

Rite Publishing Presents

In the Company of Fey



By Wendall Roy



Rite Publishing Presents:

In The Company of Fey

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Dedication For Nita. Some infinities are bigger than other infinities, but hiding away in the dark, quiet spaces of this one with you is by far my favorite.

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In The Company Of Fey

Qwilion of Questhaven

Greetings, salutations, and similar sundry mucky-muck! You will be pleased to hear your tireless servant Dr. Seza Hemweth diligently tracked me down – despite the grievous loss of the rest of his expedition – and coerced me into providing this information about my kin and kith. The esteemed Doctor felt it necessary to place me in a salted, warded cell with cold iron bars during the interview process, so you'll forgive the makeshift writing materials I used for this missive. We must make do with what life provides in this realm, after all (and life's ink is very sloppy to write with, indeed). Have no fear, your servant lives. He did, however, bargain to be as free with his tongue as I was with mine, and is not quite up to the task of relaying these tales now. Tsk. I have sent him to the safety and comfort of his loving wife and a wild eyed, healthy babe. In any case, may you enjoy these hard-bargained tales and still see your favored servant in bright esteem.

*A joust of words, the man with me
The dog was bound with bargains three
The rest did burn, `cause prying yearn
To see the words no man should see*

*A tongue for tongue, the parlay free
The strayed wife's love, the paper be
And in return, to freedom earn
The sickened child, no more shall be*

Red Shuck

Introduction

Let me tell you a tale. In the beginning, the dream was shapeless potential tied to a dark physical world. The light of the dream could not fully shine on this dark world, held at bay by the hands of alien, unnatural powers who wanted the dark world for their own. What little of the light crept in brought wonderment to the dark world wherever it could, filling its lands with lush greenery and animals. The alien powers were jealous of the dream, not understanding the creative energy of its boundless life. In their jealousy, they stifled the growth of the wilderness, keeping only those parts they found acceptable and declaring it was the entirety of nature. They stole and enslaved the greatest of the animals, extinguishing their light and



replacing it with shackles they called souls, then shaping them into bland, dreamless mockeries of their original forms. They named these mockeries after themselves, caused the grindstone of time to turn and make them mortal, then loosed them upon the dark world, placed beneath the alien powers' feet to grovel and worship them as gods. The dream recoiled, its light in the dark world driven back to the few places untouched by this new, dim creature.

A curious thing happened when man began to discover hints of light in the dark world, however. The alien powers had erred in thinking they could fully make the creature their own, and the minds of man resonated with the light. In the dream's shapeless potential, man's effect was enough to cause Auberyon, Summer's Savior, to burst into being and the Primal World around him. A light like infinite suns spread across the dark world. The light was unable to burn away the souls darkening man yet brought dream back to them. This stalemate persists, waiting for the day when Auberyon and our folk will erase the darkness.

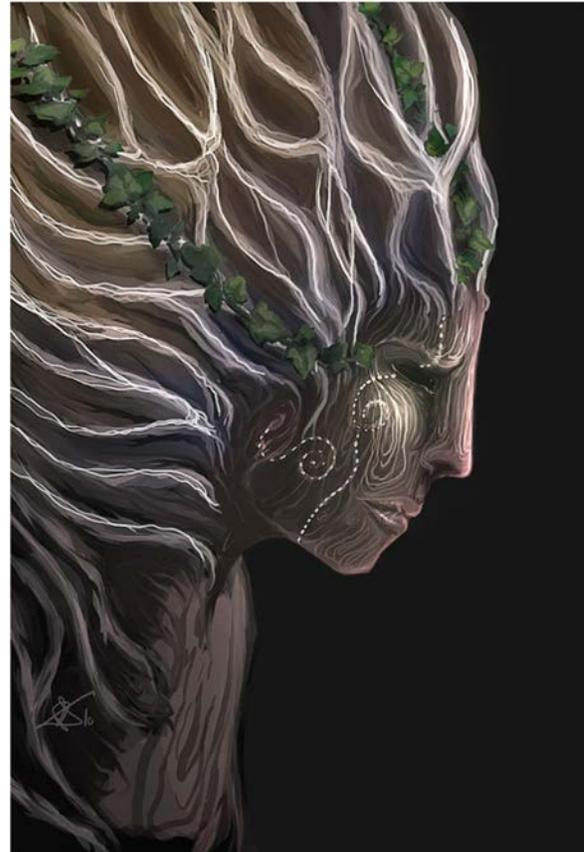
Let me tell you another tale, this one shorter. Auberyon, Winter's Wastrel, looked with jealousy upon the mortal races when they were first placed upon the material, and craved the special souls given to them by their gods. He stole one of these first souls, dragging its heavy weight back to the Primal World, the birthplace of all fey. Try as he might, he could not copy the deities' handiwork. In a rage, he tore the mortal soul into scraps. As the remnants of the soul scattered about the Primal World, they were reflected in the timeless dream and we, the first folk, came to be. Auberyon claimed us as his own people, then placed us to be lords of all fey and subjects to his whim. When Auberyon remembers his jealousy and rages, he sends us, his people to torment the mortal realms out of spite.

Is there truth in these tales, or are they just the ramblings of a creature your people have come to know as the red-eyed dog in the darkness that leads to misery? Yes. This is as clear as we, the first folk, can be when truth is the subject, bargain or no.

Physical Description

We, the first folk have numerous forms, as befits creatures of dream and imagination. Our original birth form is that of a slim, relatively androgynous being of elven size. High cheekbones, pointed ears and large, expressive eyes in luminescent shades of grey, blue, or green dominate a face that is otherwise mostly featureless with thin lips and barely a hint of a nose. Our refined smiles contain symmetric, needle-like teeth. Our skin is pale and peppered with iridescent highlights that are more prominent in sunlight, moonlight, or darkness, depending on our time of birth. We have very little hair on our bodies but lush, copious amounts on our head in pastel and other pale hues. We consider this the form to take in polite company, when treaties or formalities need to be discussed. Wearing this form is the equivalent of mortals peace-bonding their weapons before a public gathering, as many of our most potent fey abilities cannot be used in it.

Our second form is the one most often seen by mortals, yet least recognized. It is what we call our seeming, a shape to disguise and blend in with the mortal races. In this form we are physically indistinguishable from a mortal. Each seeming is unique and chosen when we initially step foot on the material plane. Many of us choose a seeming of human or elven shape, with elven forms particularly common. These are the two races we, the first folk, deal with most frequently. Virtually every humanoid



race has been emulated in a seeming at one time, however.

The third form, the one most of my people consider their true form, is what we call an aspected form. This form is unique for each of us, and mortals have mistaken aspected forms for everything from boggards and bogeymen to nymphs, dryads, and animal lords. It is a form emblematic of the aspect of the Primal World with which an individual first folk most identifies. Our aspected forms are crafted from the raw fabric and limitless potential of our imaginations, and allow us to draw great power from the Primal World even when absent from it.

Society

Mated first folk will occasionally feel a strong compulsion to create new life, a drive that seems motivated more by the current population than what mortals would consider love. In a rare act of selflessness, we each give up part of our being to create a nucleus of spirit which draws energy from the Primal World and we who have come before to create a new being. Our offspring thus materialize fully-formed into being, void of experience but full of

passion and potential. We do retain a bond to those considered our parents, but we do not keep strong familial ties as each is expected to forge his own unique path in our culture and these paths inevitably clash. In the Solstice Court of the timeless dream, pure, uncomplicated feelings of affection are rare.

The last mortal privy to the courts of Auberyon the Solstice King described them as, “a lesson in organized anarchy.” The names used to describe our factions have filtered down to mortals in the past, be it sidhe, tuathan, menehune, green men, kami, orishas, stormchildren, and myriad others. We tie stories to these titles, spreading fantastic tales among mortals to spur your imaginations and for our own amusement. We claim to have an epic divide between our peoples labeled the seelie and unseelie. These and other names essentially have no real meaning, being as frivolous as the first folk who create them.

It is true that our society has very little in the way of lasting traditions, but some constants hold true. Just as one season gives way to another, the structure of the Solstice Court vacillates between the Courts of Autumn and the Court of Spring. Scattered halls, hideaways, and keeps dot the Primal World during the Courts of Autumn as small, fractured groups of the first folk engage in miniature dramas, petty plots against one another, artistic endeavors, occasional fights, and other frivolous pursuits of a people untouched by time or progress. All of the tiny courts keep in contact with each other during the Courts of Autumn, with members joining or getting exiled from one motley group to another in a tangled web of what outsiders would consider dysfunctional relations.

When Auberyon forms the Court of Spring, the entirety of my people in the Primal World attends court in the Solstice King’s massive feast hall. It is an endless celebration of revelry and debacle following the traditions set forth by Auberyon. I use the term tradition loosely, as these change constantly based on Auberyon’s whim. The two tenets that are as close to a constant as you can get in the Primal World are: no mortals shall attend the courts, and all in attendance must show fealty to the Solstice King. Within those two rules, anything and everything goes. Hundreds of plots contrived during the Courts of Autumn play out at this grand revelry, crashing into each other with wild abandon. The Court of Spring is frequently a sanguine event, in all meanings of the word.

One group of noteworthy mention is those we call sidhe. They spend their existence in graceful elven seemings, adopt titles mortals would find similar to



their nobility, and rule beneath Auberyon as a sort of impromptu nobility in the courts. Some even have aspected forms patterned on their seemings, full of delicate symmetry. Sidhe have one of two existences: they either dedicate themselves to a full mortal lifetime outside the Primal World, or they remain eternally in the courts for as long as they are sidhe. It is said that being sidhe is a phase every one of my kin must experience but that, thankfully, most outgrow. They can be extremely stuffy blighters to the rest of us first folk.

Those of us who dwell outside the Primal World can feel a sense of longing for the ruckus of the Solstice Court despite the unique experiences of the mortal realms. On auspicious moments such as a solstice or equinox, or beneath the dark of a new moon or eclipse, we gather in the deeps of the Dire Weald and other places unsullied by civilization. These small gatherings pale in comparison to the grandeur we left behind, but are wild affairs by mortal standards.

Relations

In the distant past we traveled freely from the Primal World to the material. Now, the pathways are dark and the dreaming land is segregated. Auberyon has declared travel to and from the Primal World forbidden without his express permission; woe to any of our folk who attempt to bring an outsider to our

realm, and doubly so to any mortal foolish enough to intrude into our dream. The fate of our taskshaper pets will pale in comparison to that mortal's suffering. The barrier that you call the Dire Weald has thankfully kept tension at its current level and stayed the Solstice King's hand on more drastic measures.

