

Rite Publishing Presents

# Convergent Paths: Fey Archetypes

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



By Mark Seifter



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# Convergent Paths: Fey Archetypes

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*"Come away, O human child!  
To the waters and the wild  
With a faery, hand in hand,  
For the world's more full of weeping than you can understand."*  
— **William Butler Yeats, The Stolen Child**

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*My dearest colleague,*

*It is with great excitement that I've cast a quick quill cantrip in order to put these words to paper posthaste. You will recall at the time of our last meeting, I had begun to immerse myself completely, perhaps some would say dangerously so, in the study of the fey and their peculiar and fascinating magic. I am delighted to share with you, old friend, the fruits of my labor, firsthand testimonials of mortal beings that have experienced the power of the fey in a variety of different ways. I look forward to publishing the results upon my return, but until then, dear Qwilion, I offer you this sneak peak of my soon-to-be magnum opus.*

*In faith and service to the study of arcane mysteries,*

*Mikhailis Middle, Professor of Arcane Studies*

## **Faerie Knight (Cavalier)**

*Despite the mighty power of the fey lords and ladies, the inscrutable strictures and politics of the fey mean*

*that there is often occasion where it is easier to make use of a mortal pawn in order to win at their capricious games. Some places are easier for a mortal to enter than a fey, and some tasks are best handled by representatives of our races for reasons we may never be able to comprehend. For these tasks, the fey lords and ladies embroil mortals in their intrigue, and some few of those gain a level of respect and authority in the eyes of the fey, a symbol of their distant master or mistress. I spoke to a man named Tristan at great length, but it was not only Tristan who spoke to me on the matter! I have included a transcription of the rather...lively discussion of the meaning of being a Faerie Knight between Tristan and his mount Meliodas:*

*Tristan: "The place of a Faerie Knight is one of honor and majesty. In fact, we are held in the highest regard and respect among--why are you laughing, Mel?"*

*Meliodas: "Respect huh? Sure Tris, Lady Macha respects you plenty. That must be why she sent you to*

find the Lost Whisper of the Three Hundred and Thirty Third Sow of Cochynus. What a majestic mission that was!"

Tristan: "Mel, can't you see he's writing all this down? Besides, it was a glorious quest! My lady needed that item for a powerful spell she--"

Meliодas: "A glorious quest? You keep telling yourself that Priss-tan. Look guy, in order to retrieve the Lost Whisper, the truth is--"

Tristan: "Speak not further unfaithful equine, lest you be cursed to three months' time without sugar cubes!"

Meliодas: "Hmm... worth it! Listen guy, Tris here had to clean up the manure from all of Cochynus's pigs to prove himself worthy, and then, to get the Lost Whisper, he had to mud wrestle greased up pigs for three days! At the end of it, he wound up stinking so badly that his mortal lover--"

Tristan: "Meliодas, my most loyal friend, even in this you betray me!"

--Excerpt from *Codex Capricious*, Mikhailis Middle, Professor of Arcane Studies

The secretive lords and ladies of Faerie occasionally embroil mortals in their endless intrigues. Faerie knights possess a measure of respect not often offered to mortals, but they walk a razor's edge in serving the unknowable fey.

**Skills:** A faerie knight gains Knowledge (nature) as a class skill.

**Whimsical Challenge (Ex):** Instead of dealing extra damage equal to his cavalier level, a faerie knight deals extra damage equal to half his cavalier level (minimum 1) to the target of his challenge. The faerie knight's challenge deals an additional 1d3 extra damage at 3rd level and for every 3 cavalier levels thereafter (3, 6, ... 18). Like all bonus damage die, these extra die of damage are not multiplied. This ability modifies the challenge ability.

