



MONSTER MENAGERIE

FAERIES OF THE FRINGE



Sam Hing

FOREWORD



Welcome to *Faeries of the Fringe*, the tenth in our Monster Menagerie line of monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For *Faeries of the Fringe* that theme is fey folk who dwell off the mainstream (and are often tied to niche environments the way more common fey are tied to trees and forests). As an added bonus, author Sam Hing has put together an awesome set of fey-related magic items, spells, and feats to round out your wicked wise women.

While fey are classically considered to be most dryads and fauns, perhaps knights of some otherworldly Fairy Court, there are many cases of spirits tied to specific locations or ideas from mythology that could be considered to be “fey” in rules terms. This product looks at both some examples of such creatures in mythology and some niches common to fantasy roleplaying game campaigns, and posits what kinds of faeries would be attached to them. The end result is a whole new set of foes ranging in power from CR 2 (the glade maiden) to CR 10 (the river mother), ready to force the PCs to fight, flee, or negotiate.

So stay out of the fairy-rings, put some milk out on the sill, and keep your cold iron handy. The charnel-kin are stirring, the nightswans are counting their tribute, and the river mothers are always on the lookout for new husbands.

Owen K.C. Stephens

January 2012

CHARNEL-KIN

A humanoid creature darts about the headstones, its skin so tight to its bones as to look nearly skeletal. It appears to be dressed in clothing made from grave shrouds. Its pale eyes gleam with gleeful madness.

CHARNEL-KIN CR 4

XP 1,200

CE Medium Fey

Init +4; Senses darkvision 100 ft., low-light vision; Perception +15

DEFENSE

AC 18 touch 18, flat-footed 16 (+2 Dex, +6 deflection)

hp 38 (7d6+14)

Fort +10, **Ref** +15, **Will** +14

DR 5/cold iron and good

Weakness undead kin

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee touch +7 (1d4 negative energy), or sickle +7 (1d6)

Spell-Like Abilities (CL 7)

At will—*bleed* (DC 16), *deathwatch*, *ghost sounds*, *mage hand*, *prestidigitation*

3/day—*cause fear* (DC 17), *chill touch* (DC 17), *death knell* (DC 18)

1/day—*invisibility*, *desecrate*, *control undead* (DC 23)

STATISTICS

Str 10, **Dex** 19, **Con** 14, **Int** 15, **Wis** 17, **Cha** 22

Base Atk +3; **CMB** +3; **CMD** 17

Feats Alertness, Skill Focus (Knowledge (religion), Stealth), Weapon Finesse

Skills Acrobatics +12, Bluff +14, Intimidate +12, Knowledge (religion) +10, Perception +15, Sense Motive +11, Stealth +16, Use Magic Device +14