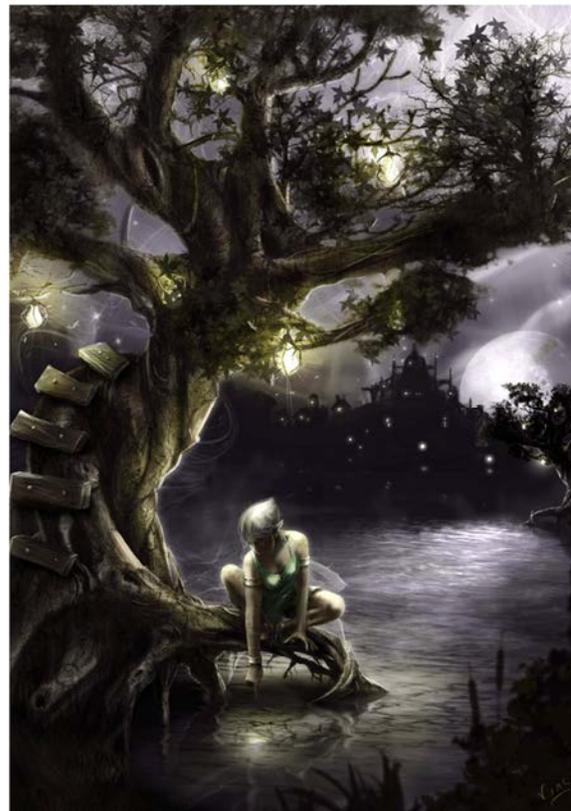
With all doom and gloom aside, the relations between we, the first folk, and you, the mortal races, are... complicated as always. The elven and gnomish people still teach their children the proper ways and rituals to deal respectfully with us, and we return that respect as much as is proper. Dealings between the rest of the races and my people are sourer. There is a reason we adopt mortal seemings when walking in their midst. Our aspected forms, in particular, tend to elicit panic and hysteria. It seems many mortals have trouble with creatures that see themselves as fundamentally superior to them, and we have a pronounced allergy to mobs of 50 frightened lesser creatures waving sharp bits of cold iron.

It is within the bounds of personal relationships between individuals that we, the first folk, and other races flourish, even while there may be no good formal agreements between races. Both we and they find it easier to form ties with one another on a private basis. I will not share the details of such with you as that goes beyond the bargain made for this text, but I can tell you that even an old, fearsome bogey like Red Shuck has had deep and intimate bonds with a few exemplary mortals. First folk dedicated to a mortal existence quickly find boon companions they can trust with their true nature, lest their foray into the mortal realms be short indeed.

Alignment and Religion

Few of my kin have what you would consider an ordered mind or personality. As creatures of dream, what is new and exciting one moment can be stifling the next. I have heard mortals call us insane, monstrous, or creatures of chaos, which is a limited insight. Abstract dreams are not necessarily full of randomness and chance, but they are for the most part the terms that best describes our average personality. Our minds unlike those of mortals are simply flexible enough to enjoy the experience of existing. Some of my kin certainly tend to focus on thoughts and deeds mortals label good or evil, but most of us are more complex than a single word.

We have absolute belief in ourselves. That is as close to a religion as we prefer to tread. One of the few unfortunate flawed creations of dreaming is the



perversions of power mortals call deities. It was an errant dream that felt something was lacking in the primal world, went seeking for something more and brought back something that diminishes the rest of the world. From the broken dream of divinity came the foul concept of undeath, of mortals not being humble enough to accept what they are and breaking that which must not be broken in a futile grab for immortality. The undead, and the divine by proxy, are dreamless.

Adventurers

Given that the unique lure of mortal experience is what draws my kin to the mortal realms, it should come as no surprise that many take up the mantle of adventurer. What better way to experience as much offered by this world as possible? Most of my people who succumb to the call of adventure develop an aspected form and rely upon our natural abilities, but there are plenty of us who like to experience a mortal path at least once. It is a sidhe tradition to spend at least one full lifetime in mortal guise, and if you have ever met one of the stuffy court-bound sidhe it is truly a shock to see how fully they throw themselves into the joy and abandonment of the mortal realms.



We, first folk gravitate to certain paths more than others, due to natural affinity and to cultural predilections. We commonly choose the way of the bard, rogue, and sorcerer, as the first folk are nothing if not creatures of passion, cunning, and raw arcana. Our sorcerers most often express fey bloodlines, but some tap into the power of the elements or the natural world. Similarly, those of us who heed a more visceral, martial calling slip easily into the role of embracing the barbarian's rage or, less frequently, the focused training of the professional fighter. One of my kin will occasionally pursue the studied, codified way of mortal wizardly magic, but it seems against our nature. It is like telling the raven that he must learn to run through the undergrowth instead of taking wing.

The paths you will probably never see one of the first folk pursuing are those devoted to what you call "divine" powers. These entities are as alien to our being as the most aberrant thing from the outer planes is to mortal races. Why bother trying to prostrate ourselves before *Our Glorious Mother of Groveling for Scraps of the Universe* when we are creatures of pure, unfettered dream? On a similar note, as much as we develop ties to druids, shamans, and witches those are not paths that first folk usually desire. We do not worship nature; we *are* nature and so much more. Our greatest lords are the patrons with which witches make pacts, not the other way around.

Special mention should be given to the curse known as the taskshaper. While usually reserved for mortal

pets of Auberyon and his sidhe nobles, there are rare exiles among the first folk who are taskshapers. They are the result of carelessly and grievously offending Auberyon. While they possess unique shapeshifting powers they are avoided by their kin due to pity and fear of association.

Names

The answer you receive when you ask one of the first folk for his name depends on his intentions towards you, his sense of humor, the phase of the moon, whether you are standing to his right or his left, whether you have eaten fish within the past fortnight, and whether you have disrespectfully crammed him in a cell with loathsome cold iron. Or, if you'd prefer, it pretty much depends on whim. We choose our names and titles to evoke what we feel represent our true essence, sometimes adopting monikers placed on us by Auberyon and his courts. Self-chosen titles are spoken with care in the courts, as the Solstice King can easily take offense (depending on his mood) at presumptive or inappropriate titles and rename the offending fey on the spot. We may even take a fancy to nicknames you mortals give us and claim them as our own.

Some of us keep a single name for what you would consider lifetimes. I, for example, have entertained you as Red Shuck for what you consider centuries. Others discard names like careless lovers, calling

themselves by whatever most appropriate at the moment. Those of us who identify as sidhe tend to have courtly names and titles that would sound to you as mimicking your courts and circles of power. In actuality, it is you who have aped us as we are all you have, and will ever, dream.

One name of special note is our first and true name. It is one we, as first folk, must discover on our own, a special name that embodies the accomplishments of the dreams which made us and our destined place upon the Primal Plane. It is a name whispered to the fey that we consider our parents, to the ear of the Solstice King, and to no other.

First Folk Racial Traits

+2 Dexterity, +2 Charisma, and -2 Wisdom: First folk move with exceptional grace and have magnetic personalities, but are creatures of whim lost in their imaginations.

Medium: First folk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: First folk have a base speed of 30 feet.

Dream Attunement: First folk gain a +2 racial bonus on saving throws against illusion spells and effects, and can automatically attempt to disbelieve any illusion within 10 feet that normally allows a saving throw to disbelieve.

Mortal-Touched: First folk are fey, but those who leave the eternal dream of the Primal World become interwoven with the mortal realms. They are treated as both fey and humanoid with the shapechanger subtype when not in the Primal World. While first folk (and other fey) are described as having spirits instead of souls, these are functionally similar for *raise dead* spells and similar purposes.

Primal Healing: First folk are infused with the life energy of the Primal World. They heal an extra 2 hit points per die rolled from magical healing, and heal twice as fast as normal from natural healing. Damage caused by cold iron weapons cannot be healed with natural healing.

Seeming (Sp): First folk can assume the appearance of a specific Small or Medium humanoid. The majority of First folk choose an elf seeming, but any humanoid form can be chosen. The appearance of this form is chosen at character creation and cannot be changed. This is a polymorph effect that only changes physical appearance and does not modify ability scores or confer any abilities. The caster level for this ability is equal to the first folk's character level. This ability has an effective spell level of 1st.



Wildsight: First folk can see twice as far as humans in conditions of dim light, and can automatically see through the seemings of other first folk. This ability is treated as low-light vision for the purposes of meeting prerequisites.

Languages: First folk begin play speaking Common and Sylvan. First folk with high Intelligence scores can choose from the following: Aklo, Aquan, Auran, Elven, Gnome, Goblin, Ignan, and Terran.

Age, Height and Weight

The aging of the physical body is such a unique experience, exhilarating and bittersweet all at once. It is something only those of us brave enough to travel the mortal realms (or foolish enough to incur the wrath of Auberyon to the point of exile) undertake. While we reside in the Primal World, seasons may flow around us creatures of spirit but we stay untouched by the hand of time.

This may sound like an absolute treasure to mortal ears, but with agelessness comes a sort of static mental ossification. There is nothing like a shot of mortality to reinvigorate an imagination full of predictable dreams. The taste of the fear of death is a feast for those of us with a refined palette.

First Folk Random Starting Ages*

Adulthood	Intuitive	Self-Taught	Trained
0 years	10+1d4 years	10+1d6 years	10+2d6 years

First Folk Aging Effects*

Middle Age	Old	Venerable	Maximum Age
62 years	93 years	125 years	125+3d20 years

*First folk do not age while in the Primal World. This delays both their physical attribute penalties and mental attribute bonuses from aging. First folk effectively have adult bodies from the moment of their creation, and the starting ages for first folk PCs indicate time spent on the material plane. A first folk NPC who never leaves the Primal World will never age past adulthood.

First Folk Height and Weight Table

Size	Base Ht	Ht Mod	Base Wt	Wt Mod
Medium	5 ft. 4 in.	+2d8 in.	100 lbs.	+2d6x5 lbs.

Alternate Racial Traits

+2 Dexterity, +2 Constitution, -2 Intelligence

Some of the first folk eschew the theatrics of the Solstice Court, preferring to while away the time in the wilds of the Primal World. They become heartier than their peers, but their thoughts turn towards feral instinct instead of courtly wit.