**Fey Mount (Ex):** Due to his patron's favor, the faerie knight gains the service of a rare and special companion. His mount gains abilities from the fey creature template (*Pathfinder Roleplaying Game Bestiary* 3) as follows. They do not get the full template at once, but rather certain parts are applied at certain levels. If an ability

**Table: Whimsical Challenge Bonus Damage**

Level	Bonus Damage	Bonus Damage Dice
1st	+1	-
2nd	+1	-
3rd	+1	+1d3
4th	+2	+1d3
5th	+2	+1d3
6th	+3	+2d3
7th	+3	+2d3
8th	+4	+2d3
9th	+4	+3d3
10th	+5	+3d3
11th	+5	+3d3
12th	+6	+4d3
13th	+6	+4d3
14th	+7	+4d3
15th	+7	+5d3
16th	+8	+5d3
17th	+8	+5d3
18th	+9	+6d3
19th	+9	+6d3
20th	+10	+6d3

from the fey creature template is not listed, the mount does not receive it.

The fey mount gains the following

- +4 Dexterity
- +2 Intelligence and Charisma
- -2 Strength
- Low-light vision
- +4 bonus on saves against mind-affecting effects
- Resist cold and electricity 10
- Its natural armor is reduced by 1
- 6 + Intelligence modifier skill points per level
- Acrobatics, Bluff, Fly, and Stealth as class skills
- The fey mount can speak and understand Sylvan

At 1st level, the faerie knight's fey mount gains any one ability from the menu of choices. It may not gain the long step ability, and it can only use the change shape ability to choose an animal shape that is a valid cavalier mount. At 4th level, 9th level, 14th level, and 20th level, the fey mount gains an additional special ability.

At 1st level, the faerie knight's synergistic connection to his mount allows the two to work together in order to use the spell-like abilities of the fey. Together, they can cast *dancing lights* 3/day and *faerie fire* 1/day. At 4th level, they can cast *entangle* and *glitterdust* each 1/day. At 6th level, they can cast *deep slumber* 1/day. At 8th level, they can cast *major image* 1/day. At 10 level, they can cast *confusion* 1/day. At 13th level, they can cast



*feblemind* 1/day. At 16th level, they can cast *mislead* 1/day, and at 18th level, they can cast *project image* 1/day.

The fey mount cannot use any of the spell-like abilities unless both the faerie knight and the fey mount are in contact and both spend a standard action to do so, though only the fey mount must make a concentration check if conditions warrant one. The fey mount is considered the caster for each of these spell-like abilities, and the DCs of the spells are determined using the fey mount's Charisma modifier. The projected image from the *project image* spell may include both the faerie knight and the fey mount, in which case either of them can project their senses to the combined image, but the spell immediately ends if the real faerie knight and fey mount lose contact with each other.

At 5th level, the faerie knight's fey mount gains damage reduction 5/cold iron, which increases to 10/cold iron at 15th cavalier level.

At 7th level, a faerie knight's fey mount gains a fly speed equal to 1-1/2 times the base creature's land speed (good maneuverability), rounded down to the nearest multiple of 5 feet. If the fey mount already had flight with a maneuverability of good, it increases to perfect.

The fey mount is loyal to the faerie knight, but that doesn't mean that it always agrees with his decisions. The mount is a fey creature, so if the faerie knight speaks Sylvan, he can converse with his mount and explain what he wants it to do, so he is not required to make Handle Animal checks to control his mount. If the faerie knight abuses his fey mount or abandons his fey patron's goals (represented by the cavalier's order), the fey mount will vocally protest and may eventually leave the knight until he regains its trust.

If a fey mount is dismissed, lost, or dies, the cavalier can replace it 1 week later through a specialized ritual that costs 200 gp per cavalier level. The ritual takes 8 hours to complete.

This ability modifies the mount ability and replaces the banner, greater banner, and tactician abilities.

**Marked by the Fey (Ex):** Starting at 4th level, the faerie knight bears a sign of his patron's favor, thus allowing him more influence among the fey. He receives a bonus equal to 1/4 his cavalier level to Charisma checks and Charisma-based skill checks towards fey. This ability replaces expert trainer.

