** If you incapacitate the faerie creature by surprise, the bargain and payment both end.

### Unseen Assistants

CR 4

Aura faint conjuration

CL 1<sup>st</sup>

XP 1,600

Reward 2,500 gp

**Payment** two 1st-level spell slots (each spell slot is unavailable as if cast permanently); you must make another offering of milk, cheese, or bread every night or the bargain's benefit is lost until you make an offering of rare spiced wine worth 500 gp

**Faerie Creature** brownie<sup>B2</sup>, house spirit<sup>B5</sup>, leprechaun<sup>B2</sup>, mythic leprechaun<sup>FKCC</sup>, or ability to cast a conjuration spell

**Token** a cap (head slot)

**Benefit** Choose one Craft skill when you make this bargain. You can cast *unseen servant* at will, to a maximum of two servants at a time, while you wear the token. If the *unseen servant* assists you throughout the creation of a mundane or magic item using the chosen skill, reduce the cost to create that item by 5%.

#### Research

**Skills** Craft, Knowledge (planes), Linguistics

**Complexity** 20

**kp** 15

**Hidden Condition (7 kp)** The faerie creature can scry on you at will despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

**Escape Clause (0 kp)** The bargain ends if you give the faerie creature a mortal-made piece of clothing after you have gained a level since making the bargain.

### Charm of Recovery

CR 5

Aura faint transmutation

CL 5<sup>th</sup>

XP 1,600

Reward 3,600 gp

**Payment** a mastered skill (you take a –5 penalty to a skill in which you have at least 5 ranks) and a happy memory (you gain a permanent negative level and can't recall the memory until it is removed)

**Faerie Creature** advanced pixie, mythic pixie<sup>FKCC</sup>, or ability to cast a transmutation spell

**Token** fairy dust (no slot)



**Benefit** You can cast *fly* once per day as a spell-like ability. The spell's fly speed is lost while you are affected by a non-harmless emotion or fear effect.

#### Research

**Skills** Knowledge (planes), Linguistics, Perform (dance)

**Complexity** 20

**kp** 15

**Hidden Condition (7 kp)** The faerie creature can *scurry* (DC 16) on you at will despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

**Escape Clause (0 kp)** The bargain ends if you reveal its origin to anyone not party to the bargain. The skill penalty ends.

Bloody Vitality		CR 6
Aura faint necromancy	CL 3 <sup>rd</sup>	XP 2,400
Reward 1,400 gp		

**Payment** a frightful memory (you gain a permanent negative level and require *modify memory* or *greater restoration* to regain the memory once the negative level is gone)

**Faerie Creature** boggart<sup>B6</sup>, bokereyder<sup>CC</sup>, redcap<sup>B2</sup>, will-o'-wisp, bogeyman<sup>B3</sup>, advanced quickling<sup>B3</sup>, baobhan sith (*Tome of Horrors III*), or sneak attack or ability to cast a fear spell

**Token** a breath in a bottle or bag (no slot)

**Benefit** Once per day, when you deal hit point damage to a creature that is flat-footed or under a fear effect, you gain 1d10+3 temporary hit points as a swift or immediate action. The temporary hit points last 3 hours.

#### Research

**Skills** Intimidate

**Complexity** 25

**kp** 15

**Hidden Condition (7 kp)** The faerie creature can *greater teleport* as the spell to within 60 feet of you at will whenever you are under a fear effect. It is aware of any time you say, write, read, or hear its name as well as any time you are under a fear effect.

**Escape Clause (0 kp)** The bargain ends if you regain the memory.

Riverman's Bargain		CR 6
Aura moderate universal	CL 8 <sup>th</sup>	XP 2,400
Reward 1,100 gp		

**Payment** accept one *lesser geas* at any time within a year and a day at any range with no save or spell resistance

**Faerie Creature** vodenjak<sup>BB</sup> or ability to cast *limited wish* or *wish*

**Benefit** You gain the benefits of a *limited wish* as the spell once. You may choose for the wish to free you from the next condition that only it or a stronger spell could remove, provided that condition takes effect within a year and a day.

#### Research

**Skills** Diplomacy, Knowledge (local), Linguistics, Profession (brewer), Sense Motive

**Complexity** 24

**kp** 21

**Hidden Condition (10 kp)** If the *lesser geas* is removed, the *limited wish* is reversed (if that's impossible, it is replaced with a *bestow curse*). If you die before completing the *lesser geas*, the faerie creature claims your soul; unless it can be persuaded to release your soul, attempts to return you from the dead function as if the fey creature had cast *rest eternal*<sup>APG</sup> on you.

**Escape Clause (0 kp)** The bargain ends if the *lesser geas* is removed from you (although the hidden condition applies).

Woven Wealth		CR 6
Aura faint transmutation	CL 5 <sup>th</sup>	XP 2,400
Reward 7,000 gp		

**Payment** your heritage (you lose all your racial traits aside from ability score modifiers; you appear physically drained and your blood turns transparent)

**Faerie Creature** mythic leprechaun<sup>FKCC</sup>, house spirit<sup>B5</sup>, or ability to cast a transmutation spell

**Token** a spindle stained with the faerie creature's blood and your own (no slot)

**Benefit** The faerie creature spins straw into gold and platinum, turns a pot of wood chips into gold and platinum coins, or otherwise manufactures 20 pounds of gold (worth 1,000 gp) and 15 pounds of platinum (worth 7,500 gp) for you.

#### Research

**Skills** Knowledge (local), Linguistics, Perform (sing)

**Complexity** 20



kp 15

**Hidden Condition (8 kp)** The faerie creature is allowed by the agreement to replace your firstborn child with a fey impersonator and raise the child as its own. The faerie gold returns to its true form if you reveal its origin.

**Escape Clause (0 kp)** The bargain ends if you command the faerie creature by its secret name to release you, although you can never gain this bargain again. Your heritage is restored but the gold is not lost if you did not reveal its origin.

