Monster Advancement Enhanced Fey

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Author's Introduction

When I think of fey creatures, I think they should be one or more of the following: wondrous, enigmatic, creepy, dangerous, or (sometimes) funny. They should make for great encounters, whether that involves combat or not. Compared to other types of intelligent creatures in the Bestiaries, there are surprisingly few of them, especially at higher Challenge Ratings. Disappointingly, many do not match the expected values for their CR. Fey are defined in the Pathfinder Roleplaying Game Bestiary as "...a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped." In other words, they do not have to be nature spirits, but they do (or should have) supernatural abilities. Potentially, they can be anything that can be imagined. There can even be lawful fey, and ones that have DR of a material other than cold iron. As with Enhanced Undead, this book aims to give fey creatures a boost to make encounters more memorable and (hopefully) challenging. As a side note, it's important to realise that the descriptive elements ("fluff") of the creatures in the Bestiaries can be changed if you want to use particular fey in a different way.

The book presents the enhanced fey creature template, and follows with a brief discussion on applying it. Finally, several stat blocks are provided with notes to demonstrate how the stat blocks match the CR.

Knowledge Checks

Personally, I am not a fan of allowing players to have their characters look at a creature, make a Knowledge check and tell them all about the creature. This should especially be the case for creatures with this template. An enhanced fey could have any special quality and be fundamentally different to the base creature, especially if it also has class levels or other templates. Player characters should discover the creature's capabilities the hard way... But one way to enhance an adventure is through research. If a particular creature has been encountered by others before, then information about them might be discovered through rumours (whether true or false) if the encounters are recent, or through library research, if the encounters happened in the past and survivors recorded the information. Alternatively, if a particular creature or group of creatures has never been encountered, then there should be zero chance of PCs discovering information about them.

Enhanced Fey Creature Template

"Enhanced Fey creature" is an inherited or acquired template that can be added to any fey creature with a minimum CR of 2 (before applying this template) and an Intelligence score of 4 or more.

CR: Base CR 9 or less, as base CR +1, Base CR 11 or more, as base CR +2. For creatures with a base CR of 10, GMs can choose to increase the CR by +1 (3 qualities gained) or +2 (4 qualities gained), to 11 or 12.

Defensive Ability: The fey creature gains DR or better DR, depending on the base creature. The sidebar explains what these improvements are. DR can be further enhanced with the improved DR and greater DR special qualities below.

Enhanced DR

Fey with DR add "and [factor]" to their DR (at CR 8 or lower) or +5 and "and [factor]" (if CR 9 or higher). The factor can be alignment-based, epic*, magic, material-based (eg, adamantine*, cold iron, silver, wood**), or weapon damage type (eg. slashing). For example, a satyr could add "and magic" and have DR 5/cold iron and magic at CR 8 or lower, and DR 10/cold iron and magic at CR 9 or higher.

* Do not add adamantine or epic as a factor unless the fey creature is CR 12 or higher.
** "Wood" includes all wood-shafted weapons such as arrows, crossbow bolts, spears, and javelins, even if the weapon's actual head is made of another material.

Bogeymen and other fey with DR 15/x, add "and [factor]" at a CR 3 higher than their base CR.

Fey creatures without DR gain DR 5/[factor] (if CR 8 or lower) or DR 10/[factor] (if CR 9 or higher).

If a particular fey creature does not fit the guidelines above, the GM should use their discretion to enhance DR appropriately. Note also that GMs can change existing DR types, from cold iron to something else if they wish.

Special Abilities: An enhanced fey retains all the special attacks of the base creature. In addition, an enhanced undead gains one special quality from the list below for every 3 points of CR, rounding down. The save DC against a fey creature's special attack is equal to 10 + 1/2 fey creature's HD + fey creature's Charisma modifier unless otherwise noted. Minimum CR means the creature's CR *with* this template modifier included. Additional enhanced fey special qualities beyond these can be designed at the GM's discretion.

Ability Damage (Su) The fey creature deals ability damage with each successful melee strike, as per the universal monster ability. The ability score affected and amount of ability damage should be chosen when the fey creature's stat block is created. Ability score damage dealt by successful hit should be fixed at 1, 2, 4, 6, or 8, whichever is most appropriate for the CR and creature's damage potential; it should not be multiplied on a critical hit. In any case, a creature with this ability cannot deal more than eight points of damage per round to any particular ability score; if more might be dealt, it should be ignored. This damage is a negative energy effect. A creature dies if the ability score damage equals or exceeds its actual ability score. Do not give the creature ability damage if it has ability drain. Requires a non-good alignment.

Addictive Presence (Su) Any creature who dances, sings, or participates in a performance by the fey suffers a -2 Will save penalty to resist the fey's spell-like or supernatural abilities.

Auras (Su) Upon gaining this ability, the fey creature chooses one of six auras: luck, madness, negative energy, positive energy, stymie channelling, or unluck (assuming that the minimum CR criteria are met). These auras are discussed below. Once chosen the type of aura cannot be changed. Any number of auras can be active at the same time.

- *Luck:* The fey creature radiates an aura of luck to a radius of 20 feet. It and any of its allies in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the higher of the two results generated. This is a mind-affecting effect that does not work on enemies of the fey creature.

- *Madness:* Any sane being within 30 feet of the conscious fey creature must make a Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the insanity spell. The fey creature can suppress or activate this aura as a free action. This is a mind-affecting effect. Requires a chaotic evil alignment. Minimum CR of 6.

- *Negative Energy Aura:* The fey creature radiates an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell desecrate. If the fey creature is CR 12 or higher, it is powerful enough that the aura acts as though an altar were present, doubling the effects granted. Affected undead creatures are aware of this effect. Requires an evil alignment.

- *Positive Energy Aura:* The fey creature radiates an aura of intense good and positive energy in a 30-foot radius. This aura functions as the spell consecrate. If the fey creature is CR 12 or higher, it is powerful enough that the aura acts as though an altar were present, doubling the effects granted. In addition to the consecrate effects, undead within the aura are treated as having 1 less hit point per HD while in the aura, or double that if the fey creature is CR 12 or higher. This means that undead are easier to destroy within the aura. Undead creatures are aware of this effect. Requires a good alignment.