Languages Aklo, Common, Sylvan

SQ deathly transport, grace of the dead, kiss, rotting empathy

ECOLOGY

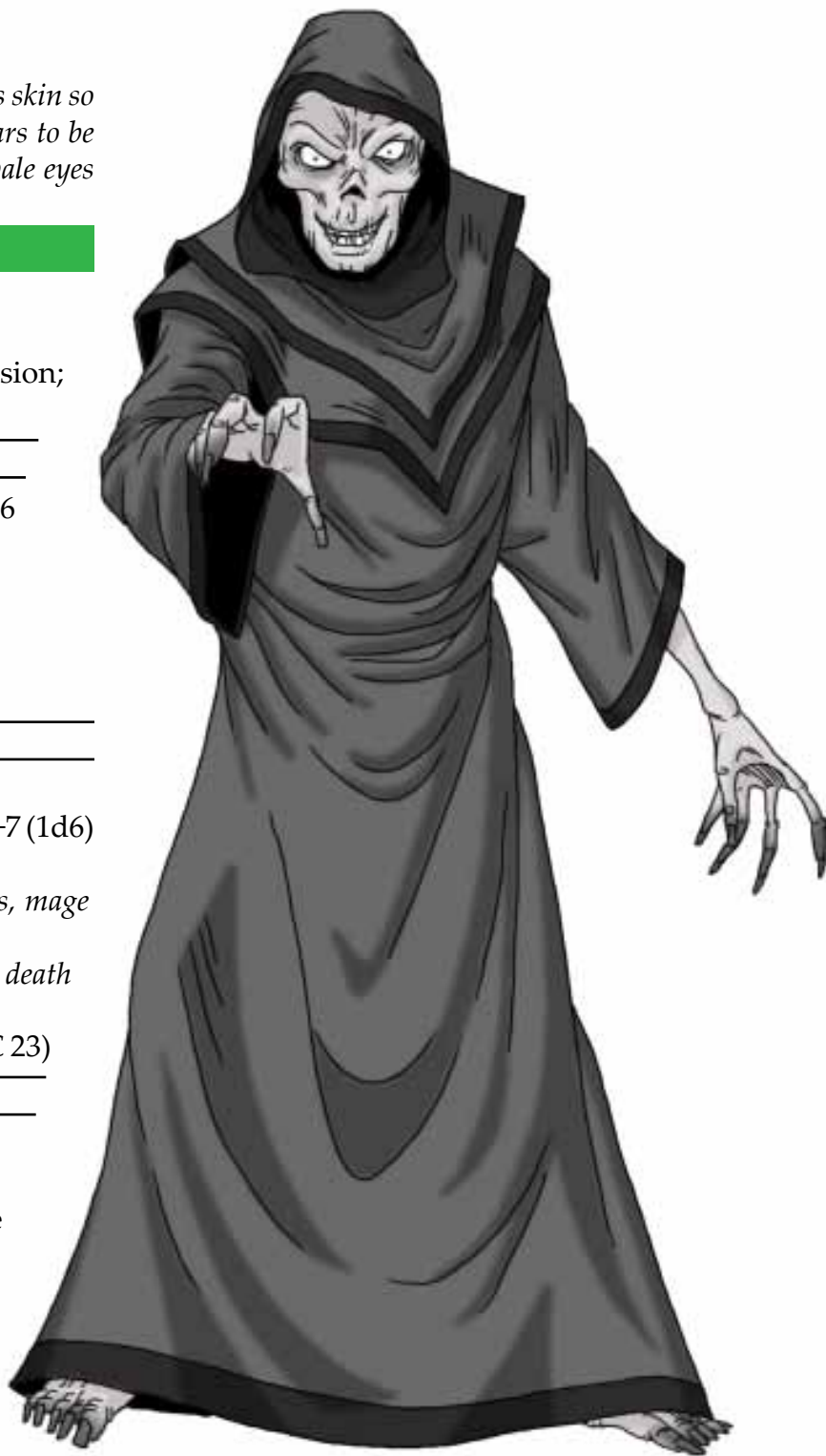
Environment any land

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Deathly Transport (Su): A charnel-kin can teleport itself through objects with a strong connection with death,



such as grave markers or corpses. The charnel-kin simply touches the object, and is transported out of an object of the same type that is within 600 feet (100 feet per point of the fey's Charisma modifier). If there is not another object of the same type within range, the attempt fails.

The charnel-kin may take one other creature of roughly similar size with it on its transport. The fey must make a grapple check against an unwilling target, who also receives a Will save, DC 19, to resist. The save is Charisma-based.

Grace of the Dead (Su): A charnel-kin gains its Charisma modifier as an insight bonus to its saves as long as it is in a graveyard, necropolis, or similar place of the dead. This bonus is added into its standard stat block, above.

Kiss (Su): As a full round action, a charnel-kin may kiss a corpse, which then rises as a zombie (75%) or a ghoul (25%). The fey has no special control over the undead it creates (but see rotting empathy, below). It may do this a number of times per day equal to 3 + its Charisma modifier (normally 9, minimum of 1).

Rotting Empathy (Su): Charnel-kin may use Bluff and Intimidate against mindless undead, to attempt to get the creatures to follow its commands. Non-intelligent undead treat the charnel-kin as one of their own, and intelligent undead tend to react favorably to the dark fey. In addition, the charnel-kin can attempt to mimic the supernatural abilities of any undead within 30 feet. The fey makes a Knowledge (religion) check to mimic the ability it chooses, with a DC of 15 + the CR of the undead it wishes to mimic. If the target undead is unwilling, it receives a DC 19 Will save to resist. The charnel-kin may mimic only one ability at a time, although rumors persist of lords of the dead that may have as many abilities as they wish active. The mimicked power lasts for one hour, or until the charnel-kin attempts to mimic another ability.

Undead Kin (Ex): Charnel-kin are treated as if they were undead with respect to positive and negative energy and effects.

Charnel-kin are dark, debased fey that are native to anywhere that large amounts of creatures died or were interred after death. They dislike the living, rapidly becoming frustrated with the weakness of living flesh and flowing blood. A charnel-kin without undead companions gets depressed and violent, and seeks to redress this lack as soon as safely possible.

Charnel-kin prefer to stay on the edges of combat, directing hordes of undead. They attempt to make themselves the prime target of spellcasters, trusting in their enhanced saves to protect them. If they find themselves on the losing end of battle, they simply flee through a nearby tombstone or fallen foe, hiding until the threat passes.

Charnel-kin living in smaller rural graveyards are somewhat more tolerant of the living, seeing themselves as protectors of the graves, and forging uneasy relationships with the grave diggers. They tend to be more mischievous than destructive, although if their graveyard is not treated with respect, they will lead a small horde of undead into the town for revenge.

CAIT SITH

The features of this ebony cat-like creature seem frozen into a smirk. Its face is vaguely humanoid, and its paws resemble hands. A patch of fur as white as newly fallen snow emblazons its chest.

CAIT SITH CR 2

XP 600

CN Small Fey

Init +9; Senses low-light vision; Perception +9

DEFENSE

AC 18 touch 16, flat-footed 13 (+5 Dex, +2 natural, +1 size)

hp 22 (4d6+8)

Fort +3, **Ref** +9, **Will** +5

DR 5/cold iron

Weakness catnip

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +3 (1d4 plus disease), and bite +3 (1d3 plus disease)

Special Attacks disease

Spell-Like Abilities (CL 4)

At will-flare (DC 13), ghost sounds, mage hand, lullaby (DC 13), prestidigitation

3/day-entangle (DC 14), shocking grasp

1/day-improved invisibility

STATISTICS

Str 10, **Dex** 20, **Con** 15, **Int** 14, **Wis** 13, **Cha** 17

Base Atk +2; **CMB** +6; **CMD** 16

Feats Agile Maneuvers, Improved Initiative

Skills Acrobatics +12, Bluff +10, Climb +15, Perception +9, Slight of Hand +10, Stealth +12, Use Magic Device +10

Languages Common, Elven, Sylvan

ECOLOGY

Environment any land

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Catnip (Su): A cait sith that is exposed to catnip must make a DC 20 Will save or be compelled to consume it. The catnip takes effect in 1d4 rounds. If the cait sith is not in combat when the effect begins, it is affected by confusion for 3d6 rounds. If the cait sith is in combat then it is affected by rage for 2d6 rounds. No matter which effect occurs, the cait sith is fatigued for an hour after the effect ends. Catnip can be found in 1d6

hours in most forest environs with a DC 15 Survival or Knowledge (nature) check.