**Call in a Favor (Su):** Starting at 9th level, the faerie knight can send his mount to the realm of Faerie in order to petition for assistance from other allies of his fey patron. The faerie knight can activate this ability as a full-round action to send his mount to Faerie to request the assistance of fey allies. This is a conjuration (teleportation) effect. Creatures and extradimensional spaces carried by the fey mount are left behind. Any such creature, including the faerie knight suffers as if having fallen from the horse (requiring a Ride check for Soft Fall to avoid taking 1d6 damage and being knocked prone).

If the first effect is successful, fey allies appear on the faerie knight's next turn as if he had successfully cast *summon nature's ally* V, except that all creatures summoned this way possess all the same teamwork feats the mount possesses. This second effect is a conjuration (summoning) effect. While the fey allies are summoned and thus cannot truly die, casually sending them to their deaths to check for traps and other such frivolous or callous uses can result in the ire of the faerie knight's patron. The effect lasts for 1 minute per cavalier level, and during this time, the fey mount must stay in Faerie in exchange for this service, even if the effect is dispelled or the fey allies are slain. The fey mount reappears unerringly by the faerie knight's side immediately after the duration expires, or as soon as possible, if the faerie knight is in a location that prevents conjuration (teleportation) effects. The faerie knight can use this ability once per day.

At level 17, he can use this ability twice per day, and it functions as *summon nature's ally* IX instead of *summon nature's ally* V. This ability replaces greater tactician and master tactician.

## Laughing Man (Monk)

*The mysterious laughing man is one of the strangest mortal travelers of the fey realm, a wanderer and enigmatic martial artist of a sort not wholly of this world. The laughing man's body and mind is a unit, making his mere words a deadly weapon that can befuddle, frighten, and overwhelm his foes. I found a laughing man during my travels, and before he left with many of my valuables, I was able to obtain a few words from him, but when I asked his name, he merely laughed:*

*You wish to know my ways, the ways of the laughing man? Few others can understand the paths I walk, the worlds within words that reach out and overwhelm the unready. I think it would be a mistake for you to dive too deeply into this rabbit hole, my friend. Acting with my precautions will save your life, and since I have saved your life, you owe me a favor. But worry not, for that shall come later. For now, I am willing to tell you just a hint more about my ways, but secrets hold power, and power has worth. The price you will pay for this knowledge will surely be acceptable to such an avid seeker of lore as yourself...*

*--Excerpt from Codex Capricious, Mikhailis Middle, Professor of Arcane Studies*

The Laughing Man is a mystery, touched by the world of Faerie and able to use his words themselves as a weapon to twist any situation to his advantage.

**Skills:** A laughing man gains Bluff, Diplomacy, and Knowledge (nature) as class skills.

**Bonus Feats:** Instead of the normal monk bonus feats, a laughing man may select Deceitful, Disengaging Feint, Enforcer, Feint Partner, Improved Feint, Intimidating Prowess, Persuasive, Rhetorical Flourish, Skill Focus(Bluff), Skill Focus(Diplomacy), Skill Focus(Intimidate), Taunt, or Voice of the Sibyl.

At 6th level and above, he may also select Dazzling Display, Greater Feint, Greater Wild Empathy, or Improved Feint Partner.

**Flurry of Words (Ex):** At 1st level, as part of a full-attack action, a laughing man can make a Bluff check to feint, an Intimidate check to demoralize, or a Wild Empathy check. These checks are all at a -5 penalty.

At 8th level, a laughing man may attempt a second check from the list above as part of a full-attack action, with an additional -3 penalty on the second check.

At 15th level, a laughing man may attempt a third check, with an additional -7 penalty on the third check. This ability replaces flurry of blows.

