ADVENTURE PATH PLUG-INS



By Todd Stewart, Jason Nelson, and Alistair Rigg





DATHFINDER



Welcome to Adventure Path Plug-Ins!

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WHAT YOU WILL FIND INSIDE FAERIE MYSTERIES

This product explores the influence that fey creatures have upon the campaign and the campaign world. This is especially relevant in the Kingdom-building Adventure Path, given that fey creatures both great and small play such a key role in the campaign; however, the rules and concepts presented here can easily provide inspiration and illustration for any campaign where fey creatures have a place. This product is not a pile of monsters, nor is it a pile of magical combat abilities for monsters. Those things have their place in the game, but *Faerie Mysteries* is more about dealing with the fey outside of combat than in it (though the latter arises as well). It is about how the influence of the fey can change the feel and flow of a campaign, and it gives you a game-mechanical system for describing and representing that in-breaking of raw, untamed, primal magic that make the fey what they are. Fey do not simply walk about within the world; they carry their version of the world along with them, and make our world more like theirs with every step. The rumors and ripples and ruptures in our reality really lay the groundwork for this Adventure Path in particular, but for any campaign where civilization is not the only power in the world, and where the force and spirit of nature can push right back.

Like its companion product, *Faerie Passions*, this product provides a fantastic primer on the use of fey creatures in a campaign, balancing the hardcore game rules with explorations of fey creatures' mythological origins and role in real-life history and legends. What this product is really about is making fey different, to make them strange, unpredictable, and menacing in turn. They are never quite what you expect, and this product describes subtle shifts you can use to create an interesting variety of alternate creatures. The fey represent the raw and wild extremes of the life and spirit of the land and those that dwell within it, possessed of a mercurial emotionality and an integration with the natural world that flits between an impossibly saturated hyper-reality and the dreamily surreal. A campaign featuring the fey should *feel* different than other campaigns, and when you introduce *Faerie Mysteries*, it will.

HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Kingdom-building Adventure Path" instead of the title of a very popular sandbox-style kingdom-building Adventure Path. Or, you may see us use names such as the "Lost Lands," the "Faerie Queen," the "Horned God of Hunters," the rival "Baron and Baroness of Hookmarsh" to the west, or the "Broken Kingdom" to the north that grants PCs their charter to explore and rule instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a

home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules, as well as the d2opfsrd.com. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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CREDITS

Authors: Todd Stewart, Jason Nelson, and Alistair Rigg Artist: Mike Lowe and Tanyaporn Sangsnit

Design and Layout: Dain Nielsen

Legendary Games Team Members: Clinton Boomer, Matt Goodall, Jim Groves, Tim Hitchcock, Jonathan H. Keith, Jason Nelson, Tom Phillips, Alistair Rigg, Neil Spicer, Todd Stewart, Russ Taylor, Greg Vaughan, and Clark Peterson

Proofreading: Marshall Gatten Publisher: Jason Nelson Executive Partner: Neil Spicer Business Director: Rachel Ventura Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for their excellent Kingmaker Adventure Path.

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INTRODUCTION

Other planes beyond the standard, material world have long been a common feature of mythology, fantasy literature, and RPGs alike. Yet, despite their ubiquity as a metaphysical concept, planes can be a difficult thing to visualize. On a basic level, this difficulty concerns things lacking a tangible metric by which to describe their relationship. How do you define and differentiate two infinite spaces? How do you explain metaphysical distance as opposed to physical distance? These aren't easy things, yet in fantasy literature, in real world religion and

philosophy, and in the many worlds of role-playing games, they appear again and again. Both the idea of planes and some notion of distinction and distance between the mortal world and a place or multiple places beyond it, are commonly accepted and rarely dithered over.

One linked concept that we often see is a connection between the mortal world and another plane, be it a doorway, a point of tangential connection, or a region of overlap between them. Some of these points of connection or overlap can be described as a thinness between the planes. In such places, transit between the two distinct worlds becomes possible, and the proximity of both realities may result in one or both influencing the other. We see this concept across myth and literature, with a common usage being the identification of physical locations in the real world as doorways to another, usually with holy (or unholy) associations, and statuses as sites of religious pilgrimage. hallowed In especially unhallowed locations. or the presence of the gods becomes especially poignant to the point of tangibility, and their servitors may watch or mingle there with mere mortals.



Much of the conceptualization of fey in popular RPGs derives from a distinctive Western and Central European literary tradition, with an occasional infusion of Slavic mythology. Eastern European traditions are equally as rich, however, as are the mythological analogs of the European fey present in Chinese and Japanese traditions, and elsewhere.

The kami in Japanese mythology and the concept of a spirit realm correspond, roughly speaking, with western fey and a fey realm. An entertaining exploration of this folklore is Hayao Miyazaki's animated film, Spirited Away, which serves as a very good introduction to fey analogs in East Asian mythology; it also features an excellent example of a major fey impulse, as described in this product. While a full exploration of this mythology falls outside the scope of this supplement, a wide variety of resources exist to explore the rich animisminfluenced tales of kami, talking animals, and monsters beyond the western-centric RPG milieu.

Especially in the case of real world religions, specific physical locations and their particular traits demarcate points of thinness between the mortal realm and another plane entirely. Deep forests isolated from civilization, high holy mountains, open stretches of far ocean, and deep cave systems have engendered religious reverence and an association with the divine or the profane. The caves at Cumae/Avernus gained the attention of the wider Roman religious world and especial reverence in the Orphic mysteries as the literal mouth to the Underworld.

Such thinness might not be constant, however, and even when linked to specific places, the metaphysical closeness of two planes might depend on other

> causes as well. Metrics could include such factors as astronomical alignments of the planets and stars, time of year and seasonality, and specific calendar dates predicated on historical or liturgical events. The closeness of worlds could cause effects of their own. Magic might be influenced by the orbit of real, physical moons linked to given divinities, tangibly observed and felt as much as the tug of a moon on the tides, or by a system wherein a more abstract constellation of "orbiting" planes influences the world's magic, weather, and future events like the gravitational tug of distant, possibly unseen, planes.

> In the preceding examples, the closeness of the planes occurred within a system that could be observed and predicted. These planes drew near or far on their own trajectories regardless of the actions or status of any individual, barring the will of a deity or similarly powerful entity. In some mythologies, however, the relative proximity of a plane matters less on the plane itself and more on the nature of the person seeking to go there from the mortal world. Could a plane be more or

less accessible—"nearer"—for someone of a given alignment? A given character class? A specific sorcerer bloodline? A character's in-game lineage or nobility?

One example of such variable proximity is found in the Russian legend of Kitezh. No longer extant, the city's people prayed to God for salvation against the invading Mongols. In response to their faith and prayers, they vanished beneath the waves of Lake Svetloyar, denying the approaching armies of Batu Khan their prize of conquest. Whatever its historicity, the city lives on in legend, and only those of the purest hearts may reach it wherever it now exists, locked away beyond an invisible road or sheltered below the waves. Kitezh yet influences the world from beyond its veil, providing ephemeral glimpses of its reflection in the waters as if it still stood upon the shore, echoes of chiming bells heard distantly beneath the waves, and visions of the lights of religious processions at night where no city remains in the mortal world.

Even when a metaphysical gulf separates a place from the mortal realm, it may yet influence in subtle ways beyond its own borders. Drawing from these various examples, and especially from those relating to a world of the fey (or by whatever name a given mythology applies to the concept), we hereby present the concept of the fey impulse.

FEY IMPULSES

Sudden intrusions of magical faerie influence that warp the environment and creatures therein, fey impulses blur the lines between the mortal realm and that of the fey like the sudden surge of an invisible tide pushed forward by the waxing and waning of distant, unpredictable moons. Fey impulses may herald ephemeral storms of altered reality intruding into the mortal realm and produce wildly varying changes.

A fey impulse might occur when and where the boundaries between the Material and Faerie planes have an inherent instability and have thinned, either as a result of the ebb and flow of fey influence in that location, or from the actions of a powerful fey creature, artifact, or spellcaster that has frayed the border between the worlds. A fey impulse can also result from years of psychic residue left in a location by extreme emotions from ancient and powerful fey. Whatever their cause, they pose a significant challenge since these impulses can sweep living creatures into an emotional wake, causing them to temporarily lose control of their own responses.

Effects on Faerie Creatures: In addition to their effects on non-fey creatures described below, the closeness of the fey realms caused by a fey impulse energizes fey creatures and inflames their natural passions. This applies to fey that are within the area of the impulse, as well as those within a 10 feet times the CR of the fey impulse. These effects apply not only to actual fey creatures, but also to creatures with the fey animal and fey creature templates, the Fey Foundling feat, or the fey bloodline as well as any other creature with a close connection to the realms of faerie, such as a jabberwock or faerie dragon. Such creatures are never harmed by fey impulse and gain a +2 circumstance bonus on saving throws to see through illusions created by a fey impulse.