Disease (Su): A cait sith's claws and fangs carry a magical disease that affects both the body and the mind, inflicting intense itching and the impression of moving, leering shadows all about the victim.

Cait sith fever-injury; save Fort DC 14; onset 1 minute; frequency 1/day; effect 1d3 Dex and 1d3 Wis; cure 2 consecutive saves.

Cait sith (or catfey) are passionate, freedom loving creatures. They enjoy playing pranks, and hedonistic pleasures, but when they take up a cause, they throw themselves into it with every fiber of their being. Generally these causes are short term affairs, such as avenging a wrong done to beings that were kind to the catfey, or pranking a creature that insulted

the catfey. Other times they take up such causes helping an entire nation gain its freedom from what they view as oppression.

Combat with a cait sith is a short, violent affair, with the fey attacking fiercely for a few rounds, then streaking off into hiding, to await the perfect chance to attack again. They will slip into camps and homes to steal objects that their foes depend on, or items that simply catch their eyes. Items that they can't use themselves are left as gifts on the doorsteps of those than can.

The white patch on every cait sith's chest changes shape to reflect its passions. A cait sith that is in love may sport a white heart on its chest. If the object of its affection is slain and the catfey is intent on vengeance, then the patch takes the shape of a skull, dagger, noose, or other such object of destruction.

GAHONGA

This small, chiseled humanoid appears to have been born from bedrock. Every part of it seems to be animated stone, and the hollows at its apex suggest a scowling face.

GAHONGA CR 8

XP 4,800

N Small Fey

Init -1; Senses low-light vision, tremorsense 50 ft.; Perception +14

DEFENSE

AC 25 touch 10, flat-footed 25 (-1 Dex, +15 natural, +1 size)

hp 115 (10d6+80)

Fort +10, **Ref** +6, **Will** +9

DR 10/cold iron

OFFENSE

Speed 20 ft.

Melee 2 slams +13 (1d10+9)

Ranged rock +5 (1d4+10)

Special Attacks explode rocks

Spell-Like Abilities (CL 8)

At will- *magic stone, stone tell*

3/day-*bull's strength, stone shape*

1/day-*spike stones, stone call*

STATISTICS

Str 28, **Dex** 9, **Con** 24, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +5; **CMB** +15; **CMD** 24

Feats Greater Bull Rush, Improved Bull Rush, Improved Sunder, Power Attack, Toughness



Skills Climb+22, Knowledge (local, nature) +13, Perception + 14, Sense Motive+14, Stealth +16

Languages Sylvan, Terran

SQ immortality of stone

ECOLOGY

Environment any land

Organization solitary, pair, quarry (5-20)

Treasure standard

SPECIAL ABILITIES

Explode Rocks (Su): Once every 1d4 rounds a gahonga may cause any natural rock, weighing no more than 10 pounds per point of its Charisma modifier, to explode, affecting a 20 foot radius around it. The explosion deals 3d6 points of damage per 10 pounds of stone to everything within the area of effect. A DC 22 Reflex save halves this damage. This save is Constitution-based.