**Voice of the Fey (Su):** When using flurry of words or triple threat, the laughing monk treats all plants, vermin, and animals as if they weren't mindless and are able to understand his language, but this can't be used for meaningful communication. In addition, the



laughing monk uses his voice when using either ability to feint.

**Wild Empathy (Ex):** At 1st level, the laughing man gains Wild Empathy as the druid class feature.

**Word Ward (Ex):** At 3rd level, the DC required to demoralize, feint, or influence the attitude of a laughing man increases by his Wisdom modifier. This ability replaces still mind.

**Weaponized Words (Ex):** At 3rd level, the laughing man has learned how to use his words to twist not only his opponents' minds, but their bodies as well. During a flurry of words, the laughing man can make any of his attacks as words rather than unarmed strikes or monk weapon attacks. These attacks are ranged attacks with a 5 foot range increment (to a maximum of 10 range increments) that otherwise count as unarmed strikes made by the laughing man for all purposes. Weaponized words is a sonic and language-dependent effect. This ability replaces maneuver training.



**Reliable Manipulation (Ex):** At 4th level, as a swift action, a laughing man may spend 1 point from his ki pool before attempting a Bluff, Diplomacy, Intimidate, or Wild Empathy check. He can roll his check twice and use the better result. This ability replaces slow fall.

**Meditative Manipulation (Ex):** At 5th level, as a swift action, a laughing man can add his Wisdom modifier on any Bluff, Diplomacy, Intimidate, or Wild Empathy check he makes before the beginning of his next turn. He must choose which check to grant the bonus to before making the check. This ability replaces purity of body.

**Triple Threat (Ex):** At 11th level, a laughing man can demoralize or feint three separate targets as a standard action. He can divide his three attempts between demoralize and feint in any way he chooses. This ability replaces diamond body.

**Thrice Taken (Ex):** At 15th level, a laughing man can cause a greater effect on those who have fallen completely under his influence.

If he successfully performs three Bluff checks to feint a target in the same Flurry of Words, he can negate all three successes to instead cause the target to become confused for one round with no saving throw.

If he successfully performs three Wild Empathy checks on a target in the same Flurry of Words, he can negate all three successes to instead cause the target to become charmed with no saving throw as if by *charm monster* with his laughing man level as the caster level. Only one creature may be charmed in this way at a time. If the laughing man uses this portion of the ability again, his previously charmed creature is no longer charmed.

If he successfully performs three Intimidate checks to demoralize a target in the same Flurry of Words, he can negate all three successes to instead cause the target to become panicked for one round with no saving throw. This ability replaces quivering palm.

## Masquerade Reveler (Barbarian)

*The realm of Faerie is a place of constant change and a land of many disguises. Even the apprentice wizard knows to expect illusions and transformations if they encounter fey. The first thing I learned before beginning my journey was not to partake of the faerie food or drink, deliciously tempting though it may be. Those who partake of fey hospitality are changed by taking the realm of Faerie into themselves and usually bound to never leave or to strange forms of servitude.*

*Sometimes, a mortal can merge with the fey masquerade and retain what we would consider a form of sanity. It could be the result of partaking in a faerie feast or simply of being exposed to the realm of Faerie and comprehending it on a soul-deep level. I talked to a woman named Melusine who explained to me what it was like to become one of these masquerade revelers:*

*I am still me--Melusine, the woman you think you see before you. At least for now I am. The fey lords and ladies sing and dance and change their masks. You never know when you're meeting someone new if it's really someone you have met before. Have you met me before in a different guise? I will say nay, and you will not know if I speak true. When the masquerade enters me, everything changes...or maybe only I change, and the world flutters around me like a whirl of painted colors. Am I Melusine? Or am I the Lost Butterfly now, my gossamer wings aflutter with iridescent lights, or the Knight of Petals, covered in a protective prismatic armor of flowers and spreading out roots through the ground to pinpoint my foes? Beware, spell peddler! If you dance the masquerade too long, you will become the mask. And as your power grows within the lands of the fey, so too does your freedom wane...*

*--Excerpt from Codex Capricious, Mikhailis Middle, Professor of Arcane Studies*

The world of Faerie is a place of masks, disguises, transformations, and constant evolution. Lucky visitors cannot grasp the reality of Faerie and remain ignorant, while the unlucky are driven mad. A rarer third sort manages to embrace this alien land, and in so doing becomes a part of it.