+2 Intelligence, +2 Charisma, -2 Strength

The first folk who spend much of their existence in the Solstice Court hone their intellect through countless plots and intrigues, but lose some of the athleticism of their more worldly peers.

Adept Skirmisher: First folk warriors are accustomed to acrobatic, theatric fights in close quarters in the chaos of the Solstice Court and in the verdant wilds. They gain a +1 dodge bonus to AC against attacks of opportunity provoked by using a ranged weapon in melee and by moving through threatened squares. This racial trait replaces the primal healing racial trait.

Arcane Instinct: An intuitive knack for minor magical tricks and magic items comes naturally to certain first folk. They gain a +2 racial bonus to Use Magic Device checks. In addition, if they have a Charisma of at least 11, they gain the following spell-like abilities usable once per day: *arcane mark*, *prestidigitation*, *read magic* and *identify*. The caster level for these effects is equal to the first folk's character level. This racial trait replaces the primal healing racial trait.

Bounteous Vitality: The life energy of the natural world courses strongly through some first folk's veins. They gain a +2 racial bonus on saving throws against necromantic spells and effects, and ignore the first 5 points of negative energy damage from any effect. This racial trait replaces the dream attunement racial trait.

Creative Spirit: Some first folk prefer to focus their imaginative essence outward into tangible effects. They gain a +1 racial bonus to their effective caster level for conjuration (creation) spells and effects. In addition, if they have a Charisma of at least 11, they gain the following spell-like abilities usable once per day: *create water*, *mending*, *purify food and drink*, and *crafter's fortune*. The caster level for these effects is equal to the first folk's character level. This racial trait replaces the primal healing racial trait.

Deepsight: The thickest shadows and darkest depths call to some of the first folk. They gain darkvision 60' and light sensitivity, and can automatically see through the seemings of other first folk. This racial trait replaces the wildsight racial trait.

Disir: The roots of fate and destiny lie in dream, and some first folk have a natural aptitude for power associated with those concepts. They gain a +1 racial bonus to the DC of their spells and abilities that have curse effects, and to the DC of their hex class features. This racial trait replaces the dream attunement racial trait.

Elemental Dweller: Some first folk live in the wildest, most remote locations and are inured to their environment. They gain energy resistance 5 to one of the following energy types at character creation: acid, cold, electricity, or fire. This racial trait replaces the dream attunement racial trait.

Exile: First folk who are cast to the material plane in exile become affected by the disconnection from the Primal World, and harden their spirits towards their kin. They gain a +1 racial bonus to attack rolls against

fey, a +1 racial bonus to the DC of their spells and class abilities against fey, and a +1 racial bonus on saving throws against spells and effects of fey. They also gain low-light vision. This racial trait replaces the primal healing and wildsight racial traits.

Fey Immunities: The timelessness of the fey courts has granted unique immunities to many first folk. They gain a +2 racial bonus on saving throws against enchantment spells and effects, and are immune to *sleep* effects. This racial trait replaces the dream attunement racial trait.

Mercurial Essence: Rare first folk have such a mutable personality that they seem to become entirely different beings through the course of their existence. Most become paragons of their race. Whenever these first folk gain a level, they can change their alignment with no penalty. If they are a first folk paragon with the aspect ability, they can also change their aspect each time they gain a level. This racial trait replaces the dream attunement trait.

Shaded Confidence: Some first folk are truly in their element in the quiet, shadowed spaces that most overlook. They gain a +1 morale bonus to skill checks, ability checks and saving throws in areas of dim light or darkness. This racial trait replaces the primal healing racial trait.

Trickster: All first folk enjoy playing pranks on mortals, but some truly revel in it. They gain a +1 racial bonus on Bluff and Sleight of Hand checks, and once per encounter can feint in combat as a swift action without provoking an attack of opportunity. In addition, if they have a Charisma of at least 11, they gain the following spell-like abilities usable once per day: *dancing lights*, *ghost sound*, *mage hand*, and *vanish*. The caster level for these effects is equal to the first folk's character level. This racial trait replaces the primal healing racial trait.

Favored Class Options

The following options are available to all first folk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Barbarian: Add 1 to the first folk's based speed. In combat this has no effect unless the first folk has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class'

fast movement feature and applies only under the same conditions as that ability.

Bard: Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

Druid: The druid gains +1/6 uses per day of wild shape.

Luckbringer: The luckbringer gains +1/6 of a new improbable.

Ranger: Add DR 1/cold iron to the ranger's animal companion. Each time the ranger selects this benefit, the DR/cold iron increases by +1/2 (maximum DR 10/cold iron). If the ranger ever replaces his animal companion, the new companion gains this DR.

Rogue: Add a +1/2 bonus on Bluff checks to feint and to Sleight of Hand checks to take an object from a creature.

Shaman: Add DR 1/cold iron to the shaman's animal spirit guide. Each time the shaman selects this benefit, the DR/cold iron increases by +1/2 (maximum DR 10/cold iron). If the shaman ever replaces his animal spirit guide, the new animal spirit guide gains this DR.

Sorcerer: Add one spell known from the druid spell list. Treat this spell as an arcane spell of one level higher than its druid spell level. This spell must be at least one level below the highest spell level the sorcerer can cast.

Summoner: Add +1/4 to the evolution pool of an eidolon with the fey creature type.

Taskshaper: Add +1/2 to the taskshaper's moments of change pool.

Time Thief: Add +1/2 mote of time per day.

Witch: Add DR 1/cold iron to the witch's familiar. Each time the witch selects this benefit, the DR/cold iron increases by +1/2 (maximum DR 10/cold iron). If the witch ever replaces his familiar, the new familiar gains this DR.

Class Archetypes

Solstice Pariah (Taskshaper Archetype)

The worst punishment we can receive is to be exiled and have the path of the taskshaper forced upon us. Cast from the Solstice Court and the Primal World, these pariahs walk a lonely path. Their fellow taskshapers do not trust them, given their fey heritage. Even those of us who pity them shun their presence, lest we be accused of collusion and suffer the same fate. Better to have your spirit shredded and sent back into the dream than become like them.

Solstice Pariah

The solstice pariah has been cursed to become a taskshaper by Auberyon the Solstice King. Despite

being exiled from his homeland, his ties to the Primal World resonate with the changes inflicted upon his body. Powers normally reserved for the paragons of the first folk spring from his moments of change.

Aspect: At 2nd level, the solstice pariah becomes attuned to a particular theme of the Primal World, similar to the first folk paragon ability. He gains a bonus equal to ½ his level to the two skills listed for his chosen aspect. He also gains the power listed for his chosen aspect as if he were a 1st-level first folk paragon. This ability replaces the shaped capacity gained at 2nd level.

Fey Power: At 5th level, the solstice pariah learns a fey power, as the first folk paragon ability. His effective first folk paragon class level for qualifying for this fey power is equal to his solstice pariah level, and his effective level for determining the effect of the fey power is his solstice pariah level. He must meet the prerequisites of the fey power with the exception of natural weapon requirements. If he selects a fey power that requires a natural weapon, he can only use the fey power while in a form that grants that natural weapon. This ability replaces the ability shift gained at 5th level.

Fey Dust (Su): At 10th level, the solstice pariah can spend a moment of change to create mystic fey dust. Each time he uses a moment of change in this way, he can choose one of the following first folk paragon fey powers to use for 1 round: enchanting dust, fool's dust, fugue dust, or wildcharm dust. His effective first folk paragon level for these fey powers is equal to his solstice pariah level. This ability replaces the shaped capacity gained at 10th level.

Wild Hunter (Witch Archetype)

Ahh, the Hunt! When the fey lords are feeling particularly randy or malevolent, they loose the Wild Hunt into the night to roam the land and pillage with abandon. It is an awesome sight indeed, as long as you are not in its path. Pray it was not called for you, for it will run you to ground before the sun rises. Some of my kin tie their fates to these fey lords, swearing fealty and directing the Hunt for their masters in return for power.

Wild Hunter

The wild hunters are witches who have a powerful fey lord as patron. Similar to other witches, their patron provides them with eldritch power. However, instead of normal familiars they are attended by wild hounds provided by their lord and call up spiritual representations of the Wild Hunt. They are mostly given free rein, but when the fey lords call their due

the wild hunters summon the Hunt against their master's enemies.

Patron: A wild hunter must select his patron from the following list: animals, elements, enchantment, moon, shadow, stars, transformation, winter.

Patron Spells: The wild hunter replaces the 4th-level spell on his patron spell list with *spiritual ally*.

Wild Familiar: The wild hunter forms a close bond with a hound from the Wild Hunt bound into physical form. The hound takes the appearance of an oversized wolf with coal-black fur and burning red eyes. This uses a wolf with darkvision 60' instead of low-light vision as the base creature and uses the standard witch familiar rules.

At 7th level, the wild familiar gains unnatural aura with a range of 30 feet. Animals do not willingly approach the wild familiar unless the animal's master makes a DC25 Handle Animal, Ride or wild empathy check. This replaces the wild familiar's speak with animals of its kind ability.

At 13th level, the wild familiar gains frightful presence. The wild familiar can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the wild familiar must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10+1/2 the wild familiar's HD+the wild familiar's Charisma modifier. If the wild familiar has at least 4 more HD than an opponent, that opponent becomes frightened instead. Foes with more HD than the wild familiar are immune to this effect. This replaces the wild familiar's scry on familiar ability. This ability modifies the witch's familiar ability.

Wild Steed (Sp): At 6th level, the wild hunter can conjure up a steed from the Wild Hunt. This is a Large quasi-real stag, as the *phantom steed* spell, that can only be ridden by the wild hunter. While riding the wild steed, the wild hunter gains a +1 bonus to his caster level for his patron spells. This ability can be used once per day, and one additional time per day at 12th and 18th level. This ability replaces the hex gained at 6th level.

Summon the Hunt (Sp): At 8th level, the wild hunter can evoke a wolf-shaped beast of pure force when he casts *spiritual ally*. The spell's effect operates as normal but gains an insight bonus equal to the wild hunter's Intelligence modifier to attack rolls. He can also lose a prepared spell of 4th level or higher to spontaneously cast *spiritual ally*. Spontaneously cast *spiritual ally* spells count as patron spells for the purpose of any effect or ability that modifies patron spells.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon first folk can multiclass freely between standard character classes, prestige classes for which he qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

First Folk Paragon Class

Most of my kin walk the path of the Primal World, as the compulsion to aspect ourselves to the dream and develop a true form is irresistible. It is only those who visit or are exiled to the mortal realms that pursue what you consider careers or wander from this path's potential for greatness. Even those like me who adore you silly, unpredictable mortals, and spend so much time playing in this world still prefer to find great power in the wild ways of our people.