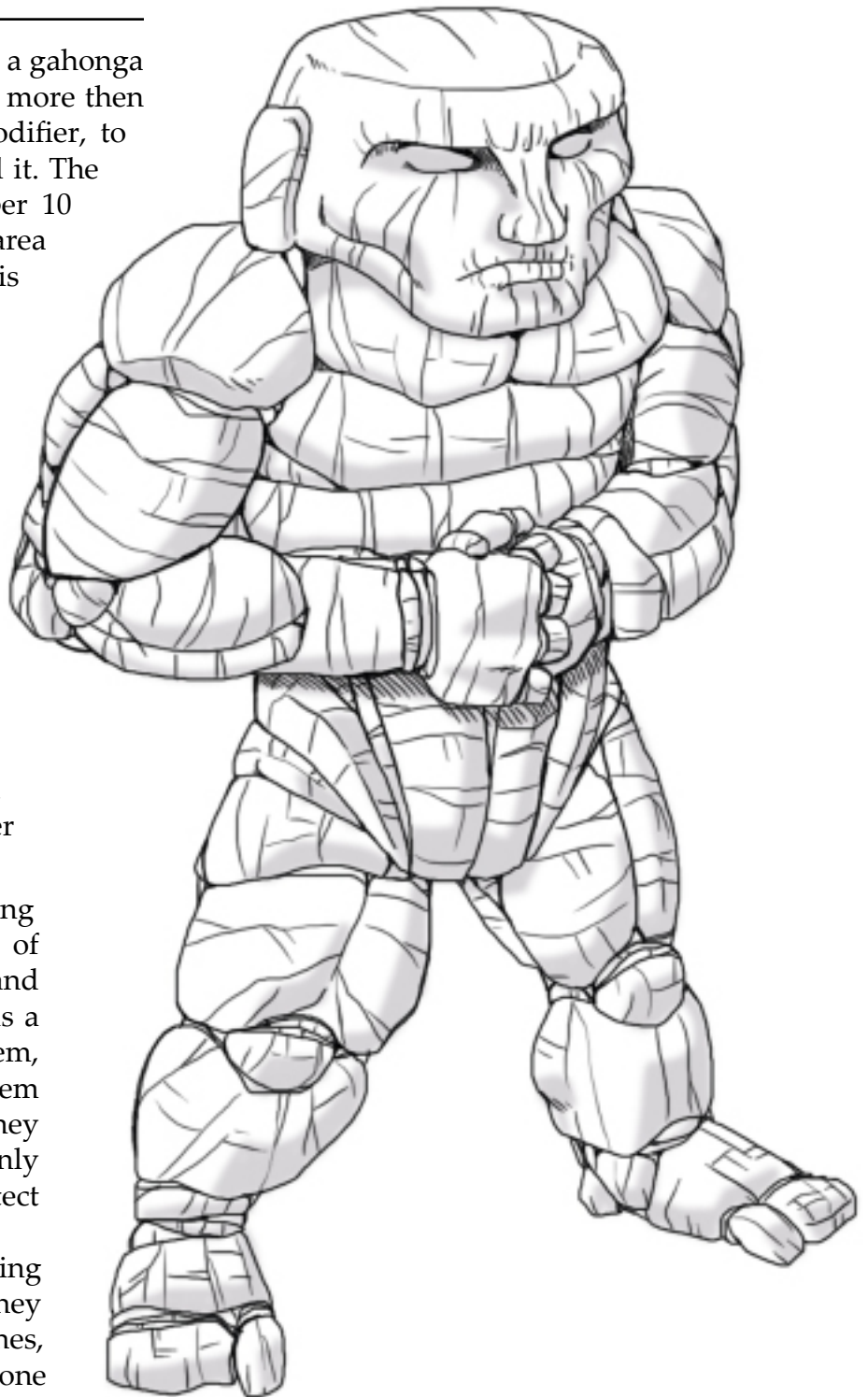
Immortality of Stone (Su): A gahonga's lifeforce is tied to a single stone, roughly equal to its size, that it guards and tends to, as an elf would tend a sapling. If the gahonga is slain, its spirit retreats to the stone, to be reborn 24 hours after its "death". The only way to permanently destroy a gahonga is to destroy the stone that it is tied to, which instantly kills the fey. The gahonga may travel no more than a mile from its stone, taking 1d6 points of Constitution for each hour that it is separated from the stone. A gahonga killed in this way is forever destroyed.

Gahonga are sturdy rock fey, inhabiting large fields of stone and the sides of mountains. They are stoic, taciturn, and dislike intruders. Even if an outsider finds a gahonga, it typically refuses to speak to them, waving them off and threatening to pelt them with thrown stones until they leave. They have no interest in treasure, and will only trade their knowledge for items that protect their precious stone.

Gahonga are brutal combatants, pulping their foes with heavy fists of stone. While they are capable of throwing much larger stones, they tend to make use of their magic stone

ability far more often. They reserve their ability to explode stones for numerous enemies.

Despite appearances to the contrary, gahonga do reproduce. While the two sexes are impossible for other creatures to tell apart, the females give off small pebbles after mating, which slowly grow into full sized gahonga over the course of a decade.



GLADE MAIDEN

A slender woman stands in the center of the glade. Her features are nearly elven, and her hair is the same rich green of the grass. Butterflies surround her head like a halo.

GLADE MAIDEN CR 2

XP 600

NG Medium Fey

Init +3; Senses low-light vision; Perception +9

DEFENSE

AC 16 touch 14, flat-footed 12 (+3 Dex, +1 Dodge, +2 natural)

hp 18 (4d6+4)

Fort +2, **Ref** +7, **Will** +6

DR 5/cold iron

Weaknesses glade dependent

OFFENSE

Speed 30 ft.

Melee dagger +5 (1d4)

Special Attacks pollen spray

Spell-Like Abilities (CL 4)

Constant-speak with plants

At will-create water, entangle (DC 14), stabilize

3/day-calm animal (DC 14), goodberry, magic fang

1/day-summon nature's ally II, poison (DC 16)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +2; **CMB** +2; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Diplomacy +10, Handle Animal +10, Knowledge (nature) +8, Perception +9, Sense Motive +9, Stealth +10, Survival +9