Types of Fey Impulses: There are three types of fey impulse: *rumors, ripples,* and *ruptures*. Each type of fey impulse has one or more effects similar to an existing spell—typically an enchantment or illusion. A fey impulse that has an effect not identical to an existing spell is certainly possible, but this requires designing a new spell effect. A druid's resist nature's lure class feature applies to saving throws against a fey impulse.

Rumors usually have effects similar to figment and glamer illusions. They create false sensations, or change a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. Because rumors are not real, they cannot produce real effects the way that other types of fey impulses can. Rumors cannot cause damage to objects or creatures but can be effective in confusing and confounding them, and making other dangers more difficult to overcome. When required, a rumor's AC is equal to 10 + its size modifier. Rumors infuse affected creatures with delight and contentment, granting them a +1 morale bonus on all saving throws, which increases to +2 against mind-affecting effects.

Ripples are usually similar to pattern or phantasm illusions, compulsion enchantments, and emotion effects. Whereas rumors are purely atmospheric, with no direct game effect, ripples involve subtle changes in the fabric of reality. As fey influence begins to push at and exert pressure upon the veil between the worlds, the veil becomes increasingly porous, allowing for overtly physical effects and actual fey creatures to manifest within our world. Like a rumor, a ripple can create images that others can see, but these images can also affect the minds of those who see them or are caught in them. Ripples can also create mental images that only the subjects can perceive; personalized mental impressions, not something that they actually see. Third parties viewing or studying the scene don't notice these phantasmal effects of a ripple. Ripples can force subjects to act in some manner or change the way their minds work. All ripples are mind-affecting effects.

Ripples subtly alter the reality experienced by fey and related creatures, causing fate to bend in their favor. Such creatures gain the benefit of a *prayer* spell. However, the disturbed ripples in reality also inflame the intensity of their emotions, causing them to take a -2 penalty on saving throws against effects with the emotion descriptor. Creatures using Bluff, Diplomacy, or Intimidate checks to influence the behavior of a fey creature within a ripple take a penalty equal to the CR of the ripple (minimum of 1), and if their check fails the fey creature becomes immediately hostile and attacks. In addition, if a fey creature within a ripple is attacked while under the effects of a mind-affecting effect, consult the following table.

d% roll	Effect
01-25	The mind-affecting effect continues unchanged.
26-50	The mind-affecting effect is replaced with confusion for 1d4 rounds.
51-75	The mind-affecting effect is replaced with rage for 1d4 rounds.
76-00	The mind-affecting effect is replaced with simultaneous confusion and rage for 1d4 rounds.

Ruptures: The effects of thinning between the mortal realm and the bright lands generally range from the subtle, either barely noticed or often dismissed, or of trifling consequence, to the severe. A fey impulse of sufficient severity, however, can do more than simply thin the boundary between the planes: it can rupture it. These ruptures can cause a region of the mortal and fey realms to partially transpose; fully swap small regions on a temporary or permanent basis; produce a porous boundary allowing effects and creatures to pass between the realms in an unpredictable manner; and in some extreme cases, produce actual permanent portals and a spreading, creeping emergence of the fey realm in the mortal world. Above and beyond the mechanical effects and appearance of lesser fey through the veil, once the boundary between the

planes has been breached, reality itself begins to shift and transpose with that of the fey realms. These breaches comprise the most powerful and pervasive of fey impulses.

Ruptures can be similar to shadow illusions and curses (including spellblight effects). A rupture can manifest something that is partially or wholly real from the faerie realm. Ruptures can have real effects, and damage dealt by a rupture is real. Ruptures fill fey and similar creatures with towering confidence and resolve, granting them the bonus of a *heroism* spell as long as they remain within it. They also gain 1 temporary hit point every round they remain within the rupture. These temporary hit points stack, but cannot exceed an amount equal to the CR of the rupture. These temporary hit points stack with other sources of temporary hit points. In addition, any morale bonus a fey creature gains within a rupture from any effect other than the rupture itself is increased by 1.

USING FEY IMPULSES IN PLAY

Fey impulses can function like haunts, hazards, or traps, and can infuse an area similar to, but not restricted, its associated spell. They are difficult to detect since they cannot be easily observed until the round in which they trigger. When a fey impulse is triggered, its effects manifest at initiative rank to in a surprise round. All characters in the fey impulse's proximity can attempt to notice the fey impulse at the start of this surprise round (by making the relevant notice skill check).

During the surprise round, spellcasters may attempt to quell a fey impulse before it manifests by casting an enchantment or illusion spell of the fey impulse's spell level or higher. If this is done, the spell and fey impulse cancel each other, and the fey impulse does not manifest. A *calm emotions* spell cast to quell a fey impulse immediately cancels a fey impulse of any spell level that creates an emotion effect. A quelled fey impulse is not destroyed, and can manifest again after its reset time.

A fey impulse can fade from a location over time as the influence of the faerie realms recedes, but so can one spontaneously arise and intensify, from a rumor through a ripple to a rupture, as the bright lands continue an extrusion into the mortal world. Occasionally, a fey impulse can be permanently removed from a location by the performance of a specific act in its region. This specific act is linked in some way to the events that caused the fey impulse, and so is different for each. Frequently, however, the locations and intensities of fey impulses are linked to the seemingly random ebb and flow of the fey world's proximity.

ELEMENTS OF A FEY IMPULSE

Fey impulses are presented in the following format. Fey Impulse Name: The fey impulse's name is followed by its CR.

XP: This is the amount of XP to award the PCs for surviving the fey impulse, as determined by its CR. **Type and Area:** This line gives the fey impulse's type (rumor, ripple, or rupture) and the dimensions of the area it infuses.

Caster Level: This is the fey impulse's effective caster level for the purposes of dispelling any

TABLE 1: CR MODIFIERS OF FEY IMPULS Feature Type	es CR Modifier
Notice DC	
15 or lower	-1
16-20	+0
21-25	+1
26–29	+2
30+	+3
Reset Time	
1 minute	+2
1 hour	+1
1 week	-1
Bypass	
Common	-2
Uncommon	-1
Trigger	
Triggered by touch	-2
Triggered by sense or emotion	-1
Damage	
Damaging effect	+1 per 10 points of average damage
No negative effect	–1 per spell level

Note: If a fey impulse presents no legitimate challenge or danger to PCs, encountering it should bring fewer (or zero) experience points than normal. Repeatedly visiting the same harmless impulse should result in zero experience points. **Trigger:** The conditions that can cause the fey impulse to manifest are given here.

Proximity: Proximity-triggered fey impulses occur as soon as a creature enters the fey impulse's area. *Touch:* A fey impulse triggered by touch does not activate until a living creature touches a specific object or location in its area.

Sense: Sense-triggered fey impulses occur whenever a living creature senses a certain thing within its area, such as hearing a specific song, seeing a discarded doll, or tasting red wine.

Emotion: Emotion-triggered fey impulses occur whenever a living creature within its area experiences a certain emotion, such as fear or anger.

Timed: A timed fey impulse periodically manifests its effects after a certain duration has passed.

Waking: A fey impulse triggered by waking activates as soon as a sleeping creature awakens in its area.

Sleep: A fey impulse triggered by sleeping activates as soon as a creature falls asleep in its area.

Duration: Unless otherwise stated, most fey impulses have a duration of instantaneous; once triggered, they have their effect and then stop functioning (although the consequences of the effect may last for some time). Some fey impulses have a duration measured in rounds or longer. Such impulses continue to have their listed effect each round at the top of the initiative order (or whenever they were activated, if they were triggered during combat).

Reset: A reset element is the set of conditions under which a fey impulse becomes ready to trigger again.

None: The fey impulse manifests only once and then dissipates.

Automatic: The fey impulse will automatically manifest every time a living creature enters its area, or after a timed interval.

Bypass: This element describes the circumstances under which a creature can avoid manifesting the fey impulse. For example, a creature that sings a happy song as it crosses a room of fey despair might avoid triggering the impulse.

Effect: This details the fey impulse's exact effects,

including a description of how the fey impulse manifests.

Destruction: This describes the act needed to permanently remove the fey impulse from the area, if applicable.

CREATING A FEY IMPULSE

To make a fey impulse like the examples below, follow these steps.

Step 1—Determine Base CR: A fey impulse's base CR is equal to 1 + the level of the spell it duplicates. **Step 2—Determine Actual CR:** Select the elements you want the fey impulse to have and add up the adjustments to its CR to arrive at the fey impulse's final CR (see Table 1: CR Modifiers of Fey Impulses).