**Masks (Ex):** At 1st level, the masquerade reveler chooses a set of 4 evolution points worth of eidolon evolutions which represents one of the infinite possibilities of the realm of Faerie. This group of four evolution points is known as a mask. At each barbarian level, she chooses another mask. For this purpose, she is considered to be a biped form eidolon with the arms and legs evolution. If she selects any evolutions that grant a natural attack, she is limited in the number of natural attacks she can possess to the same number as the eidolon of a summoner of her barbarian level, even if she receives some of the natural attacks from a different source. A masquerade reveler must meet all prerequisites for the evolutions selected. She uses her barbarian level as her effective summoner level to determine which evolutions she can choose, but she can



never select the channel resistance, large, undead appearance, or unnatural aura evolutions. If the masquerade reveler is naturally not a humanoid creature, she still may not select any evolutions that cannot be selected by a bipedal eidolon. A masquerade reveler does not have access to the abilities granted by her masks except while using her masquerade or become the mask abilities. Because of this, she is not considered to meet the prerequisites of any feat that requires an ability she gains from one of her masks (for instance, she could not select Improved Natural Attack unless she possesses a natural weapon from a different source).

**Masquerade (Ex):** When a masquerade reveler rages, instead of gaining a bonus to Strength, Constitution, and Will saves, she instead chooses any of her masks and applies all of its evolutions to herself. She still takes a -2 penalty to AC, but she can use Intelligence-, Dexterity-, and Charisma-based skills, and her actions are not restricted in the same way they would be if she was raging. Even though this ability is extraordinary, the evolutions gained retain their type: extraordinary, supernatural, or spell-like. This ability otherwise follows the normal rules for rage and counts as rage for all other purposes, including rage powers, fatigue, and exhaustion. This ability replaces rage.

**Become the Mask (Ex):** At 7th level, a masquerade reveler retains a fragment of the potential of Faerie even when she is not using her masquerade ability. She may select up to 1 evolution point worth of evolutions from the last mask she chose when she used her masquerade ability. The selected evolutions persist until the next time she uses masquerade.

At 15th level, she may instead select up to 2 evolution points worth of evolutions to persist. This ability replaces trap sense and damage reduction.

**Elaborate Masks (Ex):** At 11th level, a masquerade reveler gains a deeper connection to her masks. All of her masks increase from 4 to 6 evolution points of evolutions, and she may switch out one of her old masks for a new mask. This ability replaces greater rage.

**Avatar of a Thousand Masks (Ex):** At 20th level, a masquerade reveler has fully embraced her connection to the world of Faerie. All of her masks increase to 8 evolution points of evolutions, and she may switch out one of her masks for a new mask 1/day as a standard action. Additionally, her type changes to fey and she gains DR 10/cold iron, even when she is not using her masquerade ability. This ability replaces mighty rage.



## Feats of the Fey

The following fey themed feats are available to anyone who meets the prerequisites.

### Dance of Masks

*You change your masks as easily as your mood, adopting new personas on a moment's notice.*

**Prerequisites:** Three or more masks (masquerade reveler class feature)

**Benefit:** Up to twice per masquerade, you may spend 3 rounds of masquerade as a swift action to change to a different mask.

### Incisive Whimsy

*The whimsy in your challenge hides steel.*

**Prerequisites:** Ability to use the whimsical challenge class feature at least twice per day

**Benefit:** When you use your whimsical challenge, you can spend a second daily use of your challenge to maximize the d3 rolls for the remainder of your challenge.