First folk paragons are those members of that race who embody one of the aspects of the Primal World, becoming a living piece of folklore. They grow into walking examples of imagination, augmenting their physical appearance and learning a range of supernatural powers.



Role: First folk paragons are the embodiment of imagination, and can fulfill a wide variety of both standard and unorthodox roles in an adventuring party depending on what powers they develop.

Alignment: Non-lawful

Hit Die: d6

Class Skills: The first folk paragon's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (geology) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Swim (Str), Use Magic Device (Cha)

Skill Ranks per Level: 6 + Int modifier

Class Features

All of the following are class features of the first folk paragon.

Weapon and Armor Proficiency: A first folk paragon is proficient with all simple weapons and light armor.

Aspect: A first folk paragon is attuned to a particular theme of the Primal World. He gains a bonus equal to $\frac{1}{2}$ his level (minimum +1) to two skills

Table: First Folk Paragon Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Aspect, aspected form, damage reduction 1/cold iron
2 nd	+1	+0	+3	+3	Fey power
3 rd	+1	+1	+3	+3	Aspect endowment
4 th	+2	+1	+4	+4	Fey power
5 th	+2	+1	+4	+4	Damage reduction 2/cold iron
6 th	+3	+2	+5	+5	Fey power
7 th	+3	+2	+5	+5	Aspect endowment, primal spelltrick 1
8 th	+4	+2	+6	+6	Fey power
9 th	+4	+3	+6	+6	Waking dreams
10 th	+5	+3	+7	+7	Damage reduction 3/cold iron, fey power
11 th	+5	+3	+7	+7	Aspect endowment
12 th	+6	+4	+8	+8	Fey power
13 th	+6	+4	+8	+8	Primal spelltrick 2
14 th	+7	+4	+9	+9	Fey power
15 th	+7	+5	+9	+9	Damage reduction 4/cold iron
16 th	+8	+5	+10	+10	Fey power
17 th	+8	+5	+10	+10	Aspect endowment
18 th	+9	+6	+11	+11	Fey power
19 th	+9	+6	+11	+11	Primal spelltrick 3
20 th	+10	+6	+12	+12	Damage reduction 5/cold iron, fey power, primal lord

and a unique power, both varying by aspect. The first folk paragon chooses from the following aspects:

Beast: Wild Empathy (Ex) – The first folk paragon gains the wild empathy ability, with an effective druid level equal to his first folk paragon class level. If he gains wild empathy from multiple classes, levels in those classes stack for determining his effective druid level. Aspect skills – Perception and Survival

Environment: Favored Terrain (Ex) – The first folk paragon gains a favored terrain, as the ranger class ability. He can select any terrain type except planes (any) or urban. He does not gain additional favored terrains as he increases in level, but his favored terrain bonus does increase by +2 every 6 levels. Aspect skills – Knowledge (geography) and Knowledge (nature)

Fate: Warp and Weave (Su) – The first folk paragon gains a +1 bonus to the DC of his abilities granted by aspected form, aspect endowment or fey powers. He also gains a +1 bonus to saving throws against the spell-like abilities and supernatural abilities of fey. At 11th level, these bonuses increase to +2. Aspect skills – Spellcraft and Use Magic Device

Nightmare: Darkest Fears (Su) – As a standard action, the first folk paragon can make a Sense Motive check against a DC of 10+target's HD+target's Wisdom mod to learn a creature's biggest and most immediate fears and concerns. When this ability is successfully used on a shaken, frightened or panicked target, the first folk paragon also learns the target's surface thoughts. Aspect skills – Intimidate and Sense Motive

Passion: Emotion Surge (Su) – As a swift action, the first folk paragon can channel anger to gain a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. Alternately, he can channel mirth to gain a +1 competence bonus on attack rolls, damage rolls and skill checks. This ability can be maintained in following rounds as a free action. The first folk paragon can use this ability a number of rounds per day equal to 2*his level+his Charisma modifier. This is a mind-affecting emotion effect. Aspect skills – Diplomacy and Perform

Seasons: Child of the Wild (Su) – The first folk paragon can exist comfortably in conditions between -

50 and 140 degrees Fahrenheit without having to make Fortitude saves, and gains a +2 bonus on saving throws to resist any other effect of a natural environment. He also treats wind effects as one category less severe. Aspect skills – Fly and Knowledge (history)

Aspected Form (Sp): The first folk paragon can use his racial seeming ability to shift into a new form. His aspected form is Medium and has a humanoid shape, but can have virtually any fantastic appearance thematically appropriate to the first folk paragon's aspect. Once chosen, the aspected form rarely changes except in minor details to reflect natural weapons and powers gained as the first folk paragon increases in level. However, the first folk can radically change his aspected form's appearance when he gains a level if he has a fundamental change in personality; GMs should treat this as significantly as they treat changing alignments. The first folk paragon can treat his aspected form as his true form when affected by effects that see through polymorph effects (such as *true seeing*) or force polymorphed creatures to revert to their true form. The caster level for this ability is equal to the first folk paragon's class level. This ability has an effective spell level equal to ½ the first folk paragon's level (maximum 9th at 18h level).

The first folk paragon also gains natural weapons and supernatural abilities when in his aspected form. Any saving throws for his abilities have a DC of 10+½ his class level+his Charisma modifier. The aspected abilities gained depend on the first folk paragon's chosen aspect, as follows:

Beast: Bestly Weapons (Ex) – The first folk paragon gains a bite and gore primary natural attack that deals 1d6 points of damage. He also gains either two claw primary attacks that deal 1d4 points of damage, or a hoof secondary attack that deals 1d4 points of damage and Toughness as a bonus feat.

Environment: Manipulate Terrain (Su) – As a standard action, the first folk paragon can create a shapeable area of one 5-foot square per level at a range of 10 feet/level where nearby natural terrain grabs and impedes creatures. Any creature in the area of effect must make a Reflex save or be entangled and unable to move. Entangled creatures can take a standard action to make a Strength check or Escape Artist check to break free. When this ability is used in the first folk paragon's favored terrain granted by his aspect, he deals 1d6 points of damage per four levels each round to entangled creatures. The first folk paragon can maintain this power by concentration.

Fate: Weal or Woe (Su) – As a standard action, the first folk paragon can grant a +2 bonus on attack rolls, saving throws, ability checks, and skill checks to a creature (other than itself) within 60 feet. Alternately,



he can grant a -2 penalty on attack rolls, saving throws, ability checks, and skill checks to a creature within 60 feet. A successful Will save negates this effect. This ability has a duration of 1 round/level, and can only be used on one target at a time. Any ongoing effect of this ability ends if it is used a second time. This is a curse effect.

Nightmare: Monster's Bite (Ex) – The first folk paragon gains a bite primary natural attack that deals 1d6 points of damage. In addition, he can demoralize any opponent damaged by his bite attack as a swift action.

Passion: Pathos (Su) – As a standard action, the first folk paragon can fascinate creatures within 30 feet. He can fascinate one creature per three levels (minimum 1). Targeted creatures can make a Will save to negate this effect. This condition lasts as long as the first folk paragon concentrates or until the fascination is disrupted. This is a mind-affecting emotion effect.

Seasons: Storm Strike (Sp) – As a standard action, the first folk paragon can make a ranged touch attack with a range of 60 feet to deal 1d6 points of damage, plus 1d6 additional damage for every two levels beyond 1st (maximum 10d6 at 19th level). This can either be cold, fire, electricity, or nonlethal damage. Creatures successfully hit by an attack dealing nonlethal damage from this ability are affected by a severe wind effect for 1 round. This ability is treated as the primal strike fey power for the purposes of qualifying for, and being affected by, fey powers with primal strike as a prerequisite. The caster level for this ability is equal to the first folk paragon's class level. This ability has an effective spell level equal to ½ the first folk paragon's level (maximum 9th at 18th level).

Damage Reduction (Ex): The first folk paragon reduces the damage he is dealt by weapons or natural attacks by 1. This damage reduction is overcome by cold iron. At 5th level and every five class levels thereafter, this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Fey Powers: As a first folk paragon gains deeper understanding of the Primal World, he learns how to tap into the energy of dream to produce a wide range of powers. At every even level, he can choose to learn a new fey power. Unless otherwise noted, each fey power can only be selected once and is a supernatural ability requiring a standard action to use. Any saving throws allowed by the first folk paragon's fey powers have a DC of 10+1/2 his class level+his Charisma modifier.

Fey powers marked with an asterisk can only be used while the first folk paragon is in his aspected form. Some fey powers have an affinity at the end of their description for certain aspects; a first folk paragon is treated as two levels higher for the purposes of meeting level-based prerequisites for a power if his aspect is listed.

**Captivating Tail (Su)* – The first folk paragon can weave his tail in hypnotic, mesmerizing patterns that fascinate a creature within 30 feet. For every four levels beyond 1st, the first folk paragon can target one additional creature. He must concentrate to maintain this ability, up to 1 round/level. Fascinated creatures will follow the first folk paragon if he moves, attempting to remain within 30 feet. A successful Will save negates the effect and renders a creature immune to the first folk paragon's use of this ability for 24 hours. The first folk paragon must have a tail slap natural attack to learn this power.

**Civilization-Scourging Stamp (Su)* – The first folk paragon utters a foul curse while kicking the door to a building or structure. A glowing mark shaped as his footprint is branded to the door. Any humanoid spending at least 10 minutes in the building must make a Will save or be cursed to be offensive to nature for the next 24 hours. If the first folk paragon has a hoof natural attack, the DC of this Will save increases by 2. Creatures must save against this curse every day they spend at least 10 minutes in the building. Animals and plant creatures automatically have a hostile reaction to offensive creatures. Animal companions are not hostile to their owners, but affected owners treat their animal companions as normal animals for the purpose of making Handle Animal checks. The first folk paragon can only have a single building marked by this power; when he marks a building, any previous mark disappears. This is a

curse effect. The first folk paragon be at least 6th level to learn this power. Affinity - fate

Disbelieve Wounds (Su) – The first folk paragon's power over dream allows him to imagine away some of his wounds. As a swift action, he can heal a number of hit points equal to his level. This power can only be used once per hour, and can only heal damage caused within the last minute. Damage caused by cold iron weapons cannot be healed by this power.