Languages Common, Sylvan; speak with plants

SQ create nectar, sanctuary

ECOLOGY

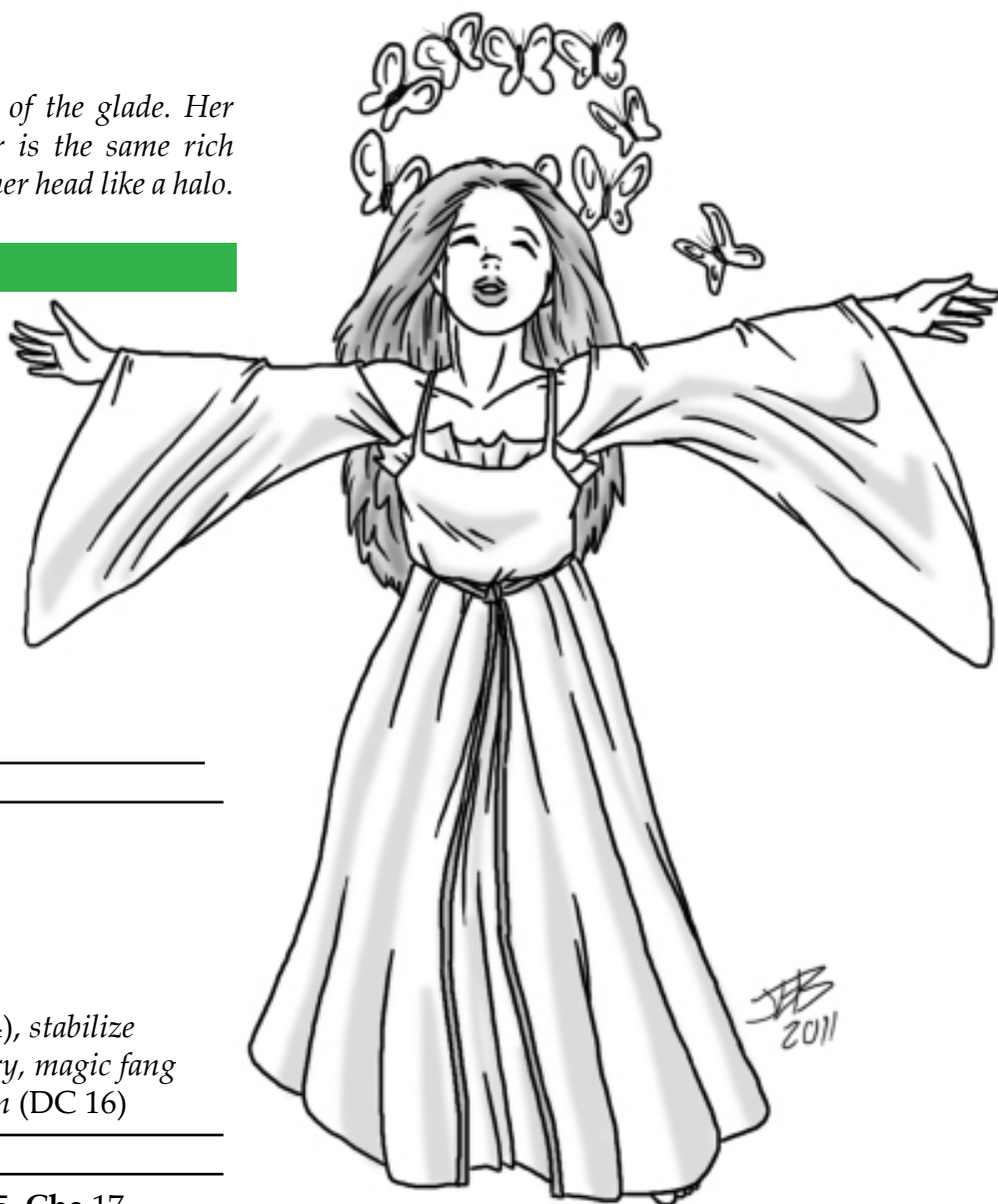
Environment warm woodlands

Organization solitary, pair, or gathering (4-10)

Treasure standard

SPECIAL ABILITIES

Create Nectar (Su): Three times per day (once per day per point of Charisma modifier) a glade maiden may cause flowers in her woodland to produce a thick nectar. This nectar may act as a potion created from the druid or ranger spell lists.



Glade Dependent (Su): A glade maiden is mystically bonded with her clearing, and may never stray more than 300 yards from it. If she moves past this range, she immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save or become nauseated. A glade maiden that is out of her glade for more than 24 hours takes 1d6 Constitution damage a day. The glade maiden may bond with a new glade by performing a 24-hour ritual and making a DC 20 Will save.

Pollen Spray (Su): Glade maidens can produce a thick cloud of hallucinogenic pollen once every 1d4 rounds. This cloud lasts for one round, and affects a 30 foot area around the fey. Creatures within the cloud must make a DC 15 Fortitude save or be confused for 1d4 rounds.

Sanctuary (Sp): A glade maiden within her glade is under a constant CL 10 sanctuary effect. If dispelled, she may reinstate the effect as a free action on her next turn.

Closely related to dryads, glade maidens guard small natural open fields and forest clearings. They are peace loving creatures that act as way stations for good aligned rangers, druids, and fey. They attempt to make peace with all but the most evil of invaders, and have a small army of allies that will battle creatures that would bring them harm.

Glade maidens depend on their pollen and sanctuary abilities to end combat. They fight to the best of their abilities to defend their home, but prefer to rely on their more powerful allies, granting healing and aid as they can. Glade maidens forbid violence within their glade, and demand allies not initiate such events. As a result, evil forces sometimes use such glades as places of sanctuary. However, if a foe brings violence into a glade, the glade maiden aids allies that fight against it.

A glade maiden openly welcomes even normally shunned creatures such as orcs into their glade, as long as the creatures refrain from violence. The fey will pass along information about such beings' activities to their allies if they see need to do so. In times of war, their glades act as field hospitals where the wounded come for both physical and emotional healing.

NIGHT SWAN

The jet black swan cruises slowly in through the water, its eyes burning pinpricks of red light.

NIGHT SWAN CR 6

XP 1,600

NE Small fey

Init +7; Senses dark vision 60 ft.; Perception +9

DEFENSE

AC 22; touch 18, flat-footed 15 (+7 Dex, +4 natural, +1 size)

hp 46 (4d8+28)

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

DR 5/silver

Weakness Undead kin

OFFENSE

Speed 20 ft.; fly 30 ft. (average); swim 30 ft.