- *Stymie Channelling:* Some fey creatures interfere with divine energies. Any creatures channelling energy – such as through a cleric's channel energy ability or a paladin's lay on hands – within 20 feet of the fey creature must succeed at a Will save or be unable to channel for that round. The use is not lost, but the action is wasted. At CR 12 or higher, a failed Will save results in the use being wasted.

- *Unluck:* The fey creature radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, gremlins, or allies of the fey creature. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favour) is immune to the unluck aura.

This special quality can be taken multiple times, granting an additional aura type each time.

Bardic Performance (Ex or Su) The fey creature can use the bardic performance ability as though it were a bard of a level equal to its CR, granting it access to that ability's countersong, fascinate, inspire courage, inspire competence, and suggestion aspects. Minimum CR of 6. Note: If the fey creature has bard levels, track the two types of bardic performance ability separately.

Bind Spirit (Su) The fey creature can seal pacts with pact spirits. Its binder level equals its CR, and it binds pact spirits as an occultist of the same level, but can only bind one such spirit at a time. It can bind spirits from three constellations that are in line with its alignment. The fey creature cannot have this ability if it already has levels in the occultist class and vice versa. To use this special quality you need to have *Pact Magic Unbound, Volume 1* (which will be replaced by *Pact Magic Unbound: Grimoire of Lost Souls* later in 2015.)

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of the fey creature. Those who look directly at it must succeed on a Fortitude save or be blinded permanently. The fey creature can suppress or resume this ability as a free action. The fey creature must be physically attractive and Medium or Large size to select this special quality. Minimum CR of 9.

Breath Weapon (Su) Upon gaining this ability, the fey creature chooses one of three attack forms: elemental energy, euphoric, or weakening breath (assuming that the minimum CR criteria are met). These attack forms are discussed below. Once chosen the type of breath weapon cannot be changed. Using a breath weapon is a standard action. A fey creature can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the fey creature and extends in a direction of the fey creature's choice. Breath weapons have a cone form, whose areas vary with the fey creature's size. Save DCs for these breath weapons are Constitution-based. A fey creature can use its breath weapon when it is grappling or being grappled.

Creature Size	Cone Size
Tiny	15 ft.
Small	20 ft.
Medium	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.

- *Elemental Energy:* This cone of energy deals damage of one type of damage – acid, cold, electricity, fire– chosen when this special quality is taken. It deals damage as indicated in the accompanying table (Ref save half). A fey creature with the positive energy aura can instead choose to breathe positive energy, which damages undead creatures and does no harm to others, while a fey creature with the negative energy aura can choose to breathe negative energy, which damages living creatures and does no harm to others.
- *Euphoric:* This gaseous cone causes euphoria for 1d6 rounds (Fort negates). Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration.
- *Weakening:* The gaseous cone weakens creatures. Creatures within the cone take a number of points of Strength damage equal to half the fey creature's CR (Fort save half). Minimum CR of 9.

This special quality can be taken up to three times, granting an additional breath weapon type each time. (Breath Weapon Damage on p.6)

Call Fey (Sp) Once per day, the fey creature can summon (as the universal monster ability) one or more fey creatures (100% chance) whose total CR is one less than the fey creature using this ability.

Confusion Command (Su) As an immediate action, the fey creature can issue a verbal command (or telepathic, if it has telepathy) to a confused creature within 30 feet. This allows the fey creature to pick a result from the confusion behaviour table, rather than the confused creature rolling randomly for its actions that round. This special quality requires the Madness aura. Minimum CR of 9.

Breath Weapon Damage*			
CR	Smoothed	Swingy	Average
3	4+2d6	3d6	11
4	7+2d6	4d6	14
5	7+3d6	5d6	17.5
6	11+3d6	7d6-3	21.5
7	15+3d6	8d6-2	26
8	20+3d6	9d6-1	30.5
9	21+4d6	10d6	35
10	25+4d6	12d6-3	39
11	26+5d6	13d6-2	43.5
12	27+6d6	14d6-1	48
13	28+7d6	15d6	52.5
14	32+7d6	17d6-3	56.5
15	33+8d6	18d6-2	61
16	42+8d6	20d6	70
17	47+9d6	23d6-3	78.5
18	56+9d6	25d6	87.5
19	61+10d6	28d6-2	96
20	70+10d6	30d6	105

* The values given produce results that are close to the mean (smoothed column) or produce a wide range of results (swingy column). Both give the same average damage. Use one column and stick with it as best fits your game. The "Average" column gives the midpoint of damage between high and low damage from the "Monster Statistics By CR" table from the *Pathfinder Roleplaying Game Bestiary*.

Curse (Su) As a standard action, the fey can *bestow a curse* (as the spell) to one foe within 60 ft. The target must have injured the fey in some way first. Minimum CR of 6.

Death Curse (Su) When a creature slays the fey with weapons, they are targeted with a *bestow curse* spell that decreases the killer's highest physical ability by -6. Calculate the DC as a supernatural ability, not as a spell. Minimum CR of 6.

Domains (Su) The fey creature picks two clerical domains. It can select an alignment domain only if its alignment matches that domain. The domains represent the fey creature's inner nature, and the creature does not have to be tied to a deity. If the fey creature is a servant of a deity, then the two domains must be chosen from those available to that deity. Subdomains can be selected.

Each domain grants a number of domain powers, depending on the CR of the fey creature. The fey

creature does not gain the bonus spells listed for each domain, nor does it gain bonus spell slots. The fey creature uses its CR as its effective cleric level when determining the power and effect of her domain powers, and Charisma in place of Wisdom. If the creature has cleric or inquisitor levels, the domain selections must match, and uses per day and so on must be tracked separately.

Discordant Noise (Su) Three times per day, as a full action, the fey can emit a horrid cacophony of sound. All creatures (non-fey) within 20 feet must make a Fortitude save or take 1d6 points of sonic damage/2 HD of the fey, are deafened for 1d6 rounds, and stunned for 1d4 rounds; those who make the save take half sonic damage and are stunned for one round.

Enhance Armour (Su) The fey creature can enhance a suit of armour or a shield in the same way that a paladin can enhance a weapon using divine bond, as though it were a paladin of a level equal to its CR. However, the fey creature does not "call upon the aid of a celestial spirit", the armour or shield is enhanced by the fey creature's innate magic. The fey creature can select any special armour or shield properties (as appropriate to alignment and type of equipment), as well as choosing to improve the item's enhancement bonus if it wishes.