**Dream Eater (Su)* – The first folk paragon's bite attack is treated as a magic weapon and deals full damage against incorporeal creatures as a ghost touch weapon. He can also use his bite to consume the fabric of reality, effectively dispelling ongoing magical effects. As a standard action, he can bite a spell or effect with a noninstantaneous duration and make a dispel check (1d20+level) against a DC of 11+the effect's caster level to end the effect. If the spell or effect has been cast on a creature or is mobile, the first folk paragon must succeed on a melee touch attack as part of this standard action first. The first folk paragon must have a bite natural attack and be at least 8th level to learn this power.

Dust Zephyr (Su) – The first folk paragon has mastered casting out his mystical fey dusts on breezes. He can use his enchanting dust to affect all creatures in a 20-foot cone instead of the dust's normal area. The first folk paragon must know the enchanting dust power to learn this power.

Ear-Splitting Grin (Su) – The first folk paragon cracks an impossibly wide grin, his body pulling apart into two identical leering copies of himself. When using this power, he creates an illusionary duplicate of himself that must remain within 30 feet but otherwise acts independently as the first folk paragon wishes on his turn. The illusion cannot have any tangible effect on creatures, but does count as threatening adjacent opponents that have not disbelieved it to determine flanking bonuses. The illusion has the same AC as the first folk paragon, and is destroyed when hit. Area effects do not affect the illusion. As a swift action, the fey can swap locations with the figment. This is an illusion (figment) effect and a conjuration (teleportation) effect. The first folk paragon must be at least 8th level to learn this power.

**Eldritch Foliage (Su)* – The first folk paragon's skin is draped or covered in some form of foliage such as leaves, moss, lichens, kelp, etc. This foliage can be used for a particular effect, chosen from the following list when the power is first learned:

Corpsebloom: The first folk paragon can emit a stench that causes all living creatures within 30 feet to be sickened for 1 round/level. A successful Fortitude save negates this effect. Creatures that successfully save cannot be affected by the first folk

paragon's ability for 24 hours. This is a poison effect.

Fadeshade: The first folk paragon gains a +4 circumstance bonus on Stealth checks in natural terrain. He also is undetectable by animals and plant creatures unless he chooses for them to notice him. Touching an animal or plant creature, or taking a hostile action against any creature, suppresses this effect for the rest of the current encounter.

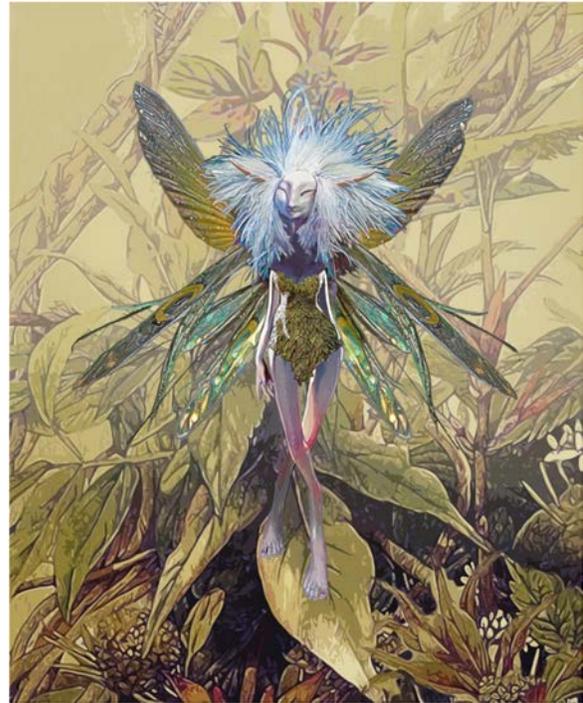
Greenhealing: The first folk paragon can heal living creatures by touch for 1d6 points of damage, plus an additional 1d6 for every two levels (maximum 10d6 at 19th level). This healing does not come from positive energy and has no effect on undead. A creature can only benefit from this healing once every 24 hours.

Mannaleaf: The first folk paragon can go without food and water for 1 day as long as he spends at least 1 hour in direct sunlight. As a standard action, he can also produce a fruit that provides a full day's nourishment and benefits of a *lesser restoration* spell to anyone who eats it. The first folk paragon can create a number of fruit each day equal to his level.

Numbtongue: The first folk paragon can make a melee touch attack to deal 1d4 points of Dexterity damage. A successful Fortitude save negates this effect. A creature damaged by this ability has a 20% chance of spell failure when casting spells with verbal components until the damage is healed. At 12th level, this power's damage increases to 1d6 points of Dexterity damage.

Tangletendrils: The first folk paragon gains a +4 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Creatures grappled by him take a -4 penalty on attempts to break the grapple and to Escape Artist checks. In addition, the first folk paragon can fire a tendril at a creature up to 15 feet away as a ranged touch attack. If he hits, the target is entangled and can only move within the limits the tendril allows. As a full-round action, an entangled creature can attempt a DC 20 Escape Artist check or a DC 25 Strength check to escape. The first folk paragon must have a free hand to use and maintain the tendril. The tendril has hit points equal to the first folk paragon's level and an AC equal to his touch AC. The tendril can be dismissed as a free action.

The first folk paragon must be at least 6th level to learn this power. This power may be learned one additional time at 12th level and at 18th level. A different ability must be chosen each time this power is learned. Affinity - environment



Enchanting Dust (Su) – The first folk paragon can conjure up magical dust into an adjacent 10-foot cube that clings to creatures and objects, outlining them in a pastel, flickering glow as though affected by a *faerie fire* spell for 1 minute/level. Alternately, as a swift action the first folk paragon can imbue one melee weapon, throwing weapon or piece of ammunition with the dust. Once applied, the dust persists on the weapon or ammunition for 1 round or until used for a successful attack. An imbued weapon or ammunition deals no damage, instead applying the dust's effects to a creature on a successful attack.

**Fever Scratch (Su)* – The first folk paragon's claws are coated with a supernatural toxin that causes vivid hallucinations. This is a poison effect. He must have a claw natural attack and be at least 8th level to learn this power.

Fever scratch toxin – *Type:* injury, *Onset:* immediate, *Frequency:* 1/rd for 3 rds, *Effect:* confused for 1 rd, *Cure:* 1 save

Fey Arcana (Ex) – The first folk paragon gains new spells per day as if he had also gained a level in an arcane spellcasting class he belongs to. He gains no other benefits a character in that class would have gained except for additional spells per day, spells known (if a spontaneous caster), and an increased effective level of spellcasting. If the first folk paragon has more than one arcane spellcasting class, he must decide to which class he adds this benefit.

In addition, the first folk paragon can choose one spell from the druid spell list and treat it as if it were on the

spell list for one of his arcane classes, as an arcane spell of the same level. The druid spell chosen must be of a level the first folk paragon can cast. This power may be learned multiple times.

Fey Knavery (Ex) – The first folk paragon gains the sneak attack +1d6 ability as a rogue. If he already has the sneak attack ability, his sneak attack damage increases by +1d6. He also gains a +1 bonus to Sleight of Hand checks and steal combat maneuvers, and only provokes attacks of opportunity on a failed steal combat maneuver check. This power may be learned multiple times.

Fey Music (Ex) – The first folk paragon adds ½ his class level to his effective bard level to determine the number of rounds per day he can use his bardic performance ability, the saving throw DCs of his bardic performances, and which performances he has mastered. In addition, he can affect plant creatures with his mind-affecting bardic performances. The first folk paragon must have the bardic performance ability and be at least 4th level to learn this power. Affinity - passion

**Fey Wings (Su)* – The first folk paragon can sprout a pair of wings appropriate to his aspected form, from gossamer dragonfly wings to flapping nightmarish shadow. He can grow or retract the wings is a swift action. The wings grant the first folk paragon a fly speed of 60' (40' in medium or heavy armor, or carrying a medium or heavy load) with average maneuverability. He can use these wings for 1 round/level each day. These rounds do not need to be consecutive.

**Fey Wings, Greater (Su)* – The first folk paragon's wings become more robust in appearance and ability. While using his wings, his maneuverability improves to good and he gains two wing buffet secondary attacks that deal 1d4 points of damage. The first folk paragon must know the fey wings power and be at least 8th level to learn this power.

Fool's Dust (Su) - The first folk paragon can use his enchanting dust to befuddle creatures' minds and weaken their wills instead of the dust's normal effect. A creature affected by fool's dust takes a 1d6 penalty to Wisdom for 1 round/level. This penalty cannot reduce a creature's Wisdom below 1. If a creature's Wisdom drops below the minimum required to cast spells of a particular level, the creature cannot cast those spells until the effect ends. The first folk paragon must know the enchanting dust power and be at least 6th level to learn this power.

Fugue Dust (Su) - The first folk paragon can use his enchanting dust to place creatures in an amnesic state instead of the dust's normal effect. A creature affected by fugue dust suffers a -1 penalty on saving throws against charms and compulsions for 1 round/level,

and retains no memory of events that occur once the effect ends. A successful Will save negates this effect. This is a mind-affecting compulsion effect. The first folk paragon must know the enchanting dust power and be at least 6th level to learn this power. Affinity - passion

Hexed Rhymes (Su) – The first folk paragon can utter curses through rhymes and sing-song talk. When this power is learned, the first folk paragon selects one hex from the witch hex list and can now use that hex. If the first folk paragon is at least 14th level, he can choose a hex from the witch major hex list instead. He must be able to speak clearly to use this power, similar to a verbal component, but his target does not need to hear him. His effective witch level for this hex is equal to his class level-4, and the saving throw for the hex is Charisma-based. If the first folk paragon has actual levels in the witch class, they stack to determine his effective witch level for this hex. The first folk paragon must be at least 6th level to learn this power. This power may be learned one additional time for every four levels above 6th. A different hex must be selected each time this power is learned.

**Hop-Along (Su)* – As a swift action, the first folk paragon can gain a +10 enhancement bonus on an Acrobatics check made to attempt a high or long jump by the end of his turn. This bonus increases by +10 for every five levels (maximum +50 at 20th level). The first folk paragon must have a hoof natural attack to learn this power.