Melee bite+11 (1d4 plus energy drain), 2 wings +6 (1d4 plus energy drain)

Special Attacks energy drain (1 level, DC 17)

Spell-like Abilities (CL 4)

3/day-confusion (DC 19), touch of idiocy (DC 17)

2/day-animate dead, major image (DC 18), shadow conjuration (DC 19), summon swarm

1/day-enervation (DC 19), shadow evocation (DC 20)



STATISTICS

Str 10, **Dex** 24, **Con** -, **Int** 15, **Wis** 15, **Cha** 21

Base Atk +3; **CMB** +10; **CMD** 20

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +11, Fly +16, Intimidate +14, Knowledge (Religion) +9, Perception +9, Stealth +18

Languages Common, Elven, Sylvan

SQ control waterfowl, shadowform

ECOLOGY

Environment any freshwater

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Control Waterfowl (Su): Any standard waterfowl within the night swan's line of sight are treated as if under a charm animal effect.

Undead Kin (Ex): Charnel-kin are treated as if they were undead with respect to positive and negative energy and effects.

Shadowform (Su): A night swan may become an incorporeal shadow for 1 round per point of Charisma modifier, once per day. It loses its natural armor bonus, but gains a deflection bonus of +5 to its AC. Alternatively, the night swan may use this ability to shadow walk once per day as per the spell.

Darkly majestic, night swans are believed to be undead fey. They lord over the waterways on which they dwell, demanding tribute from any intelligent creatures that they allow to dwell nearby. Night swans have a deep hatred for their former race, and will attack even the most dark-hearted fey on sight.

Night swans observe intruders in their domain for as long as they can before attacking. They will use flocks of ducks or other waterfowl to blind and confuse foes that outmatch them.

Nightswans often grow rich utilizing their control over mundane waterfowl. Hunters quickly learn to leave offerings to the "spirit of the lake" in exchange for good hunting. The night swans use their treasures to trade for services, bribe powerful monsters, or simply for their own pleasure.

RIVER MOTHER

This creature is a beautiful woman from the hips up, with the body of a massive anaconda below. Her unblinking eyes are as golden as a serpent's.

RIVER MOTHER CR 10

XP 9,600

NE Huge Fey

Init +4; Senses low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 133 (14d6+84)

Fort +12, **Ref** +9, **Will** +12

DR 15/cold iron

OFFENSE

Speed 20 ft., climb 20 ft., swim 30 ft.

Melee spear +16 (1d6+11), slam +11 (2d6+6 plus grab)

Ranged shortbow +5 (1d6)

Special Attacks constrict (2d6+11), coils of doom, drown

Spell-Like Abilities (CL 14)

At will-dancing lights, daze (DC 15), detect magic, entangle (DC 16), flare (DC 15), ghost sound, lullaby (DC 15)

3/day-charm person (DC 16), fog cloud, sleep (DC 16)

2/day-aqueous orb (DC 18), hydraulic torrent* (DC 18), whispering wind*

1/day-cloudkill (DC 20), control water, divination, insect plague

**spell featured in Advanced Player's Guide*

STATISTICS

Str 32, **Dex** 11, **Con** 22, **Int** 15, **Wis** 17, **Cha** 21

Base Atk +7; **CMB** +18 (+23 grapple); **CMD** 26

Feats Great Fortitude, Greater Grapple, Improved Grapple, Improved Initiative, Lunge, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Bluff +19, Climb +32, Knowledge (nature) +15, Perception +18, Sense Motive +18, Stealth +8 (+18 in swamps or underwater), Swim +32, Use Magic Device +19; racial modifiers: +10 Stealth in swamps or underwater

Languages Aquan, Common, Draconic, Sylvan

SQ coils of matrimony, hold breath, undersized weapons

ECOLOGY

Environment tropical swamps

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Coils of Doom (Ex): A river mother is not considered grappled when she initiates a grapple with a creature of her size or less. She may grapple one Huge creature, two Large creatures, four Medium creatures, or eight Tiny or smaller creatures at once. Though she can only initiate a single grapple each round, she may maintain grapples with all creatures in her coils as a move action each round.

Coils of Matrimony (Sp): A river mother may take any male humanoid or monstrous humanoid that it kills in its coils as its husband. This allows the fey to use a specific set of spell-like abilities on her victim. She may cast breath of life on her husband at will, as long as he reaches 0 hit points due to her constriction. She may also cast heroism, locate creature, and whispering wind on her husband at will. Once returned to life by the initial casting of breath of life, the victim is in the river mother's thrall. He fears her, even hates her, but cannot disobey her orders or betray her. This effect continues until the victim dies or the river mother chooses another husband. For purposes of dispelling and similar efforts by other creatures treat this as a charm monster spell, with a caster level equal to the river mother's HD.

Drown (Ex): In even just a foot of water, as a free action a river mother can hold creatures trapped in her coils under water while constricting, causing them to start making Constitution checks per the suffocation and drowning rules in the Pathfinder Core Rulebook. The target must make a successful grapple check against the river mother to reach the surface and take a breath. The river mother may reattempt to drown her victim with her next grapple check.

Hold Breath (Ex): A river mother can hold its breath for 88 rounds (4 times its Constitution score) before it risks drowning.

Undersized Weapons (Ex): Although a river mother is Huge, its upper torso is the same size as that of a Medium humanoid. As a result, river mothers wield weapons as if they were two sizes smaller than their actual size (Medium for most river mothers).