Enhance Weapon (Su) The fey creature can enhance a weapon or natural weapon like a paladin using divine bond, as though it were a paladin of a level equal to its CR. However, the fey creature does not "call upon the aid of a celestial spirit", the weapon is enhanced by the creature's innate magic. The fey creature can select any special weapon properties (as appropriate to alignment), not those merely listed in the paladin class feature, as well as choosing to improve the weapon's enhancement bonus if it wishes.

Evasion (Ex) The fey creature gains evasion, as the rogue ability of the same name. At CR 12, this becomes improved evasion.

Fast Healing (Ex) The fey creature gains fast healing at a value equal to half its CR.

Flight (Ex or Su) The fey creature gains a fly speed (good maneuverability) at 1-1/2 the fey creature's

land speed. If the creature already has flight with a maneuverability of good, it increases to perfect. This is (Ex) if the creature gains wings of any type, or (Su) if the creature has no wings.

Gaze Attack (Su) Upon gaining this ability, the fey creature chooses one of five gaze attacks: charming gaze, corrupting gaze, dominate, frightening gaze, or slow gaze (assuming that the minimum CR criteria are met). These gaze attacks are discussed below. Once chosen the type of gaze attack cannot be changed. A fey creature can use only one type of gaze attack at a time, even if it possesses more than one type.

- *Charming Gaze*: The fey creature has a gaze attack with a range of 30 ft. that acts as a *charm monster* spell (caster level 7). Only one creature many be under the fey's influence at a time.
- *Corrupting Gaze:* The fey creature has a gaze attack with a range of 30 feet that deals 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage). Minimum CR of 6.
- *Dominate:* The fey creature can crush a humanoid opponent's will as a standard action. Anyone the fey creature targets must succeed on a Will save or fall instantly under the fey creature's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some fey creatures might be able to affect different creature types with this power. Minimum CR of 6.
- *Frightening Gaze:* Any creature within a 10-ft. radius upon whom the fey creature's gaze falls is panicked for 1d6 rounds (Will negates).
- *Slow Gaze:* The fey creature has a gaze attack with a range of 30 feet that slows creatures (as the spell) for 1 round; Will save negates. Minimum CR of 9.

This special quality can be taken up to three times, granting an additional gaze attack type each time.

Greater Damage Reduction (Ex) The fey creature's DR becomes 15/— at CR 15-17, and DR 20/- at CR 18 and higher. Fey creatures that begin with DR 15/x instead gain DR 20/— at CR 15-17, and DR 25/— at CR 18 and higher. This special quality requires Improved Damage Reduction. Minimum

CR of 15.

Greater Master of Animals (Su) All commanded animals within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded animals to the next, allowing for the senses of a single commanded animals to potentially spread through and inform an entire group instantly. It is still possible for a commanded animals to be flat-footed for other reasons even if other commanded animals nearby are not. This special quality requires Improved Master of Animals.

Greater Master of Plants (Su) All commanded plants within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded plants to the next, allowing for the senses of a single commanded plants to potentially spread through and inform an entire group instantly. It is still possible for a commanded plants to be flat-footed for other reasons even if other commanded plants nearby are not. This special quality requires Improved Master of Plants.

Greater Master of Vermin (Su) All commanded vermin within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded vermin to the next, allowing for the senses of a single commanded vermin to potentially spread through and inform an entire swarm instantly. It is still possible for a commanded vermin to be flat-footed for other reasons even if other commanded vermin nearby are not. This special quality requires Improved Master of Vermin.

Hybrid Fey (Ex) The fey creature exhibits traits of another type of creature: dragon, elemental, or plant. The fey creature may have traits of only one of these types, and partially resembles a creature of that type in some way.

- *Dragon:* The fey creature gains immunity to magic sleep effects and paralysis effects.
- *Elemental:* The fey creature gains immunity to bleed, paralysis, poison, sleep effects, and stunning.
- *Plant:* The fey creature gains immunity to paralysis, poison, polymorph, sleep effects, and stunning.

Improved Damage Reduction (Ex) The fey creature's DR becomes x/—, where x is the number value (most likely 10). Fey creatures that begin with DR 15/x instead gain DR 15/— at CR 12 and higher. Minimum CR of 12.

Improved Master of Animals (Su) The fey creature gains an empathic link with all of her commanded animals. This functions like an empathic link with a familiar. In addition, as a swift action the fey creature can shift her perception to one of these animals, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the animal is within 1 mile) and end it as a free action. The fey creature can only use this ability on one animal at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This special quality requires Master of Animals.

Improved Master of Plants (Su) The fey creature gains an empathic link with all of her commanded plants. This functions like an empathic link with a familiar. In addition, as a swift action the fey creature can shift her perception to one of these plants, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the plant is within 1 mile) and end it as a free action. The fey creature can only use this ability on one plant at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This special quality requires Master of Plants.

Improved Master of Vermin (Su) The fey creature gains an empathic link with all of her commanded vermin. This functions like an empathic link with a familiar. In addition, as a swift action the fey creature can shift her perception to one of these vermin (or vermin swarms), allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the vermin is within 1 mile) and end it as a free action. The fey creature can only use this ability on one vermin at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This special quality requires Master of Vermin.

Improved Spell Resistance (Su) The fey creature's SR increases to become CR +15. This special quality requires spell resistance, either as the template option or as some innate ability of the base creature.

Improved Warrior Fey (Ex) The fey creature gains bonus fighter feats, and is treated as if it were a fighter of a level equal to its CR for purposes of gaining these feats. This special quality requires Warrior Fey. *Note:* If the fey creature has fighter levels, it gains both sets of bonus feats.

Inspiration (Su) The fey creature can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of its affection (typically a lock of its hair). As long as the fey creature retains its favour for this creature and as long as the creature carries the fey creature's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the fey creature for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his fey creature muse's Charisma modifier. The fey creature retains a link to its token and its carrier as if it had cast a status spell on the carrier. The fey creature can end this effect at any time as a free action. A single fey creature may only inspire one creature at a time in this manner. Minimum CR of 9.