Step 3—Determine Caster Level: A fey impulse's caster level is equal to its actual CR score. Note that this caster level does not need to be of a level required to cast the duplicated spell.

Step 4—Calculate Attacks and Save DCs: A fey impulse's attack modifier (if one is needed) is equal to its CR. If a fey impulse's spell effect allows a saving throw to resist or negate the effect, the save DC is equal to 10 + the level of the spell + the ability modifier of the minimum ability score needed to cast that level of spell.

RUMORS

REFLECTIONS OF THE FIRST WORLD CR 1/3 XP 135

Type rumor (10-ft radius pool); Caster Level 2nd; Notice Perception DC 10 (a flash of bright color on the surface of the pool)

EFFECTS

Trigger touch; **Duration** 1d3 minutes; **Reset** automatic (1 day)

Effect Creatures that touch the surface of the pool see the reflections of the immediate surroundings shift to show the sky and terrain on the other side of the veil between the mortal world and the faerie realm. Creatures that succeed at a DC 11 Will save recognize the effect as illusory, as per the *silent image* spell. Creatures that fail their saves are fascinated for 1d3 rounds.

ENCHANTING ECHOES

CR 1/2

Type rumor (5-ft radius of old campfire); Caster Level 1st; Notice Sense Motive DC 20 (a growing sense of excitement)

EFFECTS

Trigger proximity; Duration 1 round; Reset none

Effect All creatures that approach the old campfire and fail a DC 10 Will save hear the music of panpipes echoing from deeper in the forest, as per the *ghost sound* spell. Creatures hearing the echoes are effectively deafened for 1d3 rounds on a failed save, as they hear nothing but the pipes.

BRIDGE TOLL XP 400

Type rumor (50-ft radius of moss-covered bridge); Caster Level 2nd; Notice Perception DC 20 (a faint giggling)

EFFECTS

- **Trigger** proximity; **Duration** 2 hours; **Reset** automatic (1 day); **Bypass** throwing a gold coin into the stream
- Effect Unattended objects of creatures in the area that fail to pay the toll are thrown into the stream. This continues to occur while creatures remain in the area unless an area attack destroys the *unseen servant* effect. The fey impulse attempts a steal combat maneuver (+2 bonus) against each creature that crosses the bridge and does not pay.

UNSEEN PRESENCE XP 400

Type rumor (15-ft radius forest glade); Caster Level 3rd; Notice Sense Motive DC 10 (a profound feeling of creatures watching from the edge of the forest)

EFFECTS

- Trigger proximity; Duration 1d3 minutes; Reset automatic (1 hour)
- Effect All creatures within the forest glade that succeed on a DC 10 Perception check begin noticing flashes of movement, and the sounds of rustling leaves, snapping twigs, and tiny running feet at the forest edge around them. Any creature that hears the sounds, or inspects the trampled grass at the tree line can make a DC 13 Will save to realize that these effects are illusory, as per the *minor image* spell. The distraction provided by these swiftly moving enemies causes creatures to function as if dazzled.

WAKING FEYSCAPE XP 600

CR 2

CR 1

CR 1

Type rumor (100-ft radius of old ash tree); Caster

Level 4th; Notice Perception DC 10 (the strong smell of flowers)

EFFECTS

Trigger waking; **Duration** 8 hours; **Reset** automatic (1 day)

Effect Creatures that sleep in the area awaken to find themselves surrounded by brightly-colored mushrooms. The vegetation around them has grown in size, and is unusually colored. A mixture of strange floral scents assault their senses, and trees droop with bizarre-looking fruits that nevertheless taste amazingly good if eaten. Creatures that interact with this strange terrain and succeed at a DC 16 Will save recognize the effect as illusory, as per the *hallucinatory terrain* spell.

WORLD WINDOWS XP 800

CR 3

Type rumor (painting gallery in rural mansion); Caster Level 6th; Notice Perception DC 10 (a warm breeze against the skin)

EFFECTS

- **Trigger** proximity; **Duration** 6 minutes; **Reset** automatic (1 hour)
- Effect Wooden objects in the area, including the doors, furniture, picture frames, and any carried or worn wooden items, appear to sprout leaves and flower buds. The paintings in the gallery shift their scenes and begin to move in their frames as if they are windows into a different world. Creatures that succeed at a DC 17 Will save can recognize these effects as illusory but the *persistent image* that controls the scenes in the paintings truly reflects what is occurring in the faerie realm at that place.

RIPPLES

FAERIE PASSION XP 800

CR 2

Type ripple (deep forest glade); Caster Level 2nd; Notice Perception DC 15 (the sound of bird song and the buzzing of bees)

EFFECTS

- Trigger proximity; Duration 1 round; Reset automatic (24 hours)
- **Effect** All creatures within the hidden glade hear fey creatures in the throes of passion all around them, and must succeed at a DC 13 Will save or

be filled with lust and desire for a single creature within sight, as per the *unnatural lust* spell. If the target would not normally have lustful feelings toward any creature within sight, it receives a +4 bonus on its saving throw.

Destruction Casting *unadulterated loathing* during the onset period or duration of the effect and succeeding at a DC 12 caster level check permanently removes the ripple.

JOYOUS REVELRY XP 800

CR_3

CR 3

Type ripple (abandoned ballroom); Caster Level 3rd; Notice Perception DC 20 (the sound of distance music and laughter)

EFFECTS

Trigger proximity; Duration 1 hour; Reset automatic (1 day)

- Effect All creatures in the abandoned ballroom suddenly find themselves in the midst of a dance, with couples whirling around them while delightful music plays. Creatures that watch the dance for at least 1 round must succeed at a DC 13 Will save to recognize the effect as illusory, as per the *minor image* spell, and resist the accompanying *enthrall* effect. Creatures failing the save are compelled to join the revelry.
- **Destruction** Casting *oppressive boredom* or *silence* during the onset period or duration of the effect and succeeding at a DC 13 caster level check permanent removes the ripple.

PRIMAL POOLS

Type ripple (mudpools); Caster Level 3rd; Notice Sense Motive DC 15 (a feeling of deep relaxation)

EFFECTS

Trigger proximity; **Duration** 1 hour; **Reset** automatic (1 day)

Effect Wounds heal quickly due to the infusion of primal, vital energies from the other side of the veil. For the duration, living creatures in the affected area gain temporary hit points equal to their level, and automatically stabilize if reduced to negative hit points. Animals, fey, plants, and creatures with fey blood (including sorcerers with a fey bloodline) or special connections to the fey, such as foundlings, also gain fast healing 1 for the duration. However, these primal energies also inflame unstable passions and cloud reason and planning. Creatures within the impulse take a -2 penalty to saves against mind-affecting effects (-4 against effects with the emotion descriptor) and gain only half the normal numerical bonus (rounding down) from the aid another action or any teamwork feat that provides a numerical bonus.

FORD WARD

XP 800

Type ripple (river ford); **Caster Level** 3rd; **Notice** Perception DC 20 (a shimmering in the air)

EFFECTS

- **Trigger** proximity; **Duration** 1 hour; **Reset** automatic (1 day)
- Effect The area becomes warded against objects made of cold iron. Attempting to cross running water while carrying cold iron causes the water to rise up in an eruptive wave, pushing the creature back 5 feet and knocking it prone (DC 13 Reflex save negates). Plants reach out and snag creatures carrying cold iron, functioning as an entangle spell (DC 13 Reflex save, or Strength or Escape Artist check if required) that affects only creatures carrying cold iron. Cold iron objects within the ripple burst into showers of oddly colored sparks every 1d6 x 10 minutes. These objects sizzle and burn the flesh of creatures touching them in a manner similar to heat metal (DC 13 Will negates), though with an equal chance of dealing acid, cold, electricity, or fire damage (determine randomly).

HAUNTING MELODY XP 800

Type ripple (forest stone circle);CasterLevel 3rd;Notice Perception DC 20(the faint singing of a scale)

EFFECTS

- **Trigger** proximity; **Duration** 3 minutes; **Reset** automatic (1 day)
- Effect Non-evil and non-lawful creatures hear a beautiful voice singing an eerily familiar tune (with lyrics in Aklo) that they cannot place. Following the voice leads them in circles, drawing nearer and then further away at random. Those who sit and listen to the song for its duration gain a +1 morale bonus on skill checks and on Fortitude saves but a -2 penalty on Will saves for the next day. Evil or lawful creatures hear a discordant buzzing and persistent ringing causes a -1 penalty on skill checks and ability checks and a -1 penalty on Will saves for 24 hours if they hear the haunting melody for at least one round.