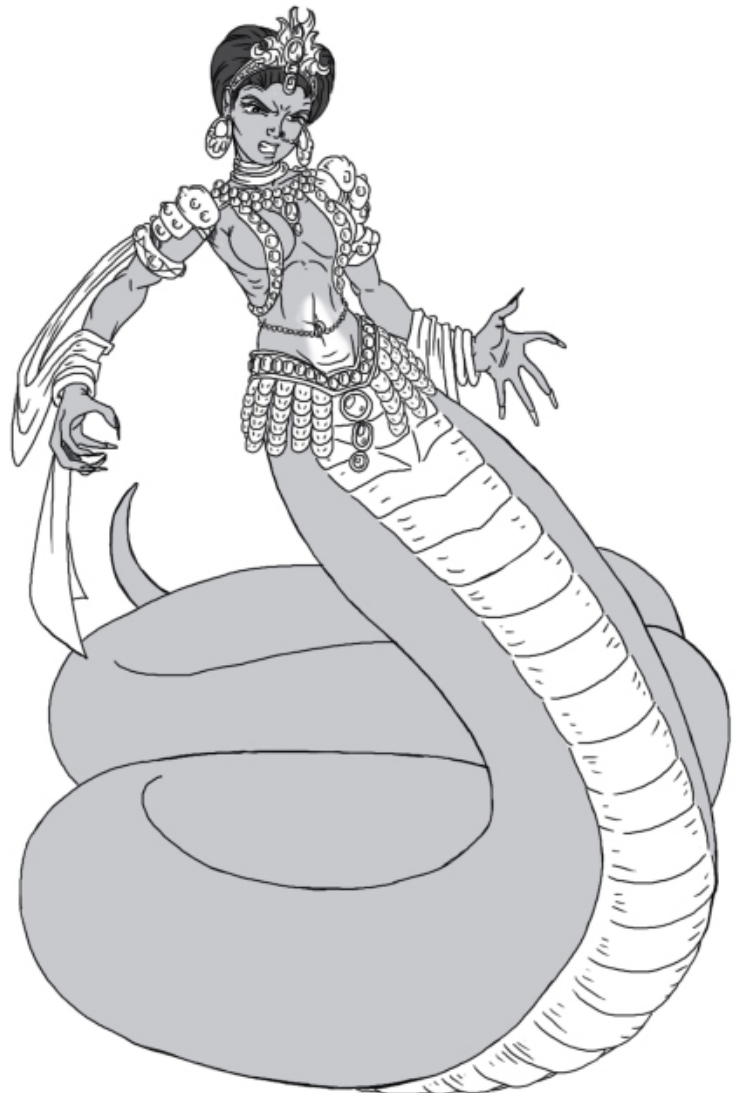
River mothers are dark nature spirits, worshiped as divinities by the cultures that they live near. They are vain and selfish creatures, caring mostly about themselves and the health of their chosen river. They hate any civilization more advanced than simple tribal society, partly because of the destruction more advanced cultures cause, and partly because they are not viewed with the same religious dread as they are

by more primitive peoples. They sometimes perform favors or grant divinations, but the price is high.

River mothers enjoy combat as long as there is little real risk to their well being. They fight with their latest husband at their side, ready to snatch him away into her coils if necessary, killing him and then returning his life. River mothers always fight in or next to water if they can, both to use their ability to drown their foes and to allow for a rapid escape.

River mothers require a humanoid or monstrous humanoid to reproduce. They continually mock and degrade their "husbands", knowing that they are in complete control. A river mother is always on the look out for a more charismatic or interesting husband, usually slaying their former paramour before taking the new one into her grip.

Despite their evil nature, river mothers will ally with nearly anyone to protect and save their river system. This sometimes leads them to working with heroes against threats too great for either party to handle alone. Of course, once the threat is defeated, she will turn on her allies if she can.



WATERBABY

This strange creature possesses the body of a human infant from the waist up, and a weedy sea dragons body in place of its legs. Its skin is blue-green, and its eyes glow a pale green.

WATERBABY CR 3

XP 800

CN Small Fey (aquatic)

Init +3; Senses low-light vision; Perception +10

DEFENSE

AC 17 touch 15, flat-footed 13 (+3 Dex, +1 Dodge, +2 natural, +1 size)

hp 33 (6d6+12)

Fort +4, **Ref** +10, **Will** +7

DR 5/cold iron

OFFENSE

Speed swim 30 ft.

Melee bite +5 (1d4)

Special Attacks maddening cry

Spell-Like Abilities (CL 6)

At will-*bleed* (DC 13), *ray of frost*

3/day-*charm animal* (DC 14), *mirror image*

1/day-*bull's strength*, *dispel magic*, *transport via plants*

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 8, **Wis** 15, **Cha** 17

Base Atk +2; **CMB** +2; **CMD** 15

Feats Dodge, Lightning Reflexes, Weapon Finesse

Skills Acrobatics +11, Knowledge (nature) +7,

Perception +10, Sense Motive +10, Stealth +15,

Swim +16

Languages Aquan

SQ kelp control

ECOLOGY

Environment any aquatic

Organization solitary, swarm (4-18)