**Imperious Crown (Su)* – The first folk paragon's horns are large and supernaturally majestic, rendering him impervious to attacks through presence alone. As a standard action, he creates a 60-foot radius emanation centered on himself that hampers any violent action made against him. Any opponent within the area of effect that tries to take a hostile action targeting the first folk paragon or including him in its area of effect must make a Will save or forfeit the action and cower for a number of rounds equal to his Charisma modifier. This power lasts as long as he concentrates and does not take any hostile actions. The first folk paragon must have a gore natural attack and be at least 12th level to learn this power.

**Impossible Brute (Su)* – The first folk paragon bulks up with ugly, brutish muscle when he expands his size. When he becomes Large, his size bonus to Strength increases to +6 and he gains a +4 natural bonus to AC. The first folk paragon must know the Spriggan's Spryness power and be at least 12th level to learn this power.

**Impossible Dash (Su)* – The first folk paragon can achieve blinding speeds when he shrinks his form. While Small, he can take a move action to move up to

120 feet. He also gains concealment (20% miss chance) and evasion (as the rogue ability) for 1 round. The first folk paragon must know the Spriggan's Spryness power and be at least 12th level to learn this power.

**Impossible Maw (Su)* – The first folk paragon can consume virtually any inorganic object with his bite. When damaging objects and making sunder combat maneuvers with his bite attack, he reduces an object's hardness by his level before applying damage. Nonmagical objects destroyed by the first folk paragon's bite are utterly consumed, but destroyed magic items exist as potential reality in his gut. He can regurgitate a destroyed magic item as a full-round action, and magic items can also be reconstructed from his corpse by *make whole* or similar spells and effects. No sustenance is gained from consuming objects. The first folk paragon must have a bite natural attack to learn this power.

Improvised Expertise (Ex) – By dreaming talent to himself, the first folk paragon can emulate some of the abilities of other classes. When this power is first learned, he chooses from the following classes. He counts as a 1st-level member of that class for the purposes of determining his effective class level in addition to the following abilities:

Bard: He gains the bardic performance, spells known and spells per day of a 1st-level bard.

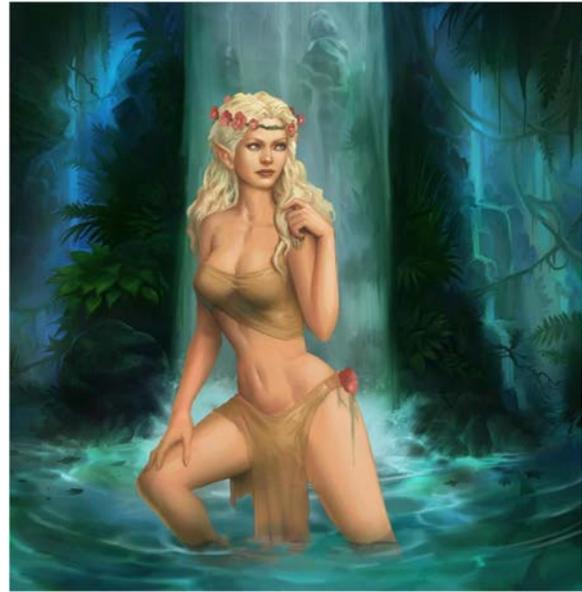
Rogue: He gains the sneak attack +1d6 and trapfinding of a 1st-level rogue.

Sorcerer: He gains the spells known, spells per day and Eschew Materials bonus feat of a 1st-level sorcerer.

Increased Damage Reduction (Ex) – *The first folk paragon's damage reduction increases by 1. This power can be selected up to five times. Its effects stack.*

Liberating Madness (Su) – By unfettering his mind from rational thought, the first folk paragon can overcome debilitating mental effects. As a swift action, he can gain the confused condition and suppress all other mind-affecting effects on himself for 1 round. This ability can be used a number of rounds each day equal to his level. These rounds do not need to be consecutive.

Mania Dust (Su)– The first folk paragon can use his enchanting dust to drive creatures to madness instead of the dust's normal effect. A creature affected by mania dust becomes confused for 1 round/level. A successful Will save negates this effect. This is a mind-affecting compulsion effect. The first folk paragon must know the enchanting dust power and be at least 12th level to learn this power. Affinity – nightmare, fate



Merge With Nature (Su) – The first folk paragon can merge with a natural feature, similar to the *meld into stone* spell. He selects a particular terrain element such as coral, stones or trees when this power is chosen, and can only merge into that element. A fey with the environment aspect must choose a terrain element native to his favored terrain. Entering or leaving the terrain element is a full-round action. The first folk paragon can maintain this power indefinitely. Spells and effects that damage, partially destroy or completely destroy the terrain containing the merged first folk paragon can damage or kill him; use the damaging spells listed for *meld with stone* as guidelines, subject to GM discretion. The first folk paragon must be at least 8th level to learn this power. Affinity - environment

Mesmerizing Presence (Su) – The first folk paragon is particularly attuned to his powers of fascination. A creature fascinated by his spells or abilities must be aware of an attack or hostile spell affecting either them or their allies in order to have the fascinated condition automatically broken. General threats in their vicinity will not automatically break the condition.

Mesmerizing Presence, Greater (Su) – Creatures fascinated by the first folk paragon must be directly attacked or affected by a hostile spell in order to have the fascinated condition automatically broken. In addition, the fascinated creature's allies must take a full-round action to shake it free of the effect. The first folk paragon must know the mesmerizing presence power and be at least 10th level to learn this power. Affinity - passion

**Nature's Weapons (Ex)* – The first folk paragon gains one of the following natural weapons: a bite

primary attack that deals 1d6 damage, two claw primary attacks that deal 1d4 damage, a gore primary attack that deals 1d6 damage, a hoof secondary attack that deals 1d4 damage, or a tail slap secondary attack that deals 1d4 points of damage. This power can be chosen once at 4th level, and once for every four additional levels. The first folk paragon cannot choose a natural attack type that he already possesses. Affinity – beast, nightmare

**Power of Unicorn (Su)* – The first folk paragon's gore attack is treated as a magic and good weapon for the purposes of overcoming damage reduction, and deals +2d6 damage to undead creatures. On a successful critical hit against an undead creature, the gore attack deals +4d6 extra damage instead. The first folk paragon must have a gore natural attack and be at least 6th level to learn this power. Affinity - beast

Primal Parry (Su) – The first folk paragon can deflect arcane energy hurled at him. As an immediate action while using his primal weaponry power, he can make a Reflex save to negate a spell or effect that required a successful ranged touch attack to affect him. The first folk paragon must know the primal weaponry power and be at least 12th level to learn this power. Affinity - seasons

Primal Strike (Sp) – The first folk paragon can hurl raw arcane energy at enemies. This is a ranged touch attack with a range of 30 feet that deals 1d6 points of damage, plus 1d4 additional damage for every two levels above 1st (maximum 10d6 at 19th level). This ability is usable a number of times per day equal to 3+the first folk paragon's Charisma modifier. The caster level for this ability is equal to the first folk paragon's class level. This ability has an effective spell level equal to ½ the first folk paragon's level (maximum 9th at 18th level).

Primal Strike, Extended (Sp) – The first folk paragon doubles the range of his primal strike ability. The first folk paragon must know the primal strike power and be at least 8th level to learn this ability. Affinity - seasons

Primal Weaponry (Sp) – The first folk paragon can form raw arcane energy into a melee weapon. This can appear to be any one-handed melee weapon formed of crackling energy. The weapon's effect is the same regardless of its appearance. The first folk paragon can make melee touch attacks with this weapon that deal damage as his primal strike. The weapon can be maintained indefinitely, but occupies a free hand. Using primal weaponry does not expend a daily use of primal strike. The first folk paragon must know the primal strike power and be at least 6th level to learn this power. Affinity - seasons

Resilient Form (Ex) – The first folk paragon's damage reduction improves to only being overcome

by weapons that are cold iron and lawful. The first folk paragon must know the disbelieve wounds power and be at least 10th level to learn this power. Affinity – beast, nightmare

Sanguine Angst Dust (Su) - The first folk paragon can use his enchanting dust to afflict creatures with a malefic grief instead of the dust's normal effect. A creature affected by sanguine angst dust takes 1d6 points of bleed damage and is blinded. A successful Fortitude save negates this effect. The effect lasts 1 round/level or until the bleed damage is healed. Bleeding from sanguine angst dust can only be stopped by a Heal check against a DC of 15+the first folk paragon's level or by magical healing. Magical healing requires the caster to make a caster level check against the same DC for the magical healing to have any effect. The first folk paragon must know the enchanting dust power and be at least 12th level to learn this power. Affinity - passion

Sidhe Sanctum Dust (Su) - The first folk paragon can use his enchanting dust to infuse an area with primal life energy disruptive to undead and dismissive of the divine instead of the dust's normal effect. This dust is applied to a 10-foot radius area of ground in order to be effective. Undead creatures must succeed on a Will save in order to enter the area. Undead creatures that do manage to enter the area gain a -2 penalty to attack rolls, damage rolls, skill checks, ability checks, and saving throws, and cannot use any negative energy-based abilities while in the area. Living creatures in the area of effect are immune to negative energy damage and energy drain, plus gain SR of 10+the first folk paragon's level against divine spells and the spell-like abilities of undead. This effect lasts for 10 minutes/level. Only one area may be sanctified by this dust at a time; when this dust is used, any previously existing effect ends. The first folk paragon must know the enchanting dust power and be at least 12th level to learn this power. Affinity - fate

Sleep Dust (Su) – The first folk paragon can use his enchanting dust to place creatures in sleep full of wild dreams instead of the dust's normal effect. A creature affected by sleep dust falls asleep for 1 round/level, and is confused for 1 round when it wakes. This is a mind-affecting compulsion effect. The first folk paragon must know the enchanting dust power and be at least 6th level to learn this power.