Double-Walker		CR 7
Aura moderate illusion	CL 7 <sup>th</sup>	XP 3,200
Reward 11,000 gp		

**Payment** an exquisite sculpture of rare wood worth 11,000 gp

**Faerie Creature** shadow stealer<sup>B5</sup> or ability to cast a shadow spell

**Token** a claw or dagger

**Benefit** You can deal yourself 1 point of piercing damage

with a piercing weapon and anoint a log of rare wood worth at least 500 gp (weighing at least 5 pounds) to transform it into a *lesser simulacrum*<sup>UM</sup> of yourself powered by a temporarily shared bit of your own soul; you gain a temporary negative level (Fortitude DC 16 to remove). You can't create another until the first is destroyed or its duration ends. You and it can communicate simple emotions to each other as long as you and it are on the same plane of existence.

#### Research

**Skills** Craft (sculpture), Knowledge (planes), Linguistics

**Complexity** 24

kp 21

**Hidden Condition (10 kp)** The faerie creature can use *dominate person* (DC 16) at will as a spell-like ability to control your double-walker, regardless of its type. If the double-walker saves, it is immune to further attempts to dominate it for 24 hours.

**Escape Clause (0 kp)** The bargain ends if you give the faerie creature a child of your species to adopt. The sculpture used to pay for the bargain is returned to you in the child's place.





Silent Metamorphosis		CR
Aura faint transmutation	CL 3 <sup>rd</sup>	XP 3,200
Reward 9,000 gp		

**Payment** your voice (you become mute, unable to speak, provide verbal components, or use vocal bardic performances); you must be able to cast 1st-level spells with verbal components or perform vocal bardic performances.

**Faerie Creature** mythic swan maiden<sup>EKCC</sup>, oceanid<sup>B4</sup>, or shapechanger subtype or ability to cast a polymorph spell

**Token** a cloak (shoulders slot)

**Benefit** You are subject to a polymorph effect similar to *alter self* that changes you into a single specific form while you wear the token. Your ability scores do not change. The token can take the form of any clothing worn about the shoulders while you are transformed and you can resume your natural shape by removing it.

#### Research

**Skills** Knowledge (nature), Linguistics, Perform (sing)

**Complexity** 16

**kp** 9

**Hidden Condition (5 kp)** The faerie creature can use your voice and any bardic performance abilities you had.

**Escape Clause (0 kp)** The bargain ends if you are subject to a permanent or instantaneous polymorph effect. You regain your voice but take 1d4 points of Charisma drain.

Frozen Heart		CR 8
Aura faint abjuration	CL 5 <sup>th</sup>	XP 4,800
Reward 10,000 gp		

**Payment** your warm emotions (you can't gain morale bonuses or benefit from harmless emotion spells) and you take 2 points of Dexterity drain that can only be removed by *greater restoration*

**Faerie Creature** cold rider<sup>B3</sup>, nereid<sup>B3</sup>, orruol<sup>BB</sup>, or cold or water subtype

**Token** a kiss (no slot; destroyed if that spot of skin is cleaned by magic)

**Benefit** You gain resist cold 10.

#### Research

**Skills** Bluff, Knowledge (nature), Perform (dance)

**Complexity** 30

**kp** 30

**Hidden Condition (15 kp)** The faerie creature gains a +2

morale bonus on attack rolls, saving throws, and skill checks; however, this bonus is suppressed whenever you are physically touching a loved one or affected by a harmless emotion spell. If the faerie creature kisses you again (a standard action if you are helpless, willing, or grappled), you take 2d6 points of Constitution damage (DC 18 Fortitude half).

**Escape Clause (0 kp)** The bargain ends when your Dexterity drain is cured and you spend 24 hours in physical contact with loved ones while under harmless emotion spells of at least 5th level. Your warm emotions return.

Tempestuous Strength		CR 8
Aura moderate enchantment	CL 8 <sup>th</sup>	XP 4,800
Reward 8,000 gp		

**Payment** your sanity (you gain a random form of lesser madness [see **Table 5-1: Lesser Madness** in *Pathfinder Roleplaying Game Horror Adventures*] and suffer a -4 penalty on saving throws against confusion and madness effects)

**Faerie Creature** maenad<sup>B4</sup>, nereid<sup>B3</sup>, or ability to cast a mind-affecting spell or the rage ability

**Token** a shell (no slot)

**Benefit** You gain the blood rage<sup>B1</sup> universal monster ability. If you already had the rage ability, increase the number of rounds it can be used by 6. While you are raging, you cannot discern friend from foe. You count as all creatures' foes (allowing your enemies to flank your allies with you), you must always attempt attacks of opportunity even when provoked by allies, and you must always attack the closest creature to you. You can't voluntarily end a rage until you end your turn with no apparent creatures within a distance equal to twice your speed.

#### Research

**Skills** Diplomacy, Knowledge (nature), Perform (oratory)

**Complexity** 26

**kp** 24

**Hidden Condition (12 kp)** The faerie creature can force you to enter a rage once per day as a standard action. Your rage functions normally, as modified above, and it can trigger your rage from any distance (even across planar boundaries). The faerie creature can sense while you are under a *calm emotions* effect. This rage automatically persists for 1d4 rounds, after which you can attempt a DC 20 Will save, applying the penalty for this bargain, each round at the end of your turn to end this rage.

**Escape Clause (0 kp)** The bargain ends if you spend 3







continuous days under *calm emotions* or a similar effect. Your sanity returns.

Greater Charm of Magic		CR 9
Aura faint any school	CL 1 <sup>st</sup>	XP 6,400
Reward 8,100 gp		

**Payment** a perfected skill (you take a –9 penalty on a skill you have at least 9 ranks in)

**Faerie Creature** a coven of hags who are at least a CR 9 encounter

**Token** a flower (head slot)

**Benefit** Choose a 2nd- or 3rd-level spell the faerie creature can cast. You can cast that spell as a spell-like ability at caster level 5th. If its spell level is 2nd, you can cast it three times per day. If its spell level is 3rd, you can cast it twice per day. If the spell has a material component costing more than 1 gp, you must provide it.