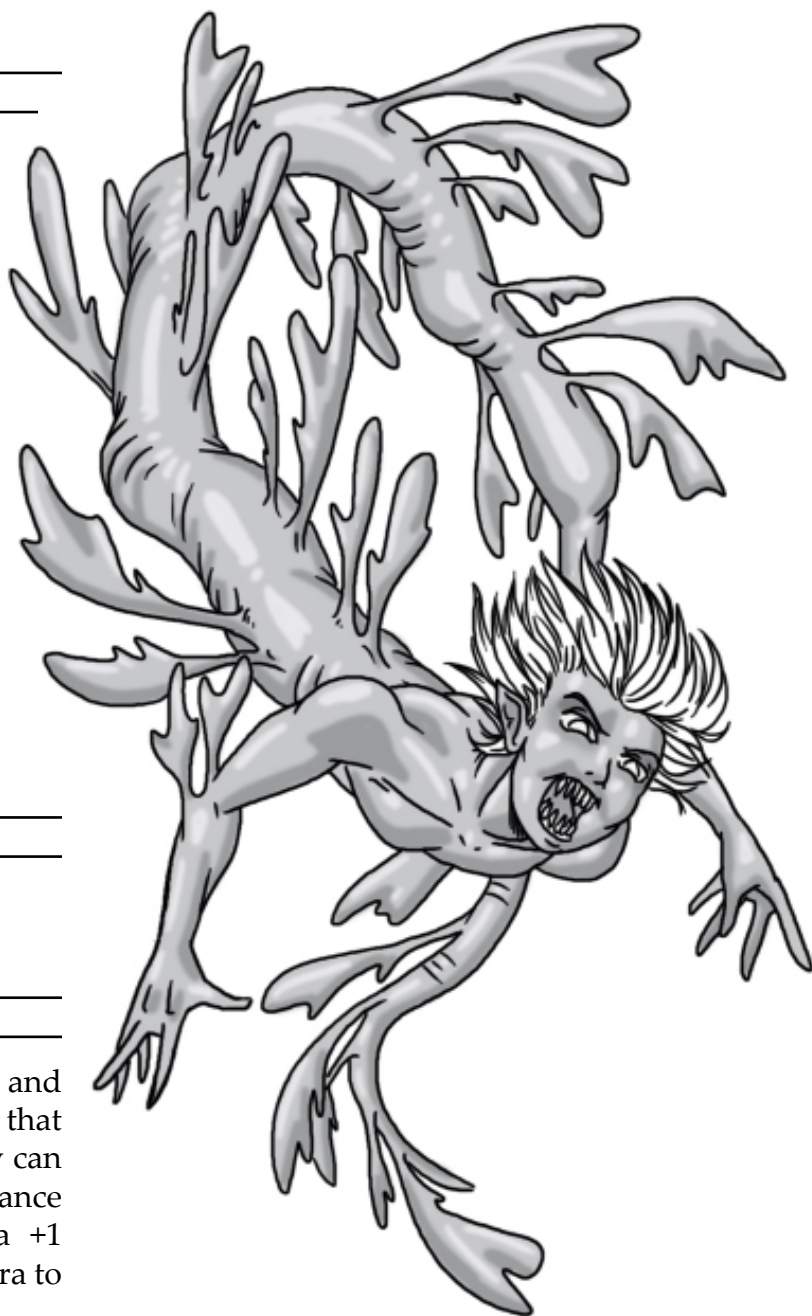
Treasure standard

SPECIAL ABILITIES

Kelp Control (Su): Waterbabies can control kelp and other forms of seaweed. In watery environments that include such materials, as a standard action they can give themselves or another creature a +5 circumstance bonus to a Stealth check, grant themselves a +1 circumstance bonus to its AC, or cause the sea flora to act as an entangle, with a CL of 6.

Maddening Cry (Su): A waterbaby's cries pierce the brain of nearby creatures, driving them into a rage. All creatures within 30 feet must make a DC 16 Will save or attack the nearest creature other than a waterbaby. This maddened state lasts for 1d6, with those affected receiving a new save to end it each round. A waterbaby may use this ability 3 times per day. The save DC is Charisma-based.

Waterbabies are simple fey that view the world as something that exists for their entertainment. They lurk in thick beds of seaweed, waiting for creatures to pass and fall victim to their cries. More powerful aquatic monsters often develop relationships with waterbabies and invite them to dwell near the monster's



lair, so the playful fey can unknowingly act as guards and alarms. They are useful sources of information, if they can somehow be kept focused on the topic at hand and not distracted by every passing fish.

Waterbabies flee combat if they can, although they can bite weakly if pressed. They prefer to use their cries to cause local marine life to attack their foes, and their foes to turn on each other. The height of fun for these fey is when packs of sharks rip humanoids to pieces while they watch.

Waterbabies sometimes find themselves snared in the nets or hooks of fishermen, due to their curiosity in the foreign items. A waterbaby pulled from the water panics, thrashing about and using its maddening cry while fighting desperately to escape. Fishing boats that are found free-floating, with the crew all dead at their own hands, are generally the handiwork of a captured waterbaby.

FEY MAGIC ITEMS

Many fey create magic items, or buy fey-specific magic items from fey spellcasters. A fey item frequently fails to properly work in the hands of mortals, and when it does work it has a nasty tendency to work improperly, targeting its wielder and her allies. (In game terms, add a +5 or greater to the DC of Use Magic Device rolls to use fey created items. At the GM's discretion, the item may strike the user or a nearby ally on a roll of a natural 1, or some similar effect.) Some fey creations simply fall to pieces, becoming a pile of dried leaves or shattered bones. Items that the fey creatures gift to mortals in earnest never have these issues.

ARROW BEETLES

Aura minor enchantment CL 6th
Slot none; Price 50 gp Weight -

DESCRIPTION

Arrow beetles are living beetles raised and enchanted to act as living arrowheads. They cling to the end of an arrow on command, taking the place of a normal arrowhead. Each beetle counts as a +1 silvered arrow. An arrow armed with an arrow beetle is destroyed 50% of the time when it strikes its target. If the arrow misses, or is not destroyed, the beetle simply flies back to its owner at a speed of 30 at the end

of the round. Fey often display headless, "unfinished" arrows to show that they are unarmed, while a horde of arrow beetles lie in wait at the bottom of their quiver.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*; Cost 10 gp

CALEDFWLH