Lashing Tail (Su) The fey creature has a fox-like tail that can be used to make a tail slap. The tail slap is a primary attack that deals 1d6 damage (for Medium-size). In addition, each time the fey creature damages an opponent with its tail slap, it deals 1d4 points of Charisma damage, causing the target to grow progressively more deformed and ugly with each strike. A successful Fortitude save negates the Charisma damage. The save DC is Constitution-based. At the GM's choice, the tail can resemble that of another animal. Minimum CR of 6.

Long Step (Su) The fey creature can teleport a maximum distance of 10 feet x CR as a move action. It

may use this ability once every 1d4 rounds.

Magic Specialist (Su) The fey creature excels at using one school of magic. It gains a +2 bonus on DCs of spells and spell-like abilities of one school of magic. This bonus stacks with feats such as Spell Focus, but not with any bloodline arcana that increase save DCs. This special quality can be taken up to three times, affecting an additional school of magic each time.

Manipulate Luck (Su) Once per day, the fey creature can manipulate another creature's luck by spending a full-round action, during which it must remain in physical contact with the target creature. When the fey creature uses this ability, it must choose whether it is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a –4 penalty on all saving throws, attack rolls, and skill checks. A successful Will save negates the effect. Creatures with this special quality cannot be the target of it. This effect lasts for 24 hours and is a curse effect. Minimum CR of 6.

Master of Acid (Su) The fey creature can generate various acid-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The fey creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal acid damage, not their usual type of damage. Caster level is equal to the fey creature's CR. This ability requires a fey creature with the earth subtype. Minimum CR of 9.

Master of Animals (Sp) The fey creature can use *command animals** and *cure light wounds* (affects animals only) at will (at a caster level equal to its CR).
* As command undead, but this affects animals instead and can affect animal swarms as well as individual animals."

Master of Cold (Su) The fey creature can generate various cold-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The fey creature may create *burning hands* 3/day (at will at CR 15

or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal cold damage, not their usual type of damage. Caster level is equal to the fey creature's CR. This ability requires a fey creature with the cold subtype. Minimum CR of 9.

Master of Darkness (Su) The fey creature gains the see in darkness universal monster ability and can create *deeper darkness* at will (at a caster level equal to its CR).

Master of Electricity (Su) The fey creature can generate various electricity-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The fey creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal electricity damage, not their usual type of damage. Caster level is equal to the fey creature's CR. This ability requires a fey creature with the air subtype. Minimum CR of 9.

Master of Fire (Su) The fey creature can generate various fire-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The fey creature may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal fire damage, not their usual type of damage. Caster level is equal to the fey creature's CR. This ability requires a fey creature with the fire subtype. Minimum CR of 9.

Master of Plants (Sp) The fey creature can use *command plants* and *cure light wounds* (affects plants only) at will (at a caster level equal to its CR).

Master of Vermin (Su) The fey creature is immune to swarm distraction and damage from vermin swarms, and can use *command vermin** at will (at a caster level equal to its CR).
  * As *command undead*, but this affects vermin instead, and can affect vermin swarms as well as individual vermin.

Master of Wishes (Su) Once per day, the fey creature can grant up to 3 wishes (to nonfey only). This special quality can also be used as a plot device, to account for strange things or events wished for by hapless NPCs. Or perhaps be used by the fey to reward a group of PCs (by stretching this rule a bit); for example, by having it give each a +3 inherent bonus to their weakest relevant ability scores (never to boost their key ability score!). Minimum CR of 9.

Misfortune (Su) A creature struck by the fey creature's melee attacks must make a Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If the fey creature hits a target already suffering from this curse, the victim must make a Will save or be staggered for 1 round. This is a curse effect. This special quality cannot be used more than times per round, if the fey creature has more than three attacks. Minimum CR of 9.

Natural Invisibility (Su) This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. It can become visible or invisible at will as a free action.

Poison Kiss (Ex) The fey can kiss a grappled target as a melee touch attack or a helpless target as a free action.
Poison Kiss—Contact; *save* Fort DC varies; *frequency* 1/round for 4 rounds, *effect* 1d3 Dex and 1 Con damage; *cure* 2 saves. The save DC is Constitution-based.

Psionic Fey: The fey gains the Wild Talent feat as a bonus feat, and an additional psionic feat per 3 Hit Dice they possess.

Regeneration (Ex) The fey creature gains regeneration at a value equal to half its CR. The GM should pick two factors that the regeneration is overcome by, such as an energy type (cold, fire etc), a material, good spells, and/or good subtype. If the fey creature has resistance or immunity to a particular factor, it should not be selected as something that overcomes regeneration. For example, do not pick fire if the fey creature has immunity to fire.

Shift Fate (Su) As an immediate action, the fey creature can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll. Minimum CR of 18.

Smite (Su) The fey creature must pick one alignment to smite; this must be opposite to the alignment that the fey creature has (or a choice, if it is neutral along either alignment axis). It can smite that alignment like the smite evil ability of a paladin, as though it were a paladin of a level equal to its CR against that alignment. Note: If the fey creature has paladin or antipaladin levels, track the two types of smite ability separately; in addition, such a fey creature may not use both types of smite at the same time on the same creature.

Spell-Like Abilities (Sp) The fey creature gains a number of spell-like abilities. It gains a number of spell levels equal to half its CR, rounding up. The number of times per day a spell-like ability can be used is shown on the table below, depending on its spell level. A particular spell can be selected more than once to stack the number of uses per day, if the GM desires; for example, at CR 3 the fey creature can have two 1st level SLAs each useable two times per day, or it can have one 1st level SLA useable four times per day. Spells must be chosen from the cleric, druid or wizard spell lists; where spells are of different levels, they must be taken from the wizard spell list. Caster level is equal to the fey creature's CR. This special quality can be taken up to three times, granting additional spell-like abilities each time. It can be taken a second time at CR 12, and a third time at CR 18.

Spell Resistance (Su) The fey creature gains SR equal to the fey creature's CR +11.

Stunning Glance (Su) As a standard action, the fey creature can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save or be stunned for 2d4 rounds. The save DC is Constitution-based. Minimum CR of 9.