### Infectious Whimsy

*The capricious whimsy of your fighting style can't help but infect your comrades.*

**Prerequisites:** Incisive Whimsy, Whimsical Challenge class feature

**Benefit:** When you use incisive whimsy to maximize the d3 rolls of your whimsical challenge, all other allies who can see or hear you may add the unmaximized d3 rolls to all weapon damage rolls against the opponent



you challenged. For example, a level 6 faerie knight would normally deal 2d3 extra damage. Using this feat, the faerie knight would automatically deal 6 extra damage and his allies would add 2d3 extra damage.

### Sidhe Derision (Combat, Style)

*You always place your words carefully, to sting as deeply as a twisting knife in the heart.*

**Prerequisites:** Improved Unarmed Strike, Sidhe Style, Bluff 4 ranks, Intimidate 4 ranks, base attack bonus +6 or monk level 5th

**Benefit:** While using Sidhe Style, When you feint an opponent and she loses her dexterity bonus against an

attack, she also takes a -2 morale penalty to her AC against that attack. When you demoralize an opponent, the penalty from the shaken condition increases from -2 to -3.

## Sidhe Distraction (Combat, Style)

*Your taunts are engineered to distract your foes from their demise at the hands of your allies.*

**Prerequisites:** Improved Unarmed Strike, Sidhe Derision, Sidhe Style, Bluff 6 ranks, Intimidate 6 ranks, base attack bonus +8 or monk level 7th

**Benefit:** While using Sidhe Style, Once per round when you feint or demoralize an opponent, you may choose to cause that opponent to provoke an attack of opportunity from all other allies who threaten that opponent. You expend no action to use this ability.

## Sidhe Style (Combat, Style)

*Your words and laughter nettle your opponents, playing on their frustration to make yourself more elusive.*

**Prerequisites:** Improved Unarmed Strike, Bluff 2 ranks, Intimidate 2 ranks, base attack bonus +2 or monk level 1st

**Benefit:** While using this style, when you successfully feint an opponent, you gain a +1 dodge bonus to AC against that opponent for as long as your opponent can see or hear you. When you successfully demoralize an opponent, they take a -1 morale penalty to attack rolls against you for as long as that opponent can see or hear you.

## Trifold Crescendo

*You change your faces and identities with such speed that you transcend the masquerade into an ecstatic state.*

**Prerequisites:** Three or more masks, Dance of Masks

**Benefit:** If you use Dance of Masks twice in the same masquerade, while wearing your third mask, you may choose to gain a +2 morale bonus to attack rolls, weapon damage rolls, saving throws, ability checks, and skill checks. If you choose to take this bonus, when your masquerade ends, you become exhausted. Because the overexcited state is what grants the morale bonus, if you are immune to exhaustion, your immunity prevents you from gaining the bonus as well.







## Gancanagh

*With a smile and a laugh, the handsome man beams a perfect smile, cocking his head in invitation.*

### Gancanagh CR7

XP 3200

CN Medium fey

**Init** +5; **Senses** low-light vision; Perception +13

### Defense

**AC** 20, touch 16, flat-footed 14 (+5 Dex, +4 natural, +1 dodge)

**hp** 82 (11d6+44)

**Fort** +7, **Ref** +11, **Will** +7

**DR** 10/cold iron; **Resist** fire 5

### Offense

**Speed** 40 ft.

**Melee** pipe +10 (2d6+5) or touch +9 (addiction)

**Space** 5 ft., **Reach** 5 ft.

**Spell-like Abilities** (CL 10th; concentration +16)

**At will** – obscuring mist, disguise self

### Statistics

**Str** 18, **Dex** 21, **Con** 19, **Int** 16, **Wis** 10, **Cha** 23

**Base Atk** +5; **CMB** +9; **CMD** 24

**Feats** Crane Riposte, Crane Style, Crane Wing, Deceitful (B), Dodge, Enforcer, Improved Unarmed Strike, Persuasive (B), Voice of the Sibyl (B)