HANGING TREE

XP 1,200

Type ripple (30-ft. radius of the hanging tree); Caster Level 4th; Notice Perception DC 20 (the jeers of a muttering crowd)

CR 4

EFFECTS

CR 3

CR 3

8

Trigger emotion (sadness); **Duration** 4 minutes; **Reset** automatic (1 day)

Effect All creatures in the area must succeed on a DC 16 Will save or see images of dryads hanged from the tree and be affected by *crushing despair*. Creatures that succeed at the saving throw recognize the images as illusory.

TERROR OF THE FORSAKEN

CR 5

CR 6

CR 7

XP 1,600

Type ripple (30-ft. radius of elven graves); Caster Level 5th; Notice Perception DC 25 (an unnatural chill in the air)

EFFECTS

- **Trigger** proximity; **Duration** 5 rounds; **Reset** automatic (24 hours); **Bypass** holding an elven arrow
- **Effect** All creatures in the area must succeed at a DC 16 Will save or become panicked, as per the *fear* spell by hallucinations of the elven slaughter that occurred at this site.

DREAM FEAST

XP 2,400

Type ripple (100-ft. radius stone circle); Caster Level 6th; Notice Sense Motive DC 25 (a brief lightheadedness)

EFFECTS

- Trigger sleep; Duration instantaneous; Reset automatic (24 hours)
- Effect Strange dreams plague the PCs when they sleep within the stone circle. They find themselves the center of attention at a grand banquet attended by all manner of fey creatures who encourage them to partake of the food and drink. Those who indulge awaken refreshed and recall an important message delivered to them by one of the guests. Those who shun the food insult their hosts and become objects of mockery. They find themselves dressed as court fools and paraded before ever more ghastly creatures that pelt them with the same food and wine they refused. Such targets must succeed at a DC 17 Will save with a -10 penalty to the saving throw, or awaken tired, scuffed, and bruised from tossing and turning in their sleep, affected as per the nightmare spell.

Type ripple (mirrored hall); Caster Level 7th; Notice Sense Motive DC 25 (a brief lightheadedness)

EFFECTS

Trigger proximity; Duration 1 minute; Reset automatic (1 minute)

Effect Rainbows leap between the mirrors that line the hall before the strands of light begin to interact in a nauseating, alien fashion. All creatures that see the display must succeed at a DC 17 Will save, or be affected as per *loathsome veil* (heightened to 5th level).

WILD WEAVE

XP 3,200

Type ripple (abandoned elven watchtower); Caster Level 7th; Notice Sense Motive DC 25 (a dull ache at the back of the head)

EFFECTS

Trigger proximity; **Duration** 7 hours; **Reset** automatic (1 day)

Effect Magic works differently, and in strange, unpredictable ways. For spells cast from one chosen school of magic, the area of the ripple is considered an area of primal magic. The caster level of any successfully cast spell from that school fluctuates; roll 1d6-3 and add the result to the spell's caster level (if this reduces caster level to o or less, the spell is negated).

THE LAUGHING MIRROR XP 3,200

Type ripple (abandoned elven prison); Caster Level 7th; Notice Sense Motive DC 25 (jagged multicolored lines at the edge of vision)

EFFECTS

Trigger proximity; **Duration** 7 hours; **Reset** automatic (1 day)

Effect Any spell targeting a single creature whose target makes its save either rebounds upon the spell's caster (50% chance) or is deflected toward another target within 10 feet of the caster (25% chance) or within 10 feet of the original target (25% chance). Determine the new target randomly if multiple eligible targets are present. When this ripple occurs, the air shimmers and howls of laughter echo for several rounds and the original target of the spell is affected as *hideous laughter* (Will DC 17 negates).

CR 7

CR 7

RUPTURES

GRASPING SHADOWS XP 1,200

Type rupture (forest grotto); **Caster Level** 4th; **Notice** Perception DC 25 (shadows moving independently)

EFFECTS

- **Trigger** proximity; **Duration** 4 rounds; **Reset** automatic (24 hours)
- Effect Creatures within the luminescent grotto suddenly see their shadows writhe and reach out for them. Any creature that fails a DC 13 Will save is grabbed by its own shadow which tethers it to its current square as per the *shadow anchor* spell. Moving farther than 5 feet from the tether point requires the target to make a bull rush combat maneuver check against a CMD of 13.

LAST CHARGE OF THE LOST XP 2,400

Type rupture (drawbridge of the ruined castle);



Caster Level 6th; Notice Perception (the whinny of horses)

EFFECTS

Trigger touch; Duration instantaneous; Reset automatic (24 hours)

Effect Creatures that touch the drawbridge, such as by stepping onto it, see a formation of mounted knights in gleaming armor charging towards them from the courtyard beyond. All creatures on the drawbridge and on the castle road within 60 feet of the drawbridge are subject to a variant of the <u>dirge of the victorious knights</u> spell. Creatures in the line of the charge can make a DC 19 Reflex save for half damage, but barriers that block incorporeal creatures or the undead have no effect.

HARBINGER OF DOOM XP 3,200

CR 6

CR₇

CR 8

Type rupture (1 mile radius of river crossing); Caster Level 7th; Notice Sense Motive DC 20 (a fleeting sense of exhaustion)

EFFECTS

Trigger proximity; **Duration** permanent; **Reset** automatic (24 hours)

Effect The PCs have fleeting glimpses of an old, skinny woman in black. A DC 20 Perception check reveals that she has only one eye, and a DC 20 Knowledge (nature) check reveals her as a likho, an immaterial harbinger of impending doom, misfortune, or ill fate. When the likho finally manifests, all creatures within the rupture that see it must succeed at a DC 19 Will save or be affected by a major curse that imposes a -20 penalty on swim checks. Whenever affected creatures attempt to swim, they see the likho appear next to them, and push them beneath the water. Unaffected creatures in the water within the radius of the rupture that attempt to help the cursed target must make a Will 19 save each round or be similarly cursed.

SACRIFICIAL SATING XP 4,800

Type rupture (anywhere within the ruined castle); **Caster Level** 8th; **Notice** Perception DC 20 (the scraping of metal on stone)

EFFECTS

Trigger proximity; **Duration** 8 rounds; **Reset** automatic (1 hour or 1 week [see text])

Effect The PCs are ambushed by a group of three bloodthirsty redcaps. Their leader, Gisfrid of the Welcoming Grin, who has a disturbingly wide mouth filled with broken mirror shards instead of teeth, offers to hold back his brethren if the PCs volunteer one of their own to be dismembered and devoured. If the PCs refuse, Gisfrid and his compatriots scream and attack. In the unlikely event that the PCs agree, the redcaps slay the victim and the rupture does not trigger again for 1 week. The redcaps are, in fact, only partially real, as per the *greater shadow conjuration* spell.

ANGUISH OF UNREQUITED LOVE CR و XP 6,400

Type rupture (the grand hall); Caster Level 9th; Notice Perception DC 23 (anguished weeping)

EFFECTS

- Trigger sense (seeing the portrait of Lady Yraine); Duration permanent; Reset automatic (24 hours)
- Effect Any creature in the grand hall that sees the portrait of Lady Yraine must succeed at a DC 22 Will save or be wracked, body and mind, with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 9 rounds. If the creature is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see Pathfinder Roleplaying Game Ultimate Magic).

MAZE WITHIN A MAZE

XP 9,600

Type rupture (centre of the hedge maze); Caster Level 10th; Notice Perception DC 25 (a feeling of isolation)

EFFECTS

Trigger proximity; Duration instantaneous; Reset automatic (24 hours)

Effect Any creature reaching the centre of the hedge maze is affected as per the *maze* spell, and transported to an enclosed labyrinth of carved wood within the faerie realm. All manner of animals and fey creatures run through the maze, including on the walls and the ceilings, each exhorting the subjects to follow them to escape and to ignore the others. Subjects who follow

another creature cannot make an Intelligence check to escape the maze that round.

Fey-Influenced Events

While fey impulses provide a wealth of options for introducing the warping and shifting of reality when the realms of faerie overlap those of mortals, a campaign involving the fey should also include a variety of **events** featuring the intrusion of the fey, sometimes in the residue that they leave behind and sometimes when they are wholly, vividly present. Some of these events can be purely atmospheric and are provided here as a resource for adding flavor and texture to the campaign. Others are essentially encounters, setting the scene for an encounter with the fey that is simultaneously weird, wild, and wonderful.

SATYR CATCALLS

Environment temperate forest

DESCRIPTION

Catcalls from a band of satyrs following the PCs (making little or no regard for PC gender when determining the object of their attentions, but favoring PCs with higher Charisma). The voices can be interacted with, but no physical effects transpire with the exception of interaction within the PCs' dreams if they choose with the level of merriment or darker interaction depending on the tone of the campaign. Everything from drunken somnambulant revelry in the real world, or the same entirely within a shared dreamscape, to something approaching the opening events of the classic horror tale <u>'The Great God Pan</u>' at the very darkest.