#### Research

**Skills** Knowledge (local), Linguistics, Perform (sing)

**Complexity** 28

**kp** 27

**Hidden Condition (13 kp)** The faerie creature can use *greater scrying* (DC 19) on you at will despite any intervening abjurations whenever you say, write, read, or hear its name. It is aware of any time you say, write, read, or hear its name.

**Escape Clause (0 kp)** The bargain ends if you reveal its origin to anyone not party to the bargain. You lose the skill penalty.

Soul Graft		CR 9
Aura moderate necromancy	CL 9 <sup>th</sup>	XP 6,400
Reward 10,000 gp		

**Payment** a magic ring worth at least 7,500 gp

**Faerie Creature** huldra<sup>B4</sup>, nereid<sup>B3</sup>, nymph

**Token** a hair tied around the finger (ring slot)

**Benefit** Your soul is divided between you and the faerie creature. Any attempt to raise you from the dead has a 50% chance of failure unless it includes twice the required material component. You take a –4 penalty on saving throws against possession, domination, and any effect that targets your soul. Any time you or the faerie creature are individually targeted by a spell or supernatural effect that allows a Will saving throw, the target rolls twice and the higher result applies. If that result fails, you are both affected by the failed condition. If the result succeeds but has a partial effect, you both

take the partial effect. If you are both targeted, you each roll twice. If you both fail at least one of your saves, you both fail, but are not affected twice.

#### Research

**Skills** Diplomacy, Knowledge (nature), Sense Motive

**Complexity** 28

**kp** 27

**Hidden Condition (13 kp)** The faerie creature always counts as having part of your body for *scrying* and similar purposes. It can perceive whatever you perceive, including with your natural senses as well as any divinations you are using, by concentrating as a standard action.

**Escape Clause (0 kp)** The bargain ends if either of you becomes undead or has your soul captured by magic that does not allow a saving throw. The payment is not returned.

Accursed Mercy		CR 10
Aura moderate abjuration	CL 10 <sup>th</sup>	XP 9,600
Reward 5,000 gp		

**Payment** 5,000 gp of stolen treasure or 15 hit points (your maximum hit point total is reduced by 15)

**Faerie Creature** amadan<sup>CC</sup>, advanced hag, or ability to cast a curse spell

**Token** a drop of blood (no slot)

**Benefit** You and your kingdom suffer no effects from curses or from spells that manipulate plants, weather, terrain, or animals.

#### Research

**Skills** Diplomacy, Knowledge (arcana), Sense Motive

**Complexity** 30

**kp** 30

**Hidden Condition (15 kp)** The faerie creature can curse you or any subject of your kingdom with *major curse*<sup>UM</sup> (DC 17) at any range whenever the target takes any action that harms, inconveniences, or disrespects any fey.

**Escape Clause (0 kp)** The bargain ends if you fall victim to another curse. Your hit point maximum returns to normal but your current hit points do not change.

Mountain's Charm		CR 10
Aura moderate abjuration	CL 10 <sup>th</sup>	XP 9,600
Reward 22,500 gp		

**Payment** 10 *elemental gems* (earth)



**Faerie Creature** orruol<sup>CC</sup> or ability to cast an earth spell

**Token** a crystallized teardrop (no slot)

**Benefit** You and any creatures within 120 feet of you ignore the effects of high altitude and stone-related difficult terrain. An army you travel with is not impeded by hill or mountain travel.

#### Research

**Skills** Knowledge (nature), Linguistics, Perform (sing)

**Complexity** 30

**kp** 30

**Hidden Condition (15 kp)** The faerie creature automatically knows whenever you disturb earth or stone and can target you with *calcific touch*<sup>APG</sup> (DC 17) as a standard action once per day at any range when you do so. When it targets you with this effect, it can make a melee touch attack against you once per round for 1 minute. You gain cover against this attack if you are climbing and improved cover against it if you are flying less than 10 feet off the ground. If you are 10 feet or more off the ground you cannot be targeted; however, the faerie creature can trigger this ability an immediate action the next time you touch the ground.

**Escape Clause (0 kp)** The bargain ends if you cause a landslide above or below the faerie creature's home. The payment is not returned.

Rhymer's Truth		CR 10
Aura moderate divination	CL 7 <sup>th</sup>	XP 9,600
Reward 25,000 gp		

**Payment** your ability to lie (you cannot attempt Bluff checks) and one age category (you instantly age until you reach the next age category; you can't pay for this bargain if you can't age)

**Faerie Creature** hamadryad<sup>B4</sup>, mythic hamadryad<sup>FKCC</sup>, erlking<sup>B4</sup>, or ability to cast a divination of 4th level or higher

**Token** a personal cup (no slot)

**Benefit** You can only speak the truth and cannot knowingly lie. As a standard action, you can attempt to apply this restriction to a speculative statement to infer the truth of that statement. As a full-round action, you can attempt to utter a factual statement whose truth is uncertain (to the best of your knowledge), and if the statement is in fact false there is a 75% chance that you are prevented from completing the statement, revealing it to be false. If the statement is true you can automatically complete the statement. For each time you have used this bargain in the past 24 hours, the chance is reduced by 25 to a minimum of 0% (after which it is useless for the

remainder of that time). The GM should roll in secret in either case and secretly ignore the roll if the statement is true.

#### Research

**Skills** Linguistics, Perform (oratory), Perform (sing)

**Complexity** 30

**kp** 30

**Hidden Condition (15 kp)** The faerie creature can summon you for 1 minute to answer one question using the bargain's benefit once per day.

**Escape Clause (0 kp)** The bargain ends if you reverse the aging with a *wish* or costly *miracle*. You recover your ability to lie.