**Skills** Acrobatics +9, Diplomacy +31, Escape Artist +9, Bluff +31, Disguise +24 (+34 with *disguise self*), Handle Animal +10, Intimidate +28, Knowledge (geography)



+7, Knowledge (local) +7, Knowledge (nature) +7, Perception +14, Perform (act) +10, Perform (dance) +10, Perform (oratory) +11, Perform (sing) +10, Sense Motive +14, Sleight of Hand +8, Stealth +19, Use Magic Device +20; **Racial Modifiers** +4 to Bluff, Diplomacy, and Intimidate

**Languages** Common, Sylvan, 3 other languages common to its region

## Ecology

**Environment** any (road or humanoid settlement)

**Organization** solitary

**Treasure** standard

## Special Abilities

**Addiction (Ex):** A gancanagh's skin secretes an addictive substance called Gancanagh's Kiss that causes his former lovers to waste away. The gancanagh can alter the secretion in order to control the levels of addiction of his various lovers. A gancanagh's touch doses any creature touched that could be attracted to the gancanagh (based on race and sexual preference) with the Gancanagh's Kiss drug (see entry below), although any creature that is currently benefiting from the drug's positive effects are not affected by further touches. The addiction save DC is Charisma-based.

**Aura of Squelching (Su):** A gancanagh can surround itself in a glamor that quiets the creatures around it'll creatures within 20 feet of the gancanagh are unable to make any sound, as if affected by the *silence* spell, but they can still hear as normal. The gancanagh can exclude a number of creatures equal to his Charisma modifier from this effect and may begin or end the effect as a free action.

**Bonded Pipe (Su):** A gancanagh forms a bond with a simple clay or wooden pipe, carrying it around with him wherever he goes. If his pipe is stolen or destroyed, the gancanagh is permanently shaken until he either recovers the pipe or bonds with a new one, a process that requires three nights, each spent with at least three different mortals. While in the gancanagh's hands, the pipe acts as a club with a permanent *shillelagh* effect. A gancanagh can choose to deal nonlethal damage with his pipe without suffering any penalty.

**Gancanagh Weaknesses (Ex):** Despite carrying pipes, gancanaghs detest smoke, and they suffer a -2 penalty to all saves against attacks involving smoke or gas (such as *stinking cloud* and *cloudkill*). Whenever in an area filled with smoke, such as those filled by a

smokestick or an ever-smoking bottle, a gancanagh cannot use its Sweet Nothings ability and must succeed at a DC 15 Fortitude save each round or become sickened for as long as he remains within the smoke and for an additional 1d4 rounds thereafter. Gancanaghs receive a -4 penalty on all Fortitude saves against environmental cold damage and take double damage from any such failed saves.

**Mindbender (Ex):** Gancanaghs gain Deceitful, Persuasive, and Voice of the Sibyl as bonus feats. All Charisma-based skills are always class skills for a gancanagh.

**Sweet Nothings (Sp):** A gancanagh can sing or whisper a stream of sweet nothings, causing all who listen to become fascinated unless they succeed at a DC 21 Will save. Concentrating on this ability requires a standard action each round, but each round the gancanagh can also affect a single creature fascinated by his sweet nothings as if by a *suggestion* at the same DC. Both DCs are Charisma-based.