FEY NIGHT

CR 10

CR -

CR

Environment cold or temperate coastline, forest, rivers/lakes, hills, plains, or swamp

DESCRIPTION

While not immediately obvious to most, the cycle of the moon begins to vary. With no clouds in the sky to block its light, the sky is darkened with a new moon that lasts four days without interruption before abruptly resuming its normal three-quarter phase. Similar aberrant lunar phenomena occur without rhyme or reason, though the actual moon itself and the planets have not altered their orbits. The answer is that the night sky is not that of the mortal world, but that of the fey realm superimposed on it. Vary the nightly appearance of the sky, including but not limited to varying the color of the sky on moonlit nights, and creating images in backlit cloud cover as if some deific artist had warped the skies to fit their whimsy. Vary the images to fit the campaign mood: everything from images of laughing, dancing pixies and animals, to images of a horned rider and wolves hunting down representations of the PCs. Druids with the mooncaller archetype gain a bonus of +1 to their caster level at night for the duration of this fey impulse.

PIXIE EXCHANGE

CR 1/2

Environment temperate forest DESCRIPTION

Small objects are stolen or exchanged by a troupe of pixies at dawn or dusk if the PCs make camp in the wilderness. Nothing worth more than 10 gp is stolen and anything worth more than 5 gp is exchanged for a worthless but pretty polished stone, flower, or grass woven into a tiny circlet.

MARKED COMPANION

CR 1

CR 2

Environment cold or temperate coastline, forest, rivers/lakes, hills, plains, or swamp

DESCRIPTION

One of the PCs' animal companions, familiars, or trained animals (including mounts, pack animals, guard dogs, etc.), vanishes during the night without a sound. In the morning nothing remains except the trampled patch of grass where it slept, and a fairy ring of brilliant azure mushrooms. The animal reappears precisely where it had been 1d6 hours later with a strange mark or tattoo. If this event happens during the day, have each such creature make a Will save (DC 10 plus 1d6); one creature that fails its save disappears in the same fashion. If more than one creature fails its save, the creature with the lowest result on its Will save disappears.

DOMESTIC DOMOVOI

Environment any land DESCRIPTION

Domovoi take notice of the PCs the next time they camp or stay at an inn or home. Clothing is moved, washed, dried, even mended if necessary, and placed folded at the foot of their beds the next morning. Any objects dropped on the floors are placed in a pile on a flat surface such as a table or counter. Floors are swept and furniture dusted all by the work of invisible, intangible hands inferred only by the imprint of their touch on objects they handle. Any repeated attempts to stop the invisible domestic help result in the same objects being hurled at the PCs. The domovoi have an attack bonus of +5, dealing 1 point of damage on a successful hit with random, small objects. If the PC apologizes or takes more than 5 damage, the attacks relent, but any helpful activity ceases. If PCs do not leave an offering of some sort for the domovoi, they become angry and call upon a friendly ovinnik to give the target creature bad luck or even burn some of its possessions.

MISCHIEVOUS LEAVES

Environment any forest or hill

DESCRIPTION

Local farmers, trappers, and woodsmen complain about frequent minor annoyances and apparent pranks: tools are misplaced or stolen, traps sprung, snared animals released, and cottages pelted with spoiled vegetables in the dead of night. Suspecting either a gang of local children, or perhaps a local druid taking an ineffectual but annoying revenge against civilization, the victims are largely content to ignore it for the moment, but of late the pranks have escalated. At the same time, some farmers have also reported lost cattle being returned to them by unknown benefactors at night, including a lost pregnant mare tended for through her birth and returned along with her calf neatly washed and groomed. A group of five mischievous but otherwise friendly leaf leshy is responsible for all of the assorted pranks as well as the numerous beneficial acts. Having appointed themselves as protectors of the local forests, pastures, and the animals therein, they have a peculiar view on the proper place of man and the wild, and it's up to the PCs to either do away with them, or try to seek something of a rapport between them and the locals.

DRAMATIC TERRAIN

CR 4

CR 3

Environment any forest, hills, or mountains DESCRIPTION

As time passes, the terrain itself begins to undergo dramatic changes. Without any transitory period, forests become thicker, hills steeper, and mountains ever more jagged and perilous. Thickets grow tangled and nearly impassable, brambles grow in spiraling patterns, and even insects move in curious, almost choreographed motions as if part of a dance for the amusement of fairy nobles. Increase any Survival check DC by +5, and double the penalties for movement across any difficult terrain. In addition, describe the landscape as becoming increasingly disturbing, and more akin to that on the other side of the veil between the mortal world and the realm of the fey as described elsewhere here.

- PCs with woodland stride as a class feature are unaffected by the terrain changes caused by this impulse. Additionally, they gain a +5 bonus to their Survival checks within a region affected by the impulse.
- Interacting with the fey-empowered ley lines of the impacted region, druids of the menhir savant archtype double the number of times per day they are able to use their walk the lines class feature while in the affected region.

GREEN SASHA

CR 5

Environment cold or temperate rivers/lakes
DESCRIPTION

Appearing as an old man with a bushy green beard dressed in ragged peasant clothing, Green Sasha



CR 6

the vodenjak (as described in Beasts of Legend: Boreal Bestiary from Legendary Games) operates a small skiff, offering to transport PCs across a body of fresh water. True seeing reveals his lack of clothing, gills, and luminous red eyes, as well as the fact that the skiff is nothing more than a half-sunken log covered in algae and river muck. He casually chats with the PCs and offers passage across the water in exchange for a small sum of gold or token object for passage; however, Green Sasha has a prickly and unpredictable temper and must be plied with great courtesy, requiring a Diplomacy check with a DC equal to $10 + 1d_{20}$. PCs can assist each other, and the Diplomacy check gains a +1 bonus for every 10 gp of value of the tokens they offer. If the PCs fail the check, then in the midst of their journey Green Sasha overturns his skiff, plunging them into the water, though they can grab hold of the algae-slicked log with a DC 20 Reflex save. Green Sasha himself dissolves into running water with a bubbling laugh and merges with the river or lake, churning the waters with turbulence proportional to his anger, with a base Swim DC of 15, plus 1 for every point by which the PCs failed their Diplomacy check. Any PC failing their Swim check by 10 or more becomes entangled as long as they remain in the water.

UNPREDICTABLE WEATHER

Environment any DESCRIPTION

Weather becomes highly unpredictable and prone to sudden, swift changes every 1d6 hours, using the chart below. Effects of weather are as described in the *Pathfinder Roleplaying Game Core Rulebook*.

d%	Weather
01-50	Normal Weather
51-70	Abnormal Weather
71-85	Inclement Weather
86-95	Storm
96-100	Powerful Storm

In addition, each time you roll to determine the weather, roll 1d6; if the result of the die roll is an odd number, the next period of fey-influenced weather within the area is peculiar, strange, and otherworldly, such as purple storm clouds cut by rings of green lightning, luminescent snowfall, lavender-scented winds in the desert, languorous rains of feather falling frogs or mice, or clouds split by sunbeams that produce musical notes when entered by living creatures. The more thematically whimsical the better. If the result of the d6 roll is a 1, this peculiar weather turns hazardous, increasing the CR by 2. Effects such as frozen animals falling from the sky (effect as a natural hail storm, with a 10% chance per hour of intensifying into the equivalent of an ice storm spell throughout the area), alcoholic fog (DC 17 Fortitude save required every 10 minutes to avoid becoming staggered, or falling unconscious for 1d4 hours if already staggered), or sparkling, floating seed pods bearing multicolored pollen that clings only to individuals carrying cold iron, dazzling such creatures for 1d4 hours and blinding them (DC 17 Fortitude save negates blindness only) for an identical duration.

VODENJAK TEACUPS

CR 6

Environment cold or temperate rivers/lakes

DESCRIPTION

The PCs come across a small mound of mud in the center of a river, covered in an array of small porcelain tea cups. Each appears carefully cleaned of mud, with small Aklo numerals and characters that a fluent reader (or creature using comprehend languages or making a DC 20 Linguistics check) can determine are indicators of rank or importance. A DC 20 Knowledge (nature) check reveals that these cups contain the souls of creatures drowned in the waters of a vodenjak (as described in Beasts of Legend: Boreal Bestiary from Legendary Games), and disturbing the cups will release the trapped souls. Coming within 5 feet of the cups alerts the vodenjak to their presence, and it appears by magic one round later with a hostile initial attitude. If not placated with apologies (DC 24 Diplomacy check), the vodenjak attacks.