Land of Youth		CR 11
Aura strong conjuration	CL 11 <sup>th</sup>	XP 12,800
Reward 32,000 gp		

**Payment** your shadow (you cast no shadow nor any reflections and gain 2 permanent negative levels that cannot be removed until you regain your shadow)





**Faerie Creature** hamadryad<sup>B4</sup>, mythic hamadryad<sup>FKCC</sup>, advanced shadow collector<sup>B5</sup>, or fast healing or the ability to cast a healing spell of 4th level or higher

**Token** a hair (no slot)

**Benefit** Your kingdom becomes rife with vibrant life. Colors are brighter and sounds are crisper. Emotions swing strongly. Creatures who regain hit points in the kingdom from rest or from magical healing recover 2 additional hit points. Whenever a creature gains a morale bonus in the kingdom, increase the bonus by 1. Creature in the kingdom take a -4 penalty on saving throws against emotion effects. Living creatures feel strangely energized and youthful, as if they were a bit younger than they are. Increase all bonuses from holiday edicts, promotion edicts, Academies, Arenas, Bardic Colleges, Barracks, Bordellos\*, Dance Halls, Gambling Dens\*, Magical Academies, Military Academies, and Universities in your kingdom by 1. When using recruitment edicts\*, you treat your kingdom's manpower as if your kingdom's militarism were one step more militaristic. Each settled hex in the kingdom grants +1 Productivity and +1 Stability. Settlements gain +1 Crime and +1 Society.

#### Research

**Skills** Linguistics, Knowledge (nature), Perform (comedy), Perform (dance)

**Complexity** 32

**kp** 33

**Hidden Condition (16 kp)** The faerie creature can take on your physical shape (as *alter self*) by wearing your shadow. While wearing your shadow, the faerie creature can use *disguise self* and *shadow conjuration* each once per day as spell-like abilities to create images of you. These illusions are so realistic that creatures take a -4 penalty on saving throws to disbelieve them.

**Escape Clause (0 kp)** The bargain ends if you retrieve your shadow by touching the faerie creature while she is willing or helpless and stitch it back on while you are in your natural form. All the inhabitants of your kingdom suddenly feel older and become fatigued.

One with the Land		CR 12
Aura strong transmutation	CL 12 <sup>th</sup>	XP 19,200
Reward 50,000 gp		

**Payment** offer up a sacred relic, minor artifact, or important magic item worth at least 50,000 gp

**Faerie Creature** hamadryad<sup>B4</sup>, mythic hamadryad<sup>FKCC</sup>, nereid<sup>B3</sup>, kamaitachi<sup>B6</sup>, zephyr, or another fey with the ability to control plants, air, or water

**Token** a hair (no slot)

**Benefit** As long as you are healthy, your kingdom is fruitful. Double the benefits of Farms and Fisheries and all plants benefit from the enrichment version of *plant growth*. These benefits are lost during any month in which you are blinded, cursed, deafened, diseased, poisoned, polymorphed, gain negative levels, take ability damage, or are affected by a harmful emotion effect; this does not apply if such a harmful condition lasts less than 24 hours. When you are upset, the weather grows foul. When you gain a madness, suffer ability drain, or any other permanent harmful condition (including *feeblemind* or petrification) or are killed, the land falls barren; halve the benefits of Farms and Fisheries and all plants suffer the long-term version of *diminish plants*. In addition, you can intentionally invoke clear weather and storms as if with *control weather* twice per day as long as it does not contradict your mood. This can create battlefield conditions for armies you are near (fog, rain, sandstorm, snow, or wind as appropriate for the climate and season).

#### RESEARCH

**Skills** Diplomacy, Knowledge (nature), Perform (dance)

**Complexity** 34

**kp** 36

**Hidden Condition (18 kp)** The faerie creature can request a single favor of you at any later time as if with *demand* (DC 22). The save DC increases by 2 if the faerie creature makes the request verbally from within 30 feet.

**Escape Clause (0 kp)** The bargain ends if you take back the offering and give it to a church that opposes the faerie creature's interests.

Boon of the Carrion Crow		CR 13
Aura moderate necromancy	CL 13 <sup>th</sup>	XP 25,600
Reward 30,000 gp		

**Payment** slay a CR 13 or stronger rival of the faerie creature, prevent it returning, and deliver its treasures to the faerie creature

**Faerie Creature** amadan<sup>CC</sup>, vilderavn<sup>B5</sup>, or a deflection bonus, luck bonus, or curse ability

**Token** a feather (head slot)

**Benefit** The tides of battle favor your kingdom, perhaps due to fey cursing your enemies or blessing your most pivotal soldiers. You can reroll any one die roll for an army you lead personally. In normal combat, you can cause one rolled die of an ally you can see within 60 feet to be rolled again as an immediate action. You can use each ability once per day. In both cases, the new roll applies even if it is worse.



**Research**

**Skills** Knowledge (history), Perform (oratory), Sense Motive

**Complexity** 36

**kp** 39

**Hidden Condition (19 kp)** No magic or physical barrier can bar the faerie creature from traveling freely anywhere in your kingdom. Your troops and any creature under your direct control, including cohorts, followers, animal companions, familiars, and called or summoned creatures, cannot perceive the faerie creature, even with exceptional senses like blindsight, scent, or tremorsense. Once per day, the faerie creature can force you to roll twice and take the lower result on an attack roll, saving throw, or any roll in during war.

**Escape Clause (0 kp)** The bargain ends if you revive the slain rival. The hidden condition continues to apply until the faerie creature targets you a final time with the reroll ability.