**Spriggan's Spryness (Su)* – The first folk paragon can rapidly shift between sizes, becoming Small or Large sized. While Small, he gains a +2 size bonus to Dexterity, a -2 size penalty to Strength, and a +1 bonus on attack rolls and AC. While Large, he gains space and reach of 10 feet, a +2 size bonus to Strength, a -2 size penalty to Dexterity, and a -1 penalty to attack rolls and AC. All equipment worn or

carried by the first folk paragon is similarly changed in size. This ability stacks with the first folk paragon's aspect form, as an exception to the standard rules for stacking size changed and polymorph effects. It does not stack with any other size changes or polymorph effects. The first folk paragon must be at least 8th level to learn this power. Affinity - nightmare

Summer Dawn Dust (Su) - The first folk paragon can use his enchanting dust to transmute creatures into the innocent beginnings of life. A creature affected by summer dawn dust must make a Fortitude save or be transformed into a harmless animal or mindless stationary tree or similar feature native to the environment. A creature transformed into a terrain feature has an effective Dexterity and speed of 0, but gains a +10 natural bonus to AC. This effect otherwise functions similarly to *baleful polymorph*, including requiring a secondary Will save for the creature to retain its mental faculties. The first folk paragon must know the enchanting dust power, at least one other fey power with dust in its name, and be at least 18th level to learn this power. Affinity - environment

Sympathy (Su) - The first folk paragon gains insight into the law of sympathy, seeing the connections between creatures and objects. As a standard action, he can observe the sympathetic connections of a particular creature or object within 30 feet. This ability can only be used once per day against a particular target.

When this ability is used on a creature, the first folk paragon knows if and why any objects he can see within range have significant meaning to the target creature. An object has significant meaning if the creature has used the object for a task deemed noteworthy by the GM, if the object has sentimental value to the creature, or if the creature has had the object in his possession for more than a week. The first folk paragon also knows if any creatures he can see within range have any of the following relationships to the target creature: family, friend, lover, rival, mortal enemy. A successful Will save negates this effect.

When this ability is used on an object, the first folk paragon knows if it has significant meaning to any creatures he can see within range. If the object has significant meaning to any creature more than 30 feet away, the first folk paragon gets a vague sense of the creature. He cannot identify the creature, but knows its type (and subtypes), gender, age category, and why the object has significant meaning to it. The first folk paragon must be at least 4th level to learn this power.

**Tap-Tap Tunnel (Su)* - The first folk paragon taps his foot on the ground in rapid succession, dropping into the ground and popping up nearby. As a move



action, he can transfer to a square up to 5 feet/level away. He must start and end this ability on a noniron-based surface. This is a teleportation effect. The first folk paragon can use this ability once per day for every two levels. The first folk paragon must have a hoof natural attack and be at least 8th level to learn this power.

Twist Hex (Su) - The first folk paragon's insight into sympathetic connections allows him to control the temporary connections caused by curses. As an immediate action whenever he makes a successful saving throw against a curse effect, he can force the curse to retarget its caster who must make a saving throw against the original DC +2. The first folk paragon must know the sympathy power and be at least 8th level to learn this power. Affinity - fate

**Whipslick Tail (Su)* - The first folk paragon has an extremely nimble and prehensile tail. He cannot wield weapons with the tail, but can retrieve small stowed items as a swift action. In addition, he can use his tail slap to make disarm, trip and steal combat maneuvers without provoking attacks of opportunity and without suffering the usual attack roll penalty for a secondary natural attack. The first folk paragon must have a tail slap natural attack and be at least 6th level to learn this power.

Wildcharm Dust (Su) - The first folk paragon can use his enchanting dust to charm creatures of the wild. Animals, plants and vermin affected by wildcharm dust become friendly to the first folk paragon, similar to the *charm monster* spell, for 1 minute/level. A successful Fortitude save negates this effect. Wildcharm dust's power is derived from enchanted pheromones, so immunity to mind-affecting effects will not protect against it. This is a charm effect. The first folk paragon must know the

enchancing dust power and be at least 6th level to learn this power. Affinity - beast

Winter Twilight Dust (Su) - The first folk paragon can use his enchancing dust to steal the years away from mortals. A creature affected by winter twilight dust must make a Fortitude save each round or increase its age category by one step (adulthood to middle age, middle age to old, old to venerable). The creature suffers the aging reduction to physical ability scores but does not gain the aging bonuses to his mental ability scores. A venerable creature that fails its Fortitude save dies, is permanently cursed, and cannot be brought back to life unless winter twilight dust's curse is first removed from the corpse. Once a creature has made 6 successful saving throws against this effect, it will not further age the creature. This is a curse, and any creature with nonstandard age categories such as dragons are immune to this effect. The first folk paragon must know the enchancing dust power, at least one other fey power with dust in its name, and be at least 18th level to learn this power. Affinity - seasons

Worldwalk (Su) - The entire living world is connected through primal dreams, and the first folk paragon's affinity with a particular terrain allows him to use that advantage to travel great distances. As a full-round action while merged into the terrain, the first folk paragon can instantly travel to any similar terrain element within 1 mile. He always knows the locations of any appropriate terrain elements within range while merged. The terrain element he travels to must be the same particular kind and be able to accommodate his size. For example, a first folk paragon with the ability to merge with rocks merges into a granite cliff. He can travel with this ability to any other suitably-sized deposit of granite within range. The first folk paragon must know the merge with nature power and be at least 14th level to learn this power. Affinity - environment

Aspect Endowment (Su): As the first folk paragon gains experience, he comes to embody his aspect of the Primal World ever more. At 3rd, 7th, 11th, and 17th level, he gains a special ability based on his aspect. These abilities can only be used while the first folk paragon is in his aspected form. Any saving throws allowed by the first folk paragon's aspect endowment abilities have a DC of 10+1/2 his class level+his Charisma modifier. The aspect endowment abilities gained depend on the first folk paragon's chosen aspect, as follows::

Beast: 3rd - Savagery (Ex) - The first folk paragon gains a +1 bonus to attack roll and damage rolls with natural weapons. This bonus increases by an

additional +1 every four levels above 1st (maximum +5 at 19th level).

7th - Beast of the Air, Earth, Hunt, or Water (Su) - The first folk paragon focuses his affinity on one particular group of beasts, gaining movement and sensory bonuses:

Beast of the Air: He gains a 60' fly speed (40' in medium or heavy armor, or while carrying a medium or heavy load) with average maneuverability. This ability is treated as the fey wings fey power for the purposes of qualifying for fey powers with fey wings as a prerequisite.

Beast of the Earth: He gains a 15' burrow speed and tremorsense 30'.

Beast of the Hunt: He gains a +10 enhancement bonus to base speed and scent.

Beast of the Water: He gains a 30' swim speed and the amphibious subtype.

11th - Feral Rush (Ex) - As a full-round action, the first folk paragon can move up to his base speed and make a full attack. He must move at least 5 feet between each of his attacks. Movement from this ability provokes attacks of opportunity as normal.

17th - Inhabit Animal (Su) - As a full-round action, the first folk paragon can attempt to disincorporate and merge his essence into any animal within 30 feet. A successful Will save negates this effect. *Protection from evil* or other effects which block possession also ward against this ability. A possessed animal is under full control of the first folk paragon.

The body retains its physical attributes, hit points, natural abilities, and automatic abilities. The first folk paragon keeps his mental attributes, level, class, base attack bonus, base save bonuses, and alignment. He retains use of his savagery and feral rush abilities, and any fey powers that don't require aspect form. If he inhabits an animal while it is slain, his body reforms adjacent to the corpse, he gains 2 negative levels and is stunned for 1d4 rounds.

The first folk paragon can inhabit an animal for as long as he wants, but can only attempt to possess an individual animal once every 24 hours. He can end the power as a standard action, reforming his body anywhere within 30 feet of the animal.

Environment: 3rd - Nature Stride (Su) - The first folk paragon can move through any sort of natural difficult terrain at his normal speed and without taking damage or suffering any other impairment. Terrain that has been magically manipulated to impede motion still affects him. In the favored terrain of his aspect, he can even ignore such magically manipulated features.

7th - Strength of the Land (Su) - The first folk paragon gains an ability based on the favored terrain from his aspect:

Cold: The first folk paragon gains cold resistance 10 and his manipulate terrain ability deals +1d6 extra cold damage.

Desert: The first folk paragon gains fire resistance 10 and his manipulate terrain ability deals +1d4 extra nonlethal damage as if from exposure to a hot environment (including fatigue).

Forest: The first folk paragon gains a +2 enhancement bonus to his natural armor bonus, and his manipulate terrain ability deals +1d6 extra damage to creatures with the fire subtype. His manipulate terrain ability automatically extinguishes nonmagical fires in its area, and can dispel fire effects (as a targeted *dispel magic*).

Jungle: The first folk paragon gains a +4 bonus to his CMB and CMD when making or resisting grapple combat maneuvers. His manipulate terrain ability gains a +1 bonus to its DC.

Mountain: The first folk paragon does not lose his Dexterity modifier to AC while balancing or climbing, and gains a +4 bonus to his CMD against drag, reposition and trip combat maneuvers. His manipulate terrain ability can affect incorporeal creatures as if they were physical.

Plains: The first folk paragon is immune to nonlethal damage from hustling, and ignores distance penalties to vision-based Perception checks up to a mile away. His manipulate terrain ability has a range of 20 feet/level.

Swamp: The first folk paragon gains the amphibious subtype. His manipulate terrain ability also sickens creatures while they are entangled and for 1 round afterwards.

Underground: The first folk paragon gains darkvision 60'. His manipulate terrain ability's area can be shaped into squares within range but outside line of effect, as long as the area starts within line of effect.

Water: The first folk paragon gains the amphibious subtype. His manipulate terrain ability forces entangled targets to hold their breath as if submerged in water.

11th – Hide in Plain Sight (Su) – The first folk paragon can use the Stealth skill even while being observed whenever he is in the favored terrain gained from his aspect.

17th – Sculpt Environment (Su) – The first folk paragon can alter the very nature of his surrounding terrain to his attuned environment. As a full-round action, he can cause a 150-foot radius area centered on himself to be treated as his favored terrain and gain features based on terrain type. This ability can be used once per hour and lasts for 10 minutes.

Cold: Up to 20 squares in the area of effect are covered in slippery ice, and the first folk paragon

can have the entire area affected by a snowstorm (chosen when the ability is used).

Desert: Up to 20 squares in the area of effect are covered with dense rubble, and up to three 10-foot radius patches of quicksand can be placed in the area.

Forest/Jungle: Up to 20 squares in the area of effect can have a tree or massive tree, and as much of the area as desired can be covered in light undergrowth.

Mountain: Up to 20 squares in the area of effect are covered with dense rubble, and the entire area can be treated as a steep slope or be bisected by a 50' cliff or 50' wide, 20' deep chasm.

Plains: All non-plains features in the area of effect are treated as normal terrain, and the first folk paragon can create a cyclone similar to the *whirlwind* spell but that has a 20' base, 60' top, 60' tall, deals 6d6 damage, and affects Large or smaller creatures.