Stunning Laugh (Su) Three times per day as a standard action, the fey creature can unleash a strange laugh that stuns all creatures within a 30-foot burst

for 1d2 rounds (Fortitude negates). This is a sonic, mind-affecting effect. Fey are immune to this ability. From CR 9, this ability can be used six times per day; from CR 12 there is no limit to uses per day. Minimum CR of 6.

Warrior Fey (Ex) The fey creature is treated as though it were a fighter of a level equal to its CR for purposes of selecting feats. This ability does not grant bonus fighter feats, it only allows the creature to select fighter feats. Note: If the fey creature has fighter levels, the bonus fighter feats granted by the fighter class levels must meet requirements from the actual fighter levels.

Wild Shape (Su) The fey creature can use the wild shape ability like a druid, as though it were a druid of a level equal to its CR. Note: If the fey creature has druid levels, track the two types of wild shape ability separately. Minimum CR of 6.

Withering Dance (Su) Those that dance with the fey for 10 minutes must make a Fortitude save or suffer one negative level. Any creature killed by the fey will rise from the dead as a poltergeist in 1d4 days.

Flaws

The fey creature gains an extra defensive special quality for each flaw gained.

- *Irreligious:* Bitter and blasphemous, this fey creature cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, a fey creature that can see the foe must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. If the save is successful, the fey creature is shaken for 1 minute. Requires an evil alignment.
- *Vulnerability to:* acid, cold, electricity, or fire. Cannot gain vulnerability to an energy type to which it has immunity or resistance, or to which it already has vulnerability against.
- *Vulnerability to cold iron:* A fey creature hit by a cold iron weapon must make a Fortitude save (DC equal to damage dealt) or be shaken for one round. A fey creature forced to wear a cold iron item is sickened as long as it wears such an item (Fort DC 20 negates). Being forced into a cold iron cage might cause a more severe penalty.

Spell-Like Ability Table							
Number of Uses per day of each SLA							
CR	# of Levels	1	2	3	4	5	6
3	2	2	—	—	—	—	—
4	2	2	1	—	—	—	—
5	3	2	1	—	—	—	—
6	3	2	2	—	—	—	—
7	4	2	2	1	—	—	—
8	4	2	2	1	—	—	—
9	5	3	2	2	—	—	—
10	5	3	2	2	1	—	—
11	6	3	2	2	1	—	—
12	6	3	3	2	2	—	—
13	7	3	3	2	2	1	—
14	7	3	3	2	2	1	—
15	8	3	3	3	2	2	—
16	8	3	3	3	2	2	1
17	9	3	3	3	2	2	1
18	9	3	3	3	3	2	2
19	10	3	3	3	3	3	2
20	10	3	3	3	3	3	3

Other Options

Here are some other additions the GM can give a fey creature. These options do not count as special quality choices, nor do they affect CR.

Change Shape (Su) The fey creature gains change shape (*alter self*) as the universal monster ability.

Dormancy (Ex) The fey creature can retire to its lair and go into a state of dormancy, not requiring food or water, and not detectable as alive. When touched by any creature, or if a fey comes within 10 ft. the fey will instantly rouse, with no penalty from rising from prone.

Skill Bonus: Pick up to 5 fey skills (see the glossary in Pathfinder Roleplaying Game Bestiary 1). The fey creature gains a +4 racial bonus with those skills (at CR 11 or lower), or a +8 racial bonus (at CR 12 or higher). If the fey creature already gains a racial bonus with a particular skill, do not give it an extra skill bonus on that skill.

Subtype The fey creature gains a subtype such as air, earth, fire, or water. Only give the fey creature a subtype if it makes sense for where it lives and/or other abilities.

Trackless Step (Ex) The fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

Woodland Stride (Ex) The fey creature can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it. Optionally, this ability may function in a different type of terrain, to allow the fey creature to move through, swamps, rocky areas, ice, and so forth. Whatever the choice, this ability only functions in one type of terrain. This ability can be granted more than once, for a different terrain each time.

Applying The Template

Once you know what base creature you want to use, simply select the special qualities you want, perhaps adding one or more extra defensive special qualities by adding one or more flaws. You know the CR of the fey creature, but now you must ensure that it matches the statistics for the CR that it has. Compare the statistics with the Monster Statistics By CR table in appendix 1 of the *Pathfinder Roleplaying Game Bestiary*.

When calculating average damage for the creature, if it has ability damage apply the following modification. Count each point of ability damage dealt as 3 points of hit point damage. Con damage is handled differently though; multiply the Con damage for the round by the target's level x 0.5. For example, 4 Con damage on a level 6 PC should be treated as 12 damage; 8 Con damage on a level 20 PC should be treated as 80 points of damage. Another example: a fey creature with 2 natural attacks that each deal 1d4+5 hp plus 2 Dexterity damage should be regarded as dealing 27 hp average damage (15 for the two attacks, plus 12 for the Dexterity damage); this would be suitable average damage for a creature of CR 7 or 8.

To adjust the statistics, increase the fey creature's natural armour bonus and ability scores as appropriate, and compare the result with the Monster Statistics By CR table mentioned above. As long as the numbers are in line

with those for the relevant CR, the stat block should be fine. Make further adjustments if needed – fey creatures should not have too much strength compared to dragons or outsiders – here are some suggestions to improve attack and damage (note that these do not count as special quality choices!):

Combat Luck (Ex) The fey creature gains a luck bonus (from +1 to +5) on attack rolls and weapon damage rolls, or just one or the other, as needed.

Heavy Weapons (Ex) The fey creature can wield weapons sized for creatures one size larger without penalty.

Sneak Attack (Ex) The fey creature gains sneak attack damage. Adding this only really makes sense if it has natural invisibility or can cast greater invisibility. Don't give the creature extra sneak attack if it gains the ability from class levels.

Unearthly Grace (Su) The fey creature adds its Charisma modifier as a racial bonus on all its saving throws, and as a deflection bonus to its Armour Class. One tricky aspect to balance is Constitution score. The fey creature should have roughly the right amount of hit points, but perhaps more important is having saving throw DCs that are in line with that table. If DCs are too high for Con-related special qualities, reduce Constitution. If DCs are too low, raise Constitution. Fortunately, there are some handy ways to boost hit points that don't raise Constitution. Adding extra hit points is more important as CR levels increase. The Toughness feat is one method; the creature could have *false life* or *greater false life* as a spell-like ability, provided through the spell-like ability special quality.