Curse of Spilled Blood		CR 13
Aura strong necromancy	CL 13 <sup>th</sup>	XP 25,600
Reward 15,000 gp		

**Payment** a magic gemstone, armor, or shield worth at least 15,000 gp

**Faerie Creature** amadan<sup>CC</sup>, linnorm, mosslord<sup>B6</sup>, or ability to cast a curse spell

**Token** a scale (no slot)

**Benefit** Once per hour when you are reduced to 13 or fewer hit points or when an army or unit under your command is routed, the attacker is subject to *ill omen*<sup>APG</sup> as the spell. In a mass combat situation, the attacking army's next Offense roll or Morale check (whichever comes first) must be rolled twice, taking the worse result. Whenever you die or an army or unit under your command is destroyed, the killing creature or army is cursed, as the spell *heightened major curse*<sup>UM</sup> (DC 19); an army cursed in this way has a 50% chance to lose its action each turn. Although multiple creatures can be cursed this way, the curse can likewise be removed as a group with a single *remove curse* spell.

**Research**

**Skills** Intimidate, Knowledge (arcana), Perform (sing)

**Complexity** 36

**kp** 39

**Hidden Condition (19 kp)** The faerie creature gains a +4 morale bonus on attack rolls, damage rolls, and saving throws against you.

**Escape Clause (0 kp)** The bargain ends if you take back the payment and you are subject to a successful *remove curse* (DC 29).

Fleeting Presence		CR 14
Aura strong illusion	CL 20 <sup>th</sup>	XP 76,800
Reward 32,000 gp		

**Payment** a bit of your soul (a -4 penalty to your highest ability score; this penalty can't be removed while the bargain lasts)

**Faerie Creature** polevik<sup>BB</sup> or ability to inflict ability damage, drain, or penalties

**Token** a polevik fetish<sup>BB</sup>; it can only be used four times, but remains the token for this bargain thereafter (no slot)

**Benefit** You can use *invisibility* as a spell-like ability at will.

**Research**

**Skills** Diplomacy, Knowledge (planes), Linguistics, Perform (oratory)

**Complexity** 38

**kp** 42

**Hidden Condition (21 kp)** The faerie creature can capture your soul (as *trap the soul* with unlimited range) as an immediate action when you die. It knows whenever you die.

**Escape Clause (0 kp)** The bargain ends if you destroy an evil magic item worth at least 36,000 gp, immerse the remains in holy water, then drink the holy water. The payment penalty ends.

Stolen Might		CR 14
Aura strong transmutation [evil]	CL 12 <sup>th</sup>	XP 76,800
Reward 64,000 gp		

**Payment** an evil magic item worth at least 64,000 gp or evil artifact

**Faerie Creature** polevik<sup>BB</sup> or ability to inflict ability damage, drain, or penalties

**Token** a polevik fetish<sup>BB</sup>; it can only be used four times, but remains the token for this bargain thereafter (no slot)

**Benefit** You gain a +4 profane bonus to one ability score of your choice.

**Research**

**Skills** Diplomacy, Knowledge (planes), Linguistics, Perform (oratory)



**Complexity** 38  
**kp** 42

**Hidden Condition (21 kp)** As a full-round action, the faerie creature can summon an evil outsider or fiendish creature to your location (as *summon monster VIII* with unlimited range) once per month while the bargain lasts.

**Escape Clause (0 kp)** The bargain ends if you are touching the victim from whom the soul fragment was taken to fuel your bargain while the victim is subject to *greater restoration* or *limited wish*, which restores that victim's ability scores. The payment is not refunded.

Hallows of Rulership		CR 15
Aura strong enchantment	CL 15 <sup>th</sup>	XP 51,200
Reward 82,000 gp		

**Payment** standing stones worth 200 BP standing alone in a kingdom hex (or a *crown of affirmation* and a *frumious*

*frock* if you aren't using the kingdom building rules), your ambitions and dreams (you can't gain morale bonuses), and some of your potential (you lose a feat and can't replace it)

**Faerie Creature** erlking<sup>B4</sup>, hamadryad<sup>B4</sup>, seilenos<sup>B5</sup>, or ability to cast an enchantment spell

**Token** the item (see below)

**Benefit** You gain magic item tied to your rulership of a kingdom (described on page XXX). You may choose the *sword of vernal light*, the *staff of summer's might*, the *stone of wintry charm*, or the *cauldron of autumnal bounty*. Any attempt to harm you with the item automatically fails unless the artifact is cursed as described in the hidden condition.

**Research**

**Skills** Knowledge (local), Linguistics, Perform (sing)

**Complexity** 40  
**kp** 45





**Hidden Condition (22 kp)** The faerie creature can demand a favor of you to be named later. If you refuse this favor, all bonuses from the item (including its enhancement bonus, if any) become penalties and the item becomes cursed such that you cannot be rid of it or use any substitute for it. A successful *remove curse* (DC 26) on the item allows you to discard it but does not restore its function unless you have performed the favor.

**Escape Clause (0 kp)** The bargain ends when you die after having returned the weapon to the faerie creature. The payment is refunded, but you remain dead.

Inspire Perfection		CR 16
Aura strong enchantment	CL 16 <sup>th</sup>	XP 76,800
Reward 42,000 gp		

**Payment** your sanity (you take a –6 penalty to Wisdom that can't be removed while the bargain lasts and gain a major madness [see **Table 5-2: Major Madness** in *Pathfinder Roleplaying Game Horror Adventures*] that can only be cured by *greater restoration*)

**Faerie Creature** leanan sidhe<sup>B4</sup>, muse<sup>B5</sup>, nymph

**Token** a hair woven into a bracelet (wrist slot)

**Benefit** Your voice can achieve such perfect tones that your vocal magic is more potent. You gain a +4 bonus to your level for the effects of bardic performance, spells with verbal components, and other performance abilities. This does not grant you access to new abilities or more spells.

#### Research

**Skills** Bluff, Knowledge (nature), Perform (act), Sense Motive

**Complexity** 42

**kp** 48

**Hidden Condition (24 kp)** As a swift action, the faerie creature can absorb a portion of your sanity, dealing 1d4 points of Wisdom damage to you and healing itself of 40 points of damage. It can use this ability with unlimited range as long as you are both on the same plane of existence.