A gancanagh is an extremely handsome stranger who wanders from town to town, seducing anyone who strikes his fancy. Gancanaghs delight in conversation, even with those they don't intend to seduce, and they can hold a genuinely engaging conversation with almost any group of people. Although they are not actively malicious, gancanaghs act out of a deep hedonism and an alien Fey perspective about people, viewing them as playthings for the gancanagh's amusement. Combined with the fact that gancanaghs grow bored quickly and find commitment distasteful, this means that a gancanagh's visit often leads to tragedy, as his former paramours pine away and die after he slips away into the night. Some gancanaghs prefer to keep a number of their more talented former lovers around even after the gancanagh tires of their nightly company, inventing various other ways the hapless mortals can amuse, comfort, or protect the gancanagh in exchange for his touch. Although rather weak in direct combat, a gancanagh is rarely in a situation where he cannot employ the services of current or former lovers as guardians. These men and women are hopelessly addicted to the gancanagh's touch and believe that they love the handsome Fey, so they prove effective minions even against assailants who think to use magic to negate compulsions. Left alone, gancanaghs never pick fights, but they will strike with an ardent passion against those who seek to deprive them of a current favorite. Canny adventurers seeking to retrieve a gancanagh's paramour can simply wait for the gancanagh's mercurial affections to flit away elsewhere.



## Gancanagh's Kiss

**Type** drug (contact); **Addiction** mild, moderate, or severe (Gancanagh's choice), Fortitude DC 21 (Charisma-based)

**Effects** 24 hours; +1d2 x2 Cha, -10 penalty to all Will saves against the gancanagh's abilities

**Damage** 1d4 Con damage

**Price** —

**Special** Application of Gancanagh's Kiss only deals ability damage to those who are not currently suffering from ability damage from the drug. However, each failed save against the addiction deals the drug's damage to the addict. This additional ability damage counts as being dealt by the drug for the purpose of whether it can be healed naturally for moderate and severe addicts.

A gancanagh's touch is intoxicating and pleasurable, enhancing the attractiveness and conversational ability of its victims even as it saps them of the ability to resist his will. Addicts abandoned by their gancanagh typically perish as they wait for his return in vain unless they received significant outside assistance.

## Gancanagh Adventure Hooks

- When a popular young dandy disappears from the town the PCs are visiting, at first it seems like an insignificant mystery, until suddenly a number of the town's most beautiful women from all walks of life begin to fall mysteriously ill, far too many to treat at once. The PCs must race against time to uncover the truth about the town's gancanagh resident, figure out what happened to him, and bring him back at least long enough to stabilize his pining victims' deterioration so the town's healers can try to treat them one at a time. Was it just another case of a gancanagh growing bored and vanishing into the night, or is his absence against his will? Perhaps a cuckolded husband wanted to get him out of the way, or a former lover tracked him down and captured him in order to get the fix she's been craving on terms that reverse their previous roles.
- When an attractive ally of the PCs goes missing, they manage to track her down to the lair of a powerful gancanagh laughing man who has collected dozens of people and is holding a strange tournament. Amused by the PCs' mettle, he is willing to allow them to compete to win back their ally, but if they lose, they must join his collection instead. Ridiculous rules and strange twists abound, including outrageously nonfunctional armor and a

women-only rule (though he'll happily provide a girdle of femininity/masculinity if needed). Of course, the PCs could decide to attack him outright, but then they have to fight their way through all the other enthralled contestants at once!

- A savvy gancanagh approaches the PCs to recruit them on a mission to assist in his own interests, admitting that he is a fey and offering his "token" to any attractive PCs, in the form of the boosted Charisma from his touch. Those foolish enough to accept a gift from a fey will find that once the first mission is over, their addiction has entangled them even deeper in fey politics.

### The Gancanagh in Mythology

The gancanagh traces its roots to Irish and Scottish folklore. The Irish gancanagh is an incubus-like fey, feared for his addictive touch and notable for carrying a pipe but detesting smoke. The Scottish gancanagh is decidedly less dangerous, a simple hearth spirit that craves the warmth of the fireplace. The gancanagh presented here contains a blend of both the Irish and Scottish inspirations but with the personality and habits of the Irish gancanagh, making it perfect for a manipulative antagonist. To portray a more Scottish gancanagh, simply remove the gancanagh's Addiction, Mindbender, and Sweet Nothings abilities and reduce its CR by 1.

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