Example Creatures

Presented now are several stat blocks meant to illustrate how the template can be applied. These stat blocks are of course ready to be used in games against player characters (or with them, in the case of potential allies)! Design notes are provided to indicate extra adjustments needed to make the creature's statistics appropriate for the CR. Note also that favoured class bonuses are not included.

Enhanced Monaciello (CR 3; XP 800)

Enhanced monaciello sorcerer 2
CE Small fey
Init +4; **Senses** low-light vision; Perception +7

Aura stymie channelling (20 ft.; W-DC 14)

Defense

AC 15, touch 15, flat-footed 11
(+4 Dex, +1 size)
hp 28 (4d6+12)
Fort +2, **Ref** +7, **Will** +6; +4 vs. divine magic
DR 5/axiomatic and cold iron

Offense

Speed 30 ft.
Melee mwk dagger +8 (1d3+4/19-20) and bite +2 (1d4+4)
Special Attacks combat luck (+4 damage), euphoric breath (20 ft. cone; F-DC 14 negates; usable 1d4 rounds)
Spell-Like Abilities (CL 2th; concentration +4)
  At will—*ghost sound* (Wd-DC 13), *prestidigitation*, *putrefy food and drink* (W-DC 12), *silent image* (Wd-DC 13)
  1/day—*glitterdust* (W-DC 14)
Sorcerer Spells Known (CL 2nd; concentration +4)
  1st (5/day)—*alarm*, *grease* (DC 13)
  0th (at-will)—*acid splash*, *arcane mark*, *detect magic*, *mending*, *ray of frost*
Bloodline Spell-Like Ability (CL 2nd; concentration +4; melee touch +7)
5/day—*laughing touch*
Bloodline fey

Statistics

Str 10, **Dex** 19, **Con** 14, **Int** 13, **Wis** 10, **Cha** 15
Base Atk +2; **CMB** +1; **CMD** 15
Feats Eschew Materials[B], Improved Initiative[B], Skill Focus (stealth), Toughness, Weapon Finesse[B]
Skills Bluff +7, Disable Device +10, Escape Artist +9, Perception +7, Sense Motive +7, Spellcraft +8, Stealth +20 (+16 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth (+0 when moving)
Language Aklo, Common
SQ bloodline arcana, compression, enhanced fey quality (euphoric breath), magic bag
Combat Gear *potions of cure light wounds* (3), *wand of acid arrow* (10 charges); **Gear** mwk dagger, plus the following in its magic bag: religious symbols (different faiths, 4 silver, 23 wooden), 155 gp worth of mixed coins and gems

Special Abilities

Magic Bag (Su) A monaciello always carries its pouch with it. This pouch contains an extradimensional space and operates like a *bag of holding (type I)*. If this pouch is separated from the monaciello, all of its former contents are lost, and it becomes a normal bag that contains a number of coins equal to double the treasure value of a creature of the gremlin's CR. A monaciello that loses its pouch must create a new one, a process that takes 1d4 days. Until the new pouch is finished, it remains a non-magical bag, only becoming a fully functional extradimensional space once completed.

Stymie Channeling (Su) A monaciello gremlin is surrounded by an aura of blasphemy. Any creatures channeling energy within 20 feet of a monaciello must succeed at a DC 14 Will save or be unable to channel for that round. The use is not lost, but the action is wasted.

Design Notes: To ensure that it fits within the CR parameters, combat luck (+4 damage) has been added; this gives average damage of 12.5 if both hit, which is appropriate for CR 3; as a secondary attack, the bite is unlikely to hit though. The holy/unholy symbols are used in the creature's schemes to cause strife.

Enhanced Spring-Heeled Jack (CR 6; XP 2,400)

Enhanced Spring-Heeled Jack sorcerer 4
CE Small fey
Init +10; **Senses** low-light vision; Perception +10

Defense

AC 16, touch 16, flat-footed 11
(+5 Dex, +1 size)
hp 62 (8d6+32); **fast healing** 3;
Fort +5, **Ref** +10, **Will** +9; evasion
DR 5/cold iron; **Defensive Abilities** evasion
Vulnerable cold

Offense

Speed 40 ft.
Melee *+1 dagger* +14 (1d3+8/19-20 plus 4 Con damage)
Special Attacks breath weapon (15-ft. cone, 3d6+11 fire damage, R-DC 15 half, usable every 1d4 rounds), combat luck (+3 attack/damage), frightening gaze (W-DC 15), sneak attack +1d6
Bloodline Spell-Like Ability (CL 4th; concentration +7)
  6/day—*lullaby* (W-DC 13)
Spell-Like Abilities (CL 4th; concentration +7)
  Constant—feather fall, pass without trace
  1/day—passwall
Sorcerer Spells Known (CL 4th; concentration +7)
  2nd (4/day)—*mirror image*
  1st (7/day)—*disguise self*, *mage armour*, *expeditious retreat*, *sleep* (W-DC 14)
  0th (at-will)—*detect magic*, *ghost sound* (Wd-DC 13), *mage hand*, *message*, *prestidigitation*, *read magic*
Bloodline dreamspun

Statistics

Str 19, **Dex** 20, **Con** 16, **Int** 10, **Wis** 12, **Cha** 17
Base Atk +4; **CMB** +7; **CMD** 22
Feats Combat Reflexes, Eschew Materials[B], Improved Initiative, Toughness, Weapon Finesse
Skills Acrobatics +11 (+19 jumping), Bluff +8, Climb +11, Escape Artist +12, Knowledge (arcana) +7, Perception +10, Sense Motive +4, Sleight of Hand +10, Stealth +16; **Racial Modifiers** +4 Acrobatics when jumping
Language Common, Sylvan
SQ bloodline (dreamspun), bloodline arcana, bloodline powers (combat precognition), enhanced fey qualities (ability damage [4 Con], evasion, fast healing), flaw (vulnerable to cold)
Combat Gear potions of cure moderate wounds (3), *silversheen* (2); **Gear** *+1 dagger*, *elixir of hiding* (2), pouch with 447 gp worth of mixed coins and gems

Special Abilities

Frightening Gaze (Su) Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful DC 17 Will save negates.

Vault (Su) Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.