**Escape Clause (0 kp)** The bargain ends when you personally defy the faerie creature after removing the major madness. The Wisdom penalty ends.

Attendant's Vision		CR 17
Aura strong divination	CL 11 <sup>th</sup>	XP 102,400
Reward 84,000 gp		

**Payment** a vow of service (the fey can summon you as if

with *summon nature's ally I* once per day; there is a 10% chance you are called away for 1d4 rounds during any encounter or activity, but can't be called again in the same day)

**Faerie Creature** chernabog<sup>CC</sup>, muse<sup>B5</sup>, or blindsight or *true seeing*

**Token** a kiss (no slot; can't be destroyed except by magical cleaning)

**Benefit** You gain the benefits of *true seeing* constantly to a range of 40 feet.

#### Research

**Skills** Knowledge (local), Linguistics, Perform (sing)

**Complexity** 44

**kp** 51

**Hidden Condition (25 kp)** The faerie creature can capture your soul (as *soul bind* with unlimited range) as an immediate action when you die. It knows whenever you die. While it has your soul, it can perform a week-long ritual to forcibly *reincarnate* the soul into a fey creature loyal to it. If this happens, you can be restored only by *wish* or *miracle*. This new fey creature hosting your soul is permanently dominated (as *dominate monster*). If given a command inimical to your nature, a successful DC 23 Will save allows you to break free of this control for 1d4 rounds, after which you the faerie creature can reassert its control as a standard action (DC 23 Will negates) at any distance as long as you are on the same plane.

**Escape Clause (0 kp)** The faerie creature must be summoned to another plane of existence and you must be subject to *dimensional lock* or *dimensional anchor* while it has you summoned.

Bundled Fate		CR 18
Aura strong abjuration	CL 15 <sup>th</sup>	XP 153,600
Reward 110,000 gp		

**Payment** you and the other beneficiary each advance one age category (gaining penalties but no bonuses); only a costly *miracle* or *wish* can undo this effect

**Faerie Creature** chernabog<sup>CC</sup>, mythic manitou<sup>EKCC</sup>, norn<sup>B3</sup>, or mythic ranks

**Token** a knotted hair or thread (ring slot)

**Benefit** You and another willing creature are bound in fate together. Whenever one fails a saving throw, the other can attempt the saving throw using its own modifier as an immediate action. If this new saving throw fails, both are affected by the consequences of a failed save. If the new saving throw succeeds, both are affected by the consequences of a successful save. Once per day, when one dies and the other has at least 1 hit point, the



survivor can drop to 0 hit points as an immediate action to revive the dead one as if with *breath of life*.

### Research

**Skills** Diplomacy, Linguistics, Knowledge (nature)

**Complexity** 46

**kp** 54

**Hidden Condition (27 kp)** Once per day when the faerie creature fails a saving throw, it can force you or the other recipient to make a saving throw using this bargain's benefit to protect the faerie creature as if it were the other recipient. No action is required.

**Escape Clause (0 kp)** The bargain ends when an affected creature inflicts a just curse upon the faerie creature. The payment is not refunded.

Grand Sequestration		CR 18
Aura strong abjuration	CL 15 <sup>th</sup>	XP 153,600
Reward 45,000 gp		

**Payment** a mirror of opposition or a deck of many things

**Faerie Creature** chernabog<sup>CC</sup>, glaistig<sup>B5</sup>, norn<sup>B3</sup>, or mythic ranks

**Token** a tooth (no slot)

**Benefit** All humanoids with 10 or fewer Hit Dice within 12 miles of the faerie creature are imprisoned in a fugue in the fey realm or suspended in time beneath the earth. Time does not pass for them and they need not eat, sleep, or breathe. They return to exactly where they left (or the nearest safe place to it, if the old location would be innately dangerous) as if no time had passed when the bargain ends. An individual creature can be returned early by successfully dispelling the effect at the point it vanished; each such point radiates a lingering aura of magic.

### Research

**Skills** Bluff, Knowledge (nature), Profession (farrier), Sense Motive

**Complexity** 46

**kp** 54

**Hidden Condition (27 kp)** The faerie creature can summon any sequestered creature as if with *summon nature's ally* VII three times per day. Creatures killed while summoned have a 50% chance to return unharmed to their former location within the grand sequestration; otherwise, they are simply killed and remain dead.

**Escape Clause (0 kp)** The bargain ends when the faerie creature expresses regret for doing it, even accidentally or insincerely, but not if directly forced to by magic. The payment is not refunded.

Monarch's Call		CR 19
Aura strong conjuration	CL 17 <sup>th</sup>	XP 204,800
Reward 75,000 gp		

**Payment** a vow of service (the fey can summon you as if with *summon nature's ally* I once per day; there is a 10% chance you are called away for 1d4 rounds during any encounter or activity, but can't be called again in the same day)

**Faerie Creature** glaistig<sup>B5</sup>, seilenos<sup>B5</sup>, wild hunt monarch<sup>B6</sup>, or ability to summon fey

**Token** a bit of antler (no slot)

**Benefit** Once per day, you can cast *summon nature's ally* IX as a spell-like ability if you hold the token in hand. You add the following creatures to the lists: 7th—advanced maenad<sup>B4</sup>, wild hunt hound<sup>B6</sup>, 8th—advanced nereid<sup>B2</sup>, wild hunt horse<sup>B6</sup>, 9th—ankou<sup>B4</sup>, wild hunt archer<sup>B6</sup>.





**Research****Skills** Perform (oratory), Survival**Complexity** 48**kp** 38

**Hidden Condition (19 kp)** The faerie creature can reincarnate you as a seilenos<sup>B5</sup>, wild hunt monarch<sup>B6</sup>, or other appropriate fey the next time you die at any range (DC 31 Will negates). You retain little of your original personality or memories and serve the faerie creature. Only a *wish* can restore your original form, and if your new form still lives it attempts to resist the spell with a Will save and spell resistance.