VULPINE SCOUNDREL

CR 6

Environment temperate forest DESCRIPTION



A brilliantly-colored fox bursts out of the woods wearing a wildly jangling moneypouch around his neck, laughing like a human and mocking "dumb hounds and dumber pixies." One minute later, a trio of hounds bursts out of the woods, with the hounds asking each other and the PCs alike where the "vulpine scoundrel" went. Each of the hounds is dressed like a horse with delicate green and golden barding. Finely-dressed pixies in hunting gear sit atop two of them (N male pixie), and a crowned pixie wearing a dress sits sidesaddle atop another (N female pixie aristocrat 1).

The pixies introduce themselves briefly, stating that they hunt a dangerous criminal, highwayman, and thief. They demand aid from the PCs (whom the pixie princess addresses as gentle commoners) but offer an ample reward. At this, from out of the woods, the fox (CN advanced awakened fox rogue 3) calls out that the pixies have no gold at all, but that he does, and he offers some to the PCs if they will teach his pursuers some manners. If the PCs refuse either offer, the creature(s) they refuse become hostile.

LAUGHING HARIONNA

<u>CR 6</u>

Environment temperate coastline, forest, hills, or plains

DESCRIPTION

The PCs encounter a woman with long dark hair, either wandering the road from the other direction, or sitting atop a rock and combing her hair. The "woman" is a <u>harionna</u>, that laughs and flirts with any PCs that strike her fancy (generally any character with a Charisma of 15 or higher), but otherwise makes no comment, nor responds if questioned. Those that return her laughter trigger her attack under cover of her *mislead* ability.

DVOROVOI PREJUDICE

CR 6

CR 7

Environment any forest, hills, or plains DESCRIPTION

Walking across a pasture, the PCs encounter a pair of dvorovoi busily going about various chores, much to both the dismay and appreciation of a nearby farmer. If the PCs have any white animals, including familiars or even a garment made from white fur, the dvorovoi become incensed and start hurling farm implements, rocks, manure, and anything else at hand at the PCs, and especially (but not only) at the white creatures or garments in question. Play up the absurdity of the event, though bewildered PCs can attempt a DC 16 Knowledge (nature) check reveals dvorovoi's strange prejudice against white animals. If PCs become aggressive in response, the dvorovoi use entangle to prevent the PCs from approaching while they continue throwing things at them and cursing them in Sylvan. They use invisibility to escape if seriously threatened. If the PCs attack the dvorovoi, the farmer shouts for them to stop, going to fetch neighbors and returning with 2d6 angry farmers 1 minute later. After two rounds, PCs can calm the dvorovoi with a DC 18 Diplomacy check).

FRUITS OF THE SIRIN

Environment any forest, hills, or plains DESCRIPTION

The PCs enter a small and apparently deserted hamlet. The villagers appear to have dropped whatever they were holding and abandoned whatever work they were doing to simply wander off. Distantly the PCs hear the voice of a woman singing. Following the beautiful voice, they find its source, and the missing townsfolk. Perched atop an apple tree double the size of the others in an orchard on the edge of town is a large, golden-colored hawk with the head of a human woman. Her alien, honeyed words (sung in Aklo) have gathered the townsfolk to her, where they do little but sit fascinated at the base of the tree. The tree itself now bears fruit in a bizarre, alien array of colors. Each fruit acts as a goodberry, but each fruit eaten also clouds the eater's mind, resulting in a cumulative -1 penalty per fruit to saves against mind-affecting effects. The ground at the tree's base is covered with purple moss and blue-hued grass that is soft and restful, affecting creatures sitting or lying on it as a lullaby spell (DC 15 Will negates).

The creature in the tree is a sirin, a variant form of siren native to the fey realms; as such, she speaks Aklo and Sylvan (rather than Auran and Common). If she observes PCs approaching she continues her song unless asked to stop or asked to continue out of range of the village (requiring a DC 20 Diplomacy check if PCs speak to her in Aklo or Sylvan; she ignores requests she cannot understand). Lawful creatures cannot hear the sirin's song, and if they come within 60 feet while she sings she becomes aware of their nature. She becomes hostile if lawful creatures try to interrupt her singing or if they attempt to harm, rob, or otherwise molest the siren or any creatures she has enthralled; a number of lawful-aligned townsfolk have already been beaten senseless by their fellows for interfering with the sirin's song. She also becomes hostile if the Diplomacy check asking her to stop singing or to move elsewhere fails by 5 or more. If PCs attack the sirin, 2d6 farmers leap to her defense.

NATURE'S	GIANTS	

CR 8

Environment any forest, rivers/lakes, hills, or swamp DESCRIPTION

Mundane plants and animals are affected as simultaneous *plant growth* and *animal growth* spells, with normally skittish animals becoming unafraid and territorial. Ducks three times their normal size compete with gigantic carp, while deer the height of giraffes denude local trees of their fruit, and so on. Roving animals that are normally noncombatants cluster together in crowds that are 5 x 1d6 feet across. Influencing the movement of these animal crowds requires the use of Handle Animal or wild empathy rather than using Diplomacy or Intimidate. Animals that are normally aggressive (including herbivores like aurochs and elephants) have their reaction shifted one step towards hostility and, if approached within their reach, have a 50% chance to attack. All animals within the area also gain the <u>blood</u> rage universal monster ability.

- At the same time, rosebushes become dangerous as they spread across roads while streams clog with the bulk of giant lily pads and reeds as thick and tall as trees, causing local flooding (treat areas as though affected by the overgrowth effect of the plant growth spell). In addition, any creature falling prone in the area is entangled (DC 17 Reflex negates); if entangled, a bower of thorns 5 feet thick grows over the top of the creature equivalent to a wall of thorns filling his square. If an entangled creature is unable to escape the wall of thorns, at the beginning of his next turn the thorns expand to fill all adjacent squares (including vertically), and they expand by an additional 5 feet on the following round if the creature remains within. They do not grow beyond this thickness.
- Creatures affected by this event may exit the affected area. Creatures entering it later are not affected by it. After 24 hours, all affected animals and plants return to normal, though at the GM's discretion the same effect may occur on subsequent days in the same place or nearby. PCs with the woodland stride class feature can move through these magically-affected areas (unlike the standard limitations of this ability).

BLIND VENGEANCE

CR 8

Environment temperate forest

DESCRIPTION

- A young man stumbles into the PCs' camp one evening, blind and bleeding. He begs for help, and states that he had to leave several of his friends behind when they were attacked by a witch in the forest as they were fishing for dinner. Following his clues, the PCs find the source of the man's blindness: a <u>nymph</u> sitting at the riverside, as well as four men tied to the ground by a pair of small gourd leshy.
- As it turns out, the four men—far from being helpless woodsmen—are <u>poachers</u> and highwaymen who stumbled upon the nymph and attacked

her, thinking her a wandering and naïve elven woman. Permanently blinded, they've paid a price for their callous brutality, but the nymph has yet to decide their ultimate fate. Do the PCs leave them blind and bound to their fate? The howling of wolves in the distance as night approaches suggests they likely won't survive to see the dawn. Or do the PCs intervene on the brigands' behalf at the risk of offending the nymph who only defended herself? The nymph is unfriendly, but a DC 24 Diplomacy check convinces her to remand the poachers into the custody of the PCs; a DC 19 Diplomacy check convinces her to allow the PCs to defend the poachers through the night, and if they survive she will release them to the PCs. If their Diplomacy check is 18 or less, the nymph demands that they leave and let the poachers receive the cold justice of the wild. If they refuse to leave, she unleashes her blinding beauty upon them. If the PCs defend the poachers or take them into custody, they are attacked by 4 hostile dire wolves one hour later. If one PC shows exceptional bravery or eloquence (including a Diplomacy check of 29 or greater), the nymph may offer her favor to that character using her inspiration ability.

DRYAD TRIAD

Environment temperate forest

DESCRIPTION

Local farmers approach the PCs asking for their help, claiming that they've been driven from their own fields by a group of <u>dryads</u>. The farmers state that the tree-dwelling fey have demanded payment for fruit stolen from "their" orchard. The farmers insist that the farms have been in their families for generations, and in fact the fey were never present in any of the trees in various orchards that make up the farmlands' holdings. While they would prefer to handle matters peacefully, they have little to offer the fey in exchange, and since they've been unable to attend to their fields for nearly a week, things are growing urgent.

CR 8

Occupying a gnarled oak, lightning-scorched elm, and unnaturally tall plum tree respectively, the dryads Alma, Klara, and Ilona are as different as their trees. Each tree spirit wants radically different things, and each despises the other two as both an inferior and poor example of their kind. Alma (CG advanced dryad) desires money not for its worth, but as an example of the farmers contrition and devotion to their farms' fruits. Klara (CE advanced dryad) wants nothing from the farmers except to see her sisters' trees chopped down and burned to ashes to satisfy her own vanity. Ilona (CN advanced dryad) wishes the farmers to each devote a parcel of land on their farms to grow fallow and return to the wild, and in addition to plant one of her tree's plum pits in the north corner of their farm, allowing her to outshine her sisters. Convincing each dryad to reveal exactly what she wants requires a DC 19 Diplomacy or Intimidate check.