Design Notes: To ensure that it fits within the CR parameters, combat luck (+3 attack/damage) has been added. Note that the Con damage effectively deals +8 damage against level 4 PCs, +12 vs level 6 PCs, and so on. Breath weapon damage and frequency have been changed to reflect the higher CR.

Enhanced Redcap (CR 9; XP 6,400)

Enhanced redcap fighter 2
NE Small fey
Init +9; **Senses** low-light vision; Perception +15
Auras luck aura (20 ft.), unluck aura (20 ft.)

Defense

AC 23, touch 16, flat-footed 18
(+4 armour, +5 Dex, +3 natural, +1 size)
hp 113 (8d6+2d10+70); **fast healing** 3
Fort +12, **Ref** +12, **Will** +9; +1 vs fear
DR 10/bludgeoning and cold iron
Weakness irreligious

Offense

Speed 60 ft.
Melee *medium +1 scythe* +18/+13 (2d4+14/x4) and kick +11 (1d4+7)
Special Attacks boot stomp, combat luck (+3 attack),

slow gaze (30 ft.; W-DC 18)

Statistics

Str 22, **Dex** 21, **Con** 22, **Int** 16, **Wis** 15, **Cha** 13
Base Atk +6; **CMB** +11; **CMD** 26
Feats Ability Focus (slow gaze), Cleave, Improved Initiative, Nimble Moves, Power Attack, Toughness, Weapon Focus (scythe)
Skills Acrobatics +18 (+30 jump), Bluff +12, Climb +17, Escape Artist +18, Intimidate +14, Knowledge (nature) +14, Perception +15, Sense Motive +13, Stealth +22
Languages Aklo, Common, Giant, Sylvan
SQ bravery +1, enhanced fey qualities (luck aura, slow gaze, unluck aura), heavy weapons, red cap
Gear *+2 leather armor*, *Medium +1 scythe*, *cloak of resistance +1*, *ring of sustenance*, pouch with 71 gp worth of mixed coins

Special Abilities

Boot Stomp (Ex) A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

Heavy Weapons (Ex) A redcap can wield weapons sized for Medium creatures without penalty.

Irreligious (Ex) Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Will save or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is shaken for 1 minute.

Red Cap (Su) A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals) and fast healing 3. These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Design Notes: To ensure that it fits within the CR parameters, combat luck (+3 attack) has been added.

Enhanced Nuckelavee (CR 12; XP 19,200)

Enhanced nuckelavee rogue 2
NE Large fey (aquatic)
Init +12; **Senses** low-light vision; Perception +24 (+25 to locate traps)
Aura aura of decay (30 ft.)

Defense

AC 27, touch 18, flat-footed 18
(+8 Dex, +1 dodge, +9 natural, -1 size)
hp 155 (11d6+2d8+104); **regeneration** 6 (cold iron, good spells)
Fort +12, **Ref** +18, **Will** +11; evasion
DR 10/cold iron and good; **Immune** disease, poison

Offense

Speed 50 ft., swim 50 ft., fly 75 ft. (good)
Melee *+2 longsword* +22/+17 (1d8+15/19-20), +1 bite +20 (1d8+10 plus disease) and 2 *+1 hooves* +18 (1d6+5 plus disease)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (30-foot cone, 6d6+27 damage plus disease, R-DC 23 half, usable every 1d4 rounds), combat luck (+5 attack), disease, sneak attack +1d6, trample (1d6+13, R-DC 24), wooden fist, wounding blade 2/day
Domain Spell-Like Ability (CL 12th; concentration +15)

  6/day—*battle rage*

Innate Spell-Like Abilities (CL 9th; concentration +15)

  3/day—*control water*, *diminish plants*, *obscuring mist*
Domains Plant (decay), War (blood)

Statistics

Str 28, **Dex** 26, **Con** 26, **Int** 13, **Wis** 16, **Cha** 23
Base Atk +6; **CMB** +16; **CMD** 35 (+39 vs. trip)
Feats Dodge, Improved Initiative, Lightning Stance, Mobility, Multiattack, Spring Attack, Wind Stance, Weapon Focus (longsword)
Skills Acrobatics +22 (+30 when jumping), Disable Device +11 (+12 vs. traps), Escape Artist +22, Fly +24, Intimidate +22, Knowledge (nature) +16, Perception +24 (+25 to locate traps), Sense Motive +6, Stealth +20, Swim +31
Languages Aklo, Common, Sylvan
SQ amphibious, enhanced fey qualities (domains [Plant (decay), War (blood)], flight, long step, regeneration), rogue talent (weapon training), trapfinding +1, undersized weapons
Gear *+2 longsword*, *amulet of mighty fists +1*, *belt of giant strength +2*, *cloak of resistance +1*, *eyes of the eagle*, pouch with 184 gp worth of mixed coins and gems

Special Abilities

Breath Weapon (Su) A nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures—this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a blight spell. Any creature that fails its Reflex save against the breath weapon must make a DC 23 Fortitude save or contract mortasheen.
Disease (Su) Mortasheen: Contact; *save* Fort DC 23; *frequency* 1/day; *effect* 1d4 Con and target is fatigued; *cure* 2 consecutive saves. Animals take a –2 penalty on their saves against this disease.

Design Notes: The creature does not have wings, its flight is supernatural. Breath weapon damage has been changed to reflect the higher CR. The wooden fist domain ability is not described because it is not relevant to the stat block. The only other adjustments needed to ensure it meets the CR are +3 natural armour and combat luck (+5 attack).