**Escape Clause (0 kp)** The bargain ends when you incapacitate the faerie creature while summoned by it.

Shapechanger's Insight		CR 20
Aura strong transmutation	CL 13 <sup>th</sup>	XP 307,200
Reward 210,000 gp		

**Payment** your identity (you forget all or almost all of your major memories and suffer 6 permanent negative levels that cannot be removed until you regain your identity) or three sovereign staves (a *scepter of forgotten time*, a *staff of the fey queen*, and a *staff of power*)

**Token** a horn (head slot)

**Faerie Creature** seilenos<sup>B5</sup>, mythic forest dragon<sup>FKCC</sup>, shapechanger subtype, or ability to cast a polymorph spell

**Benefit** You can change shape as *greater polymorph* at will so long as you wear the token on your head. The token melds into your new form. The change lasts until you dismiss it as a standard action or assume a new form. Any ability you gain this way has save DC 20. You can always assume your natural form as a standard action on your turn, even if you are petrified or under the effects of a curse such as *baleful polymorph*.

**Research****Skills** Bluff, Knowledge (nature), Perform (act), Sense Motive**Complexity** 50**kp** 60

**Hidden Condition (30 kp)** The faerie creature always recognizes you no matter your form and can take on your physical shape (as *alter self*) at will as a supernatural ability; while the faerie creature is in your form, she can access your forgotten memories (if any) and gains a +20 bonus on Bluff and Disguise checks to impersonate you.

**Escape Clause (0 kp)** The bargain ends with a *wish* or costly *miracle* if you and the faerie creature can see each other

and are both in your natural forms. Another six *wish* or costly *miracle* are required thereafter to remove all your negative levels and restore the associated memories.

Fey Queen's Ransom		CR 20
Aura strong universal	CL 20 <sup>th</sup>	XP 307,200
Reward artifact		

**Payment** 20 hexes of a kingdom you rule invested with at least 200 BP total (the hexes vanish into the fey realm along with all settlements within, replaced by featureless wasteland; mortals brought along are treated to all the delights and dangers of that realm but are magically prevented from leaving by *dimensional anchor*) or a major artifact

**Token** a piece of a personally significant artifact or magic item (no slot)

**Faerie Creature** fey ruler (of at least CR 20)

**Benefit** You gain your first mythic tier if you do not already have one. You can pay the payment additional times to give a tier to that many additional co-rulers.

**Research****Skills** Diplomacy, Knowledge (nature), Sense Motive**Complexity** 50**kp** 60

**Hidden Condition (30 kp)** The faerie creature gains a mythic rank. The creature also is immune to any attack or effect you use unless you expend one use of mythic power when making that attack or using that effect. This is in addition to any mythic power spent for other purposes, such as to activate a path ability or cast a mythic spell.

**Escape Clause (0 kp)** The bargain ends and the taken hexes return to their original locations if you kill the faerie creature in the fey realm; if you have completed mythic trials to gain another mythic tier, you do not lose it.

Earth's Mercy		CR 21
Aura overwhelming transmutation	CL 21 <sup>st</sup>	XP 409,600
Reward 172,000 gp		

**Payment** a vow of nonviolence (you can't deal lethal damage to living foes) and a *ring of elemental command (earth)*

**Token** a leaf (feet slot)

**Faerie Creature** glaistig<sup>B5</sup>, mythic hamadryad<sup>FKCC</sup>, mythic manitou<sup>FKCC</sup>, mythic forest dragon<sup>FKCC</sup>



**Benefit** You have fast healing 5 and spell resistance 26 whenever you are touching the ground or any earth or stone surface. You gain the earth glide<sup>B1</sup> universal monster ability and a burrow speed of 30 feet.

#### Research

**Skills** Diplomacy, Knowledge (geography), Survival

**Complexity** 52

**kp** 63

**Hidden Condition (31 kp)** Three times per day as a swift action, the faerie creature can use *hungry pit*<sup>APG</sup> (DC 22, heightened to 8th level), *passwall*, or *wall of stone* as a spell-like ability.

**Escape Clause (0 kp)** The bargain ends if you destroy the ring.

## Faerie Treasures

Faerie treasures often come with strings attached, generally by way of the Faerie Bargainer feat (see page 4). The price paid for one of these treasures can be recouped by convincing the faerie creature to take it back. If a character receives a faerie treasure in part of a bargain and is directly involved in killing the faerie creature, the item gains a curse and the character is unable to use any substitute for it.

Cauldron of Autumnal Bounty		Price 110,000 gp
Aura strong enchantment	CL 15 <sup>th</sup>	Weight 35 lbs.
Slot none		
Alternate Price <i>halls of rulership</i> bargain		

This copper cauldron is large enough to hold a Medium creature. The cauldron can be used to cook ordinary food, but in addition once per day while empty it can be commanded to fill with a hearty and delicious stew that functions as *heroes' feast*. If the user of the *cauldron* has the Brew Potion feat or is capable of casting *heroes' feast*, she can rinse the cauldron after serving a meal from it and then fill it with clear water. For the next 24 hours, whenever a creature that has supped from the *cauldron* takes damage or is killed, the user gains a glimpse of that creature as *screaming* for 1 round. During that round, the user can target the injured or slain creature with spells from the conjuration (healing) subschool or with a healing effect like lay on hands by touching the water; they affect

the target as if the caster had touched them directly, regardless of distance. The user also can pour a potion with a conjuration (healing) effect into the water, affecting the creature as if it had consumed the potion. If multiple creatures that have eaten from the *cauldron's* bounty are wounded simultaneously, the *cauldron* shows the creature with the fewest hit points remaining.

When using the kingdom rules, if the *cauldron of autumnal bounty* is used to prepare a meal for at least one member of the ruling council each day and no state dinner is held without including food from the *cauldron*, the kingdom gains a +2 bonus on Loyalty checks that month.