INADVERTENT TRESPASS

Environment temperate forest

DESCRIPTION

At dawn a tiny pixie dressed in green and silver livery steps out of a shaft of sunlight and addresses the PCs, flanked a moment later by two other pixies garbed in similar but less elaborate dress. Declaring himself as the Fairy King's Herald, he informs the party that they stand upon land newly claimed by his liege, and in return for the inadvertent trespass, a token of their fealty is required, else they be considered as invaders and treated as such by those loyal to the fey sovereign. The pixie doesn't state an actual price, and the PCs can give what they consider of value be it words, money, physical objects, or something more abstract and intangible. The herald desires an expression of submission to the coming authority of the fey, and the amount of the bribe is less important than the gesture.

If the PCs humor the herald, they are free from hostile random encounters with fey creatures for the next week, and any PC that offers him a token worth 100 gp or more is blessed by the fey and gains a permanent +1 luck bonus on Bluff, Diplomacy, and Sense Motive checks involving fey. If they deny payment to the herald, he coldly accepts their response but declares them outlaws on the king's land. For one month, any fey encountered by the PCs within the territory claimed by the Fairy King (GM's discretion) have a starting attitude of unfriendly. If the PCs become hostile, the pixie's first inclination is to flee, but he will fight if necessary (treat the herald as a pixie fighter 4, and his attendants as standard pixies).

BOVINE BEWILDERMENT

CR VARIES

CR 9

Environment temperate hills or plains DESCRIPTION

A local farmer's pasture vanishes, replaced with an immense, acres-wide thicket of thornbushes shaped like a mad titan's bizarre turf labyrinth. 17

The thicket walls block out sunlight and obscure any attempts to see within, but the distant mooing of cattle is heard deep within. The farmer begs the PCs to investigate and if possible rescue his wayward herd.

Creatures flying above the hedge are subjected to a telekinetic drag maneuver (+20 combat maneuver bonus) pulling them directly downward. If they are drawn within 10 feet of the hedge, vines and thorns reach up and entangle them (determine escape attempts as if the hedge had a CMD of 30), subjecting them to an additional drag maneuver with the bonus listed above. This effect also applies to creatures falling into pits and trying to use flight to exit.

The hedge can be navigated with a successful Survival check DC 15 each minute. A total of 10 successful checks are required to reach the interior of the maze, but each time a check is failed this number increases by 1. The interior is awash with frightening topiary projections from the surrounding hedge, shaped like hungry beasts or people dragged into the hedge and turned into plants, as well as a giant topiary in the shape of a three-headed troll at the very center of the maze. The topiary troll radiates magic, but its sole enchantment is an illusion of subtle movement (appearing to look around and shift its position) and to roar like a ravening beast at irregular intervals. However, the hedge is also prowled by living topiaries and cackling, giggling puwampi gremlins, and to make matters worse the hedge is laced with traps. Every minute spent inside the hedge, roll percentile dice to see whether a dangerous encounter occurs:

d% Result

01-50	no encounter	
51-60	terrifying roar from the center of the maze (treat as <u>frightful presence</u> (DC 16 Will negates) affecting all creatures inside the hedge), with a 50% chance that a pugwampi is within 20 feet, causing its unluck aura to affect the PCs.	
61-70	living topiary	
71- <mark>80</mark>	trap	
81-90	trap with 1d3 pugwampi	
91-00	trap, living topiary, and 1d3 pugwampi	

- If a trap is indicated, roll 1d6 and use the result below:
- 1. 1d4 <u>arrow traps</u> (CR 1).
- 2. floor saws (CR 3).
- 3. 1d3 catapult snare traps (CR 4).
- 4. 1d3 camouflaged pit traps (CR 3).
- 5. 1 camouflaged spiked pit (CR 8).
- 6. 1d2 wyvern arrow traps (CR 6).

MOONBOUND MANSION

CR VARIES

Environment cold or temperate urban
DESCRIPTION

An overgrown mansion of a style several centuries old appears on the edge of town after a night of terrible storms. Bone dry despite the torrential wind and rain, the grand manse is odd and offputting, even above and beyond the circumstances o f its appearance, or reappearance

as it happens. According to town records, it once stood on that very same spot, but vanished on a full moon taking with it the elderly recluse who was mistress of the manse, the Lady Valentina (NG female human aristocrat 5), and her mysterious young daughter, Elexis. Some locals called her a witch while others called her age-addled and senile.

- Of minor noble birth, Valentina pined half her life away for a man the townsfolk weren't sure actually existed, since Valentina claimed he only appeared to her on moonless evenings, dressed in formal clothing, with hair like moonbeams and skin of translucent jade as was appropriate for the faerie courts. Most considered her deranged until, forty years of her elaborate, possibly delusional stories later, she gave birth to a daughter with silver hair and fey-like features. She raised the girl alone until both vanished along with her estate on a late summer's evening during a pronounced storm, much like the one that recently struck, returning the manse with it.
- Did her faerie husband indeed return and whisk her and their estate away into the realms of the fey? What of her daughter? Was she a changeling left by the fey, or the true seed of Valentina and her mysterious lover? What does the return of their home portend, and what awaits within? The answers to many secrets could be found within by PCs choosing to investigate.

BUYER BEWARE

CR VARIES

Environment cold or temperate urban DESCRIPTION

A gilded wooden doorframe dotted with living roses emerging from its surface appears overnight in the center of a town market with no explanation, leaving the locals curious and cautious at the same time. The doorframe defies any and all attempt to remove it, and on moonlit nights a door appears, welcoming any to 'Enter and Purchase That Which Delights and Entices', with a subtitle in Aklo stating 'Buyer Beware'. Several locals report entering a fabulous bazaar of meandering rows of stalls, lit by floating jars filled with enormously overgrown lightning bugs, staffed by beautiful and hideous fey of many types offering fantasies made reality as well as piles of random, assorted junk. Two villagers emerge, having purchased things within. One holds a dozen rings of gold but no longer remembers his name, and neither do any of his friends or family. The other refuses to state what she purchased and what she paid, but her daughter is missing as well as her left eye, replaced with a single, stupendous pearl.

Other villagers wonder just what horrific bargain she struck. They beg the PCs to investigate and potentially remove the entrance to the fey marketplace if they can.

RIVER OF THE RUSALKA

CR 12

Environment cold or temperate rivers/lakes DESCRIPTION

A string of bodies float down a river, all of them travelers drowned in a region with no rapids or strong currents. None of them show signs of obvious violence, and all possess their valuables, ruling out the actions of common brigands. The body of a local woman is then found and her husband goes missing, prompting the couple's adult children to beg the PCs to investigate. Following the river, they find a woman with the blue pallor of a drowning victim sitting in a tree at the riverside. She is covered in mud, has long, tangled hair, and is toying with a string of pearls missing from the drowned woman's corpse. A rusalka, Tatyana Ivornova, stares appraisingly at male PCs, but only speaks with any real attention to those with Charisma 15 or higher. Directly below the water fey, and visible to the PCs, the missing man silently pounds on the underside of the river's surface, screaming and pleading soundlessly for help.

VARIANT FAERIE CREATURES

Not every faerie creature has the fey creature type. The influence of the fey realms can be conveyed in many ways by playing with the boundaries of the natural and the supernatural, usually by exaggerating some element of nature to an unnatural extreme, or by taking the reverse tack and taking something mundanely natural and anthropomorphizing it just enough to surprise. Awakened animals and plants (or ordinary creatures of the animal or plant types) make excellent complements to ordinary fey, as do folkloric creatures that tie in well with faerie themes. Hags and lycanthropes are excellent choices, as are dragons (including faerie dragons, obviously, but also other dragons, whether brutish or clever) and magical beasts. Finally, even though many creatures of faerie have been given game statistics, myths and legends are replete with so many varied nature-spirits that there are always more to draw upon. Similar creatures may go by different names in nearby cultures, but often those different names include subtle variations

on the nature of the spirit. The folklore is so rich that there is great opportunity in taking ordinary or familiar creatures and subtly manipulating or reskinning them to produce variant fey creatures.

DRYAD, BLACKTHORN

Blackthorns are the accursed offspring of <u>dryads</u> taken captive along the planar verges where the fey realms bleed into the Plane of Shadow and forcibly mated with the <u>kytons</u> that dwell there in their shadowed cities. Always female, blackthorns have lithe, slender figures like their dryad mothers but ragged skin like blighted bark, with blackened vines of razor-sharp thorns in place of the chains of their kyton fathers. A blackthorn's combat statistics are similar in most ways to their kyton parent, though twisted towards a wild natural beauty gone haggard and corrupt.

Special: A blackthorn dryad can be summoned with *summon nature's ally VII*.

DRYAD, BLACKTHORN XP 2,400

CE Medium outsider (chaotic, evil, extraplanar, kyton)

Init +7; Senses darkvision 60 ft.; Perception +14 DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, cold iron weapons)

Fort +8, Ref +9, Will +3

DR 5/cold iron or good; Immune cold; SR 17

OFFENSE

Speed 30 ft.

Melee 4 thorny vines +11 (2d4+2)

Space 5 ft; Reach 5 ft. (10 ft. with thorny vines)

Special Attacks dancing vines

Spell-Like Abilities (CL 6th)

Constant—speak with plants

- At will—*entangle* (DC 15), *tree shape*, wood *shape* (1 lb. only)
- 3/day—charm person (DC 15), deep slumber (DC 17), tree stride
- 1/day—suggestion (DC 17)

STATISTICS

Str 15, Dex 17, Con 14, Int 11, Wis 12, Cha 12 Base Atk +8; CMB +10; CMD 23 CR 6

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (thorny vine)

Skills Acrobatics +14, Climb +13, Escape Artist +14, Intimidate +12, Knowledge (nature) +11, Perception +14

Languages Common, Infernal; speak with plants

SQ leafblighter, thorn armor

ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or thorn (7–20)

Treasure standard

SPECIAL ABILITIES

Dancing Vines (Su) A blackthorn can control up to four vines, bushes, trees, or other living plants within 20 feet as a standard action, making the plants dance or move as it wishes. In addition, a blackthorn can increase the reach of these plants by up to 15 feet and cause them to sprout razor-sharp thorns. These plants attack as effectively as the blackthorn itself. If a plant is in another creature's possession, the creature can attempt a DC 15 Will save to break the blackthorn's power over that plant. If the save is successful, the blackthorn cannot attempt to control that particular plant again for 24 hours or until the plant leaves the creature's possession. A blackthorn can climb plants it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Leafblighter (Su) Blackthorns must bond with a tree as a dryad does, but they are parasitic rather than symbiotic with their bonded tree, gradually withering and choking it with clinging vines over the course of 1d6 weeks. Once the host tree dies, the blackthorn becomes sickened and begins taking Constitution damage as a dryad that wanders too far and too long from her tree, until she bonds with a new tree.

Thorn Armor (Ex) The thorny vines that adorn a blackthorn grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

HAG, HARIONNA

Harionnas are a variant type of green hag that lurk in forests and hills, especially along roadsides and sometimes just outside of villages and towns (though rarely entering such settlements) in hopes of inveigling unwary travelers and murdering them. Unusual among their kind, harionnas are not horrific to behold, but instead tend to be comely if not quite beautiful. They always have long cascades of hair, never cutting it, though they comb and braid it almost constantly. Their hair is magically prehensile, with long, barbed hooks concealed among their tresses. They use common guile and seduction along with their magical powers to delude flirtatious men while diverting and distracting their allies so the harionna can take its prey without interference.

CR 5

HAG,	HAR	IONNA
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XP 1,600

CE Medium monstrous humanoid

Init +4; Senses low-light vision; Perception +15

DEFENSE

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

hp 58 (9d10+9)

Fort +6, Ref +10, Will +7

SR 16

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 lashing hooks +13 (1d4+1 plus 1 bleed) and hair +8 (1d3)

Space 5 ft.; Reach 10 ft.

Special Attacks hexes

Spell-Like Abilities (CL 9th; concentration +11)

Constant—pass without trace, tongues

At will—dancing lights, ghost sound (DC 12), tree shape, whispering wind

1/day—mislead (DC 18)

STATISTICS

Str 12, Dex 19, Con 12, Int 15, Wis 13, Cha 14

Base Atk +9; CMB +13 (+15 to disarm, reposition, steal, or trip); CMD 24

Feats Alertness, Blind-Fight, Deceitful, Great Fortitude, Weapon Finesse

Skills Bluff +13, Climb +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13

Languages Aklo, Common, Sylvan

SQ mimicry

ECOLOGY

Environment temperate forests

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

- Hexes (Su) A harionna gains the following hexes as a 9th-level witch: cackle, disguise, evil eye, misfortune, and prehensile hair (save DC 16 where appropriate).
- Lashing Hooks (Su) A harionna can make two primary attacks per round with the lashing hooks embedded in her hair, dealing 1d4+1 points of piercing damage with 10foot reach. These attacks are in addition to attacks she can perform with her prehensile hair hex. Creatures struck by her lashing hooks also take 1 point of bleed damage; this bleed damage stacks with itself and with other sources of bleed damage. These lashing hooks enable a harionna to use her Dexterity modifier rather than her Strength modifier on Climb checks and combat maneuvers, and in addition they grant the harionna a +2 circumstance bonus on combat maneuver checks made to disarm, reposition, steal, and trip.
- **Mimicry (Ex)** A harionna can imitate the sounds of almost any animal found near its lair.
- Weakness (Su) As a standard action, a harionna can sap a creature's strength by making a touch attack with her hair, dealing 2d4 points of Strength damage (DC 16 Fortitude negates). Unlike a standard green hag, her normal melee attacks do not cause weakness. The save DC is Charisma-based.

NIXIE, STROMKARL

Always male, stromkarls are human-sized nixies that dwell in and around waterfalls and rushing whitewater. A stromkarl's musical voice mingles with the sound of the waters, often accompanied by a stringed instrument like a harp or fiddle. Their music is enchanting, and some stromkarls are blamed for luring women and children to their doom. Stromkarls can be kindly, and are said to grant gifts to creatures they favor or who can perform a service for them. Some stromkarls may become patrons of heroes, aiding them or even tutoring them into a greater destiny. More whimsically inclined stromkarls sometimes set brave seekers of their aid on embarrassing tasks for their own amusement, while malicious ones may set rather cruel requirements, using their powers as a lure to inveigle lovers into their arms or setting up a tragically ironic fate for those who ask their aid one too many times.



NIXIE, STROMKARL XP 1,200

N Medium fey (aquatic)

Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 19, touch 16, flat-footed 17 (+2 Dex, +4 deflection, +3 natural)

hp 39 (6d6+18); fast healing 5

Fort +5, **Ref** +8, **Will** +6

DR 5/cold iron; SR 19

OFFENSE

Speed 30 ft., swim 40 ft.

Melee longspear +3 (1d8/x3)

Ranged longbow +8 (1d8/x3)

Special Attacks captivating song

Spell-Like Abilities (CL 6th; concentration +10)

3/day—charm person (DC 15), hydraulic push

1/day—control water, hydraulic torrent, water breathing (CL 12th)

STATISTICS

Str 11, Dex 16, Con 17, Int 12, Wis 13, Cha 18

CR 4

Base Atk +3; CMB +3; CMD 16 (cannot be bull rushed, dragged, repositioned, or tripped)

- Feats Point Blank Shot, Rapid Shot, Weapon Focus (longbow)
- Skills Bluff +10, Craft (any one) +5, Escape Artist +10, Handle Animal +10, Perception +10, Perform (sing) +10, Sense Motive +10, Stealth +12, Swim +14

Languages Aquan, Sylvan

SQ amphibious, minor wish, wild empathy +16 ECOLOGY

Environment temperate water

- **Organization** gang (2–4), band (6–11), or tribe (20– 80)
- **Treasure** standard (masterwork longbow with 20 arrows, longspear, other treasure)

SPECIAL ABILITIES

- Captivating Song (Su) A stromkarl's song has the power to infect the minds of those that hear it, calling them to the stromkarl's side. When a stromkarl sings, all creatures aside from other nixies within a 300-foot spread must succeed on a DC 15 Will saving throw or become captivated. A creature that successfully saves is not subject to the same stromkarl's song for 24 hours. A victim under the effects of the captivating song moves toward the stromkarl using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the stromkarl simply stands and offers no resistance to the stromkarl's attacks. This effect continues for as long as the stromkarl sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.
- Minor Wish (Sp) Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.
- Waterfall Spirit (Su) A stromkarl is bound to a waterfall or place of rushing waters as a dryad is to her tree, and if it ventures more than 1000 feet for longer than 24 hours, it dies. However, within 60 feet of its waterfall it gains a +4 deflection bonus to Armor Class, fast healing 5, and its spell resistance is increased by 4. A stromkarl cannot be bull rushed, dragged, repositioned, or

tripped while within 60 feet of its waterfall, and its melee attacks are never impeded by water (as *freedom of movement*).

Wild Empathy (Ex) This ability works like the druid ability of the same name. The stromkarl nixie's total includes a +8 racial bonus on wild empathy checks.

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