Enhanced Bogeyman (CR 15; XP 51,200)

Enhanced bogeyman ranger 3
NE Medium fey
Init +10; **Senses** *detect thoughts*, low-light vision; Perception +28
Aura deepest fear (30 ft.; W-DC 28)

Defense

AC 30, touch 27, flat-footed 23
(+3 armour, +10 deflection, +6 Dex, +1 dodge)
hp 200 (17d6+3d10+120); **terrible rejuvenation** 5
Fort +13, **Ref** +19, **Will** +14
DR 15/—; **Defensive Abilities** natural invisibility; **Immune** damage and secondary effects of vermin swarms, disease; **SR** 30

Offense

Speed 30 ft.
Melee 2 claws +20 (2d6+8/19-20)
Special Attacks favoured enemy (humans +2), sneak attack +6d6, striking fear
Spell-Like Abilities (CL 10th; concentration +20)
  Constant—*detect thoughts*, *tongues*
  At will—*darkness*, *gaseous form*, *ghost sound* (Wd-DC 20), *invisibility*, *suggestion* (W-DC 23)
  3/day—*crushing despair* (W-DC 24), *hold person* (W-DC 23), *quickened phantasmal killer* (Wd, F-DC 24)
  1/day—*nightmare* (W-DC 25)

Statistics

Str 26, **Dex** 23, **Con** 20, **Int** 15, **Wis** 16, **Cha** 30

Base Atk +11; **CMB** +19; **CMD** 46

Feats Dodge, Dazzling Display, Endurance, Improved Critical (claw), Improved Natural Weapon (clawB, Mobility, Shatter Defences, Skill Focus (Stealth), Spring Attack, Toughness, Weapon Focus (claws)

Skills Bluff +30 , Diplomacy +28, Disable Device +15, Escape Artist +18, Intimidate +34, Knowledge (local) +18, Perception +28, Sense Motive +23, Spellcraft +15, Stealth +35, Survival +26 (+32 follow tracks); **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; tongues

SQ combat style (natural), enhanced fey qualities (improved DR, improved SR, improved master, master of vermin, natural invisibility), favoured terrain (urban +2), track +1, wild empathy +13

Gear *+1 glamered leather*, *belt of mighty constitution +4*, *cape of the mountebank*, *headband of vast intelligence +2*, *lens of detection*, *periapt of health*, pouch with 259 gp worth of mixed coins and gems

Special Abilities

Deepest Fear (Su) A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 28 Will save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect.

Striking Fear (Su) If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 28 Will save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a fear effect.

Terrible Rejuvenation (Su) A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

Design Notes: Note that a bogeyman does not qualify for the Quicken SLA feat, so that feat has been replaced. It adds its Cha bonus to AC and CMD, although that is not described in their stat block. The only other adjustment needed to ensure it meets the CR is +10 Strength.

Enhanced Nymph	**(CR 18; XP 153,600)**

Enhanced nymph barbarian (invulnerable rager) 13
N Medium fey
Init +11; **Senses** low-light vision; Perception +27
Aura blinding beauty (30 ft.; F-DC)

Defense

AC 33, touch 26, flat-footed 27
(+7 armour, +10 deflection, +6 Dex)
hp 223 (8d6+13d12+105)
Fort +24, **Ref** +27, **Will** +23
DR 10/bludgeoning and cold iron or **DR** 6/—; **Defensive Abilities** extreme endurance (resist cold 3)

Offense

Speed 40 ft., swim 20 ft.
Melee *+5 adamantine bane falchion* +30/+30/+25/+20/+15 (2d4+14/15-20)
Ranged *+5 adaptive bane composite longbow* +31/+31/+26/+21/+16 (1d8+12/x3)
Special Attacks stunning glance (30 ft.; F-DC 26)
Enhanced Spell-Like Abilities (CL 18th; +28 concentration)
   3/day—*fly*, *quickened haste*, *quickened greater invisibility*
   1/day—grant up to 3 *wishes* (to nonfey only)
Innate Spell-Like Ability (CL 8th; +18 concentration)
   1/day—*dimension door*
Spells Prepared (CL 7th; +10 concentration)
   4th—*freedom of movement*
   3rd—*neutralize poison*, *remove disease*, *protection from energy*
   2nd—*cure moderate wounds*, *forest friend* (2), *resist energy*
   1st—*aspect of the falcon* (2), *deadeye's lore*, *endure elements*, *obscuring mist*
   0—*detect magic*, *guidance*, *light*, *stabilize*

Statistics

Str 20, **Dex** 24, **Con** 18, **Int** 18, **Wis** 16, **Cha** 30
Base Atk +17; **CMB** +22; **CMD** 49
Feats Ability Focus (blinding beauty, stunning glance), Combat Expertise, Combat Reflexes, Diehard, Extra Rage Power, Greater Weapon Focus (falchion), Improved Critical (falchion), Improved Initiative, Improved Stalwart, Manyshot, Point-Blank Shot, Precise Shot, Quicken Spell-Like Ability (*greater invisibility*, *haste*), Rapid Shot, Stalwart, Weapon Focus (falchion, longbow), Weapon Specialisation (falchion, longbow)
Skills Acrobatics +23 (+27 jump), Diplomacy +28, Escape Artist +25, Fly +23, Handle Animal +18, Heal +11, Knowledge (arcana, nature) +21, Knowledge (geography) +20, Perception +27, Sense Motive +27, Stealth

+18, Swim +24, Survival +19
Languages Common, Sylvan
SQ enhanced fey qualities (enhance armour (+5, 4/day), enhance weapon (+5, 4/day), improved warrior fey, master of wishes, spell-like abilities, warrior fey), fast movement, inspiration, rage powers (Come and Get Me, Greater Spirit Totem, Improved DR (2), Lesser Spirit Totem, Reckless Abandon, Spirit Totem), unearthly grace, wild empathy +24
Combat Gear 60 arrows in *efficient quiver* (plus 200 more in haversack), *pearl of power* (3rd-level), *wand of cure serious wounds* (50 charges); **Gear** *+5 leather*, *+1 adamantine bane falchion*, *+1 adaptive composite longbow*, *belt of giant strength +6*, *efficient quiver*, *handy haversack* (with 10 bundles of 20 arrows), necklace (emerald and gold, worth 1,500 gp), spell component pouch, pouch with 496 gp worth of mixed coins and gems

Special Abilities

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 26 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action.

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a status spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Spells A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 26 Fortitude save or be stunned for 2d4 rounds.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level

is equal to her HD for determining her total modifer to the check.

Design Notes: The attack bonuses assume that the nymph is using *haste* and has activated her enhance weapon special quality on her weapons. She usually uses enhance weapon to improve her weapons to *+5 bane*, with the bane type as appropriate to the situation. The adaptive special weapon quality takes into account the wielder's Strength bonus if it varies. She usually uses enhance armour to improve her *+5 leather* to *+5 heavy fortification leather*, but this is not included above. This particular stat block doesn't need any special adjustments to ensure it meets the CR.

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