Swamp: Up to 20 squares in the area of effect can contain shallow bog, and up to three 10-foot radius patches of quicksand can be placed in the area. Instead of the quicksand, up to 20 squares can contain deep bog.

Underground: Up to 20 squares in the area of effect are covered with dense rubble, and up to three 30' deep, 10' wide, 50' long chasms can be placed in the area. All natural light is negated in the area.

Water: The area of effect only has a 90-foot radius, but the entire area is treated as being underwater. The water can be either calm or rough, chosen when the ability is used.

Nightmare: 3rd – Exploit Fear (Su) – The first folk paragon gains a +1 bonus on attack rolls and damage rolls against shaken, frightened and panicked creatures. This bonus increases by an additional +1 for every four levels above 1st (maximum +5 at 19th level). He also gains a +1 bonus to the DC of his aspect endowment abilities and fey powers against shaken, frightened and panicked creatures.

7th – Terrorize (Su) – Whenever the first folk paragon causes a creature within 30 feet to be shaken, frightened or panicked, that creature is also sickened for 1 round/2 levels.

11th – Lurking Dread (Su) – When the first folk paragon is using the Stealth skill, he can take a swift action to demoralize all creatures within 30 feet that are unaware of him.

17th – Consuming Dread (Su) – Whenever the first folk paragon causes a creature within 30 feet to be shaken, frightened or panicked, that creature must make a Fortitude save or gain a temporary negative level. The first folk paragon gains 5 temporary hit

points for every negative level bestowed by this ability. Temporary hit points from this ability last up to 10 minutes.

Fate: 3rd – Intuitive Kismet (Su) – As a swift action, the first folk paragon gains a +1 luck bonus on a single attack roll, saving throw, ability check, or skill check made by the start of his next turn. This bonus increases by +1 for every three additional levels above 3rd.

7th – Unravel Destiny (Su) – As an immediate action, the first folk paragon can end a curse effect from his weal or woe ability on a creature within 60 feet to force that creature to reroll a single d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll.

11th – Blur Reality (Su) – The first folk paragon can infuse figments he creates with raw energy from the Primal World, adding an element of reality to them. This allows the figment to damage creatures that interact with it. With the exception of his waking dream class ability, the first folk paragon must be concentrating on a figment in order to use this ability. As a standard action, the first folk paragon can have the figment deal 1d6 points of damage per spell level to a target. Figments from his waking dream class ability deal 1d6 points of damage per two levels. This can be acid, bludgeoning, cold, electricity, fire, piercing, or slashing damage, as appropriate to the figment. A successful Will save negates this damage and causes the target to disbelieve the illusion.

17th – Invoke the Dream (Su) – Figments altered by the first folk paragon's bend reality ability now function in ways similar to shadow effects, but do not gain the shadow descriptor since this power comes directly from the Primal World. Bend reality now deals half damage to creatures that make successful saving throws and can affect a number of targets equal to the first folk paragon's Charisma modifier within 30 feet of each other. Figments that the first folk paragon creates while he invokes the dream can also support weight.

Passion: 3rd – Channel Emotion (Su) – As a standard action, the first folk paragon can use his emotion surge ability on an ally within 30 feet. This can still be maintained each round as a free action, but the first folk paragon cannot use emotion surge on himself while channeling emotion to an ally. In addition, the first folk paragon's pathos ability can now be used to cause despair instead of fascination, granting a -2 penalty to attack rolls, damage rolls, saving throws, skill checks, and ability checks.

7th – Masterful Composure (Su) – The first folk paragon can use emotion surge to suppress all effects with the emotion descriptor. He can only use emotion



surge in this way on himself. In addition, the first folk paragon's pathos ability can now be used to cause creatures to view him as a trusted friend, similar to the *charm person* spell, instead of fascination. Using pathos in this manner is a mind-affecting and emotion charm effect.

17th – Emanate Emotions (Su) – As a standard action, the first folk paragon can use his emotion surge ability on all allies within 30 feet (including himself). This can still be maintained each round as a free action.

17th – Dominate (Su) – The first folk paragon's pathos ability can now be used to control a creature's actions, similar to the *dominate monster* spell, instead of fascination. This use of pathos can only target one creature at a time.

Seasons: 3rd – Nature's Fury (Sp) – The first folk paragon can use his storm strike ability to create a 5-foot radius, 30-foot high column up to 30 feet away or as a 15-foot cone, instead of its regular attack roll. Creatures in the area of effect can make a Reflex save for half damage and negation of any additional effects.

7th – Time and Tide (Su) – The first folk paragon can *haste* himself, as the spell, for 1 round/level. When the effect ends, he becomes fatigued for 1 hour. He cannot use this ability while fatigued.

11th – Eye of the Storm (Sp) – The first folk paragon can use his storm strike ability to create a 30-foot radius emanation centered on himself for 1

round, instead of its regular attack roll. He can maintain the emanation in subsequent rounds by concentrating as a move action. Creatures in the area of effect can make a Reflex save for half damage and negation of any additional effects. If the first folk paragon uses his storm strike ability while maintaining an eye of the storm emanation, it must deal the same type of damage.

17th – Nature’s Vengeance (Sp) – The first folk paragon’s storm strike ability adds bludgeoning damage to its list of possible damage types. A successful attack with a bludgeoning storm strike causes the target to be affected by a hurricane-force wind effect for 1 round. The first folk paragon’s storm strikes that deal energy damage now also have additional effects. Cold storm strikes stagger creatures for 1 round, electricity storm strikes stun creatures for 1 round, and fire storm strikes cause creatures to become exhausted. A successful Fortitude save negates these energy additional effects.

Primal Spelltrick (Sp): At 7th level, the first folk paragon reaches into the collective imagination of the Primal World to temporarily gain access to a spell-like ability. As a standard action, he becomes able to cast a 1st-level spell from the druid spell list or a 1st-level illusion spell from the sorcerer/wizard spell list as a spell-like ability until he sleeps for 8 hours. He can use this spell-like ability three times during this time. After getting a full 8 hours of sleep, this ability resets and the first folk paragon can choose a new spell-like ability. His caster level for spell-like abilities acquired through primal spelltrick is equal to his class level, and the DCs of any saving throws are Charisma-based. At 13th level, the first folk paragon gains a second primal spelltrick. This is identical to his first, but he can choose from 1st- through 3rd- level spells for his second spell-like ability. At 19th level, he gains a third primal spelltrick for the day, and can choose from 1st- through 6th-level spells for his third spell-like ability.

Waking Dreams (Sp): As a standard action, the first folk paragon can create an illusion with visual, auditory, olfactory, and thermal components. The illusion follows a script determined by the first folk paragon without requiring concentration, for up to 1 round/level. The illusion has a range of 10 feet/level and must fit into a 30-foot cube. Only one illusion can be created at a time with this ability. When it is used, any existing waking dream illusion ends. This is a figment effect. The first folk paragon’s caster level for this ability is equal to his level. This ability has an effective spell level of 5th.

Primal Lord (Su): At 20th level, the first folk paragon’s true nature extends outside the Primal World. He is no longer treated as a humanoid for

spells and effects. He no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, still accrue.

If slain outside the Primal World by anything but a cold iron weapon, the first folk paragon reincorporates from reality. He can reform 30 days later at any place in the Primal World familiar to him. When the first folk paragon reforms, he is immediately restored to full hit points, vigor and health, with all damage and drain to ability scores healed. If the first folk paragon was slain by a spell or effect with the death descriptor, this ability is suppressed until he is raised or resurrected.

First Folk Feats

Fleeting Dreams (General)

You can call upon the power of the dream in the blink of an eye.

Prerequisite: fey power class ability

Benefit: As a swift action, you can use a fey power that normally requires a standard action to use. This feat can be used three times per day.

Flexible Seeming (General)

You have mastered your seeming to appear as any member of a species.

Prerequisite: first folk, character level 5th

Benefit: You can use your seeming racial ability to appear as any member of your seeming’s race. If you use this ability to impersonate a particular individual, gain a +10 bonus on Disguise checks.

Special: This feat may be used in conjunction with the Multicultural Seeming feat to appear as any member of any humanoid race.

Multicultural Seeming (General)

You have mastered your seeming to blend in with diverse cultures.

Prerequisite: first folk, character level 5th

Benefit: You can use your seeming racial ability to appear as a member of any humanoid race. Your seeming’s apparent age and gender do not change.

Special: This feat may be used in conjunction with the Flexible Seeming feat to appear as any member of any humanoid race.

Past Life Insight (General)

You retain hazy memories of previous lives, gaining brief flashes of knowledge and insight.

Prerequisite: first folk

Benefit: You can make Knowledge skill checks untrained. Once per day, you can choose one skill and gain a +3 insight bonus when making skill checks with it. This insight bonus lasts for 1 hour.

Shifter Dominance (General)

You have authority over shapeshifters.

Prerequisite: first folk

Benefit: You gain a +2 bonus on attack rolls and damage rolls against creatures other than first folk affected by a polymorph effect. You also gain a +2 bonus to saving throws against spells and effects from creatures affected by a polymorph effect.

Shifter Mastery (General)

You can force shapeshifters back to their natural form.

Prerequisite: Shifter Dominance, first folk

Benefit: As a standard action, you can make a melee touch attack against a creature affected by a polymorph effect. If successful, the creature must make a Will saving throw against a DC of 10+1/2 your character level+your Charisma modifier or have all polymorph effects targeting it suppressed for a number of rounds equal to your character level.

Sidhe Aspect (General)

You are one of the noble sidhe, and your aspected form reflects that affiliation.

Prerequisite: aspected form class ability

Benefit: Your aspected form looks like a sidhe, a supernatural elf-like humanoid of grace and beauty. You gain a +2 bonus to the DC of any spell or effect that fascinates creatures when in your aspected form. In addition, you gain a +3 circumstance bonus on Diplomacy and Intimidate checks against first folk who do not have this feat.

Tangled Aspect (General)

You are aspected to more than one theme of the Primal World.

Prerequisite: aspect class ability

Benefit: Choose a second aspect. You gain the skill bonus and power of your second aspect as a first folk paragon of 1/2 your class level. You do not gain any aspected form or aspect endowment powers related to your second aspect, nor do you have an affinity for your second aspect for the purposes of fey power level-based prerequisites.



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