#### Construction

**Requirements** Craft Wondrous Item, *heroes' feast*, *status*;  
**Cost** 55,000 gp





Green Girdle of Invulnerability		Price 30,000 gp
Aura strong conjuration	CL 13 <sup>th</sup>	Weight ½ lb.
Slot body		
Alternate Price a selection of memories ( <i>mindwipe</i> <sup>OA</sup> that can only be removed by <i>wish</i> or costly <i>miracle</i> )		

This silky green garment is worn under all other clothing. The wearer is immune to blood drain and bleed damage and automatically stabilizes when below 0 hit points. The wearer gains a unique protection from death and dismemberment, in that attacks or effects that that would normally break, sever, rot, or otherwise destroy a limb or even her head deals only normal hit point damage and does not otherwise impair the wearer. She may not use severed or broken limbs to manipulate objects, but she does not take ability damage or drain or risk paralysis or death from such injuries. Ability damage, ability drain, or ability penalties from necromantic effects, *calcific touch*, *polar ray*, and similar effects that affect the target's entire body can affect the wearer, though they are reduced by 2 points (minimum 0).

Any extremity severed while wearing the *green girdle* can be reattached by holding it to the stump for 10 minutes. The wearer cannot manipulate or use items with severed arms or legs, but if her head is severed she can still perceive, speak, and otherwise function normally as if it were attached. If the *green girdle* is removed or destroyed, all normal effects for severed or destroyed limbs or head apply immediately.

#### Construction

**Requirements** Craft Wondrous Item, *regenerate*; **Cost** 15,000 gp

Staff of Summer's Might		Price 110,300 gp
Aura strong evocation	CL 15 <sup>th</sup>	Weight 4 lbs.
Slot none		
Alternate Price <i>halls of rulership</i> bargain		

This +1 *flaming burst quarterstaff* is made of gleaming red-orange crystal. As long as it is carried in public, at state events, and into battle, the bearer's kingdom gains +2 Stability and all the kingdom's armies gain a +1 bonus to their Defense Value. This bonus is doubled for an army or unit the wielder leads directly as commander.

The wielder threatens a critical hit with spells and the staff on a roll of 19–20. Whenever the wielder confirms a critical hit with a spell or the staff, the wielder gains a +4 bonus to overcome the target's spell resistance and can cast *bestow curse* from the staff on the target at any range as an immediate action. In addition, the staff of summer's strength allows the use of following spells.

- *Scorching ray* (1 charge)
- *Bestow curse* (1 charge)
- *Mass bull's strength* (2 charges)
- *Disintegrate* (2 charges)
- *Sunburst* (3 charges)

#### Construction

**Requirements** Craft Magic Arms and Armor, Craft Staff, *bestow curse*, *disintegrate*, *mass bull's strength*, *scorching ray*, *sunburst*; **Cost** 55,300 gp

Stone of Wintry Charm		Price 110,000 gp
Aura strong enchantment	CL 15 <sup>th</sup>	Weight ½ lb.
Slot neck		
Alternate Price <i>halls of rulership</i> bargain		

This heavy stone pendant grants the wearer cleverness of speech and refines the wearer's appearance. The wearer can speak and understand all languages as a continuous *tongues* spell. The wearer can lie despite magical compulsions otherwise and appears to be telling the truth according to any non-mythic form of divination, though a successful DC 35 Sense Motive or Spellcraft check notices this effect. A mythic creature can add its mythic tier as a bonus on this skill check.

The wearer also finds remarkable mental clarity and can see multiple ways to approach every problem. The wearer can roll twice and take the higher result on all Intelligence- and Charisma-based skill checks. During any month that the stone is worn by a kingdom's ruler, that kingdom gains a +2 bonus on Loyalty checks.

#### Construction

**Requirements** Craft Wondrous Item, *divine favor*, *glibness*, *tongues*; **Cost** 55,000 gp



Stone Throne of Destiny		Price 8,000 gp
Aura moderate evocation	CL 6 <sup>th</sup>	Weight 1,000 lbs.
Slot none		
Alternate Price some of your potential (a feat slot that can be regained with <i>greater restoration</i> )		

Built by the strange giants of the fey realms, this carved stone throne changes size to suit the ruler of the land in which it is located. It grants all members of a kingdom's ruling council a +1 luck bonus on skill checks made while within 100 feet of the throne. If a ruler is seated in the *stone throne*, only that ruler gains the bonus but it is doubled to +2. If the ruler of the kingdom is seated in the *stone throne*, he may grant one creature a boon by having them kiss the throne, granting them a +1 luck bonus to AC and on saving throws for 1 day. The throne loses its other powers during that day.

#### Construction

**Requirements** Craft Wondrous Item, *divine favor*; **Cost** 4,000 gp

Sword of Vernal Light		Price 112,315 gp
Aura strong enchantment	CL 15 <sup>th</sup>	Weight 4 lbs.
Slot none		
Alternate Price <i>hallows of rulership</i> bargain		

This shining +5 *glorious*<sup>UE</sup> *mithral* longsword sheds light as a torch. Creatures under the caster's direct command (including army troops as well as cohorts, followers, animal companions, familiars, and charmed, dominated, called, or summoned creatures) gain a +1 morale bonus on attack rolls as long as they have line of sight to the *sword of vernal light*, increased to +2 within the radius of its *daylight*. Other allies gain a +1 morale bonus on attack rolls within the area of *daylight*.

As long as the weapon is carried in public, at state events, and into battle, the bearer's kingdom gains a +2 bonus on Stability checks, all the wielder's armies gain a +1 morale bonus to *Offense Modifier*, and the bonus is doubled for an army or unit the wielder leads personally as its commander.

#### Construction

**Requirements** Craft Magic Arms and Armor, *daylight*, *good hope*; **Cost** 56,315 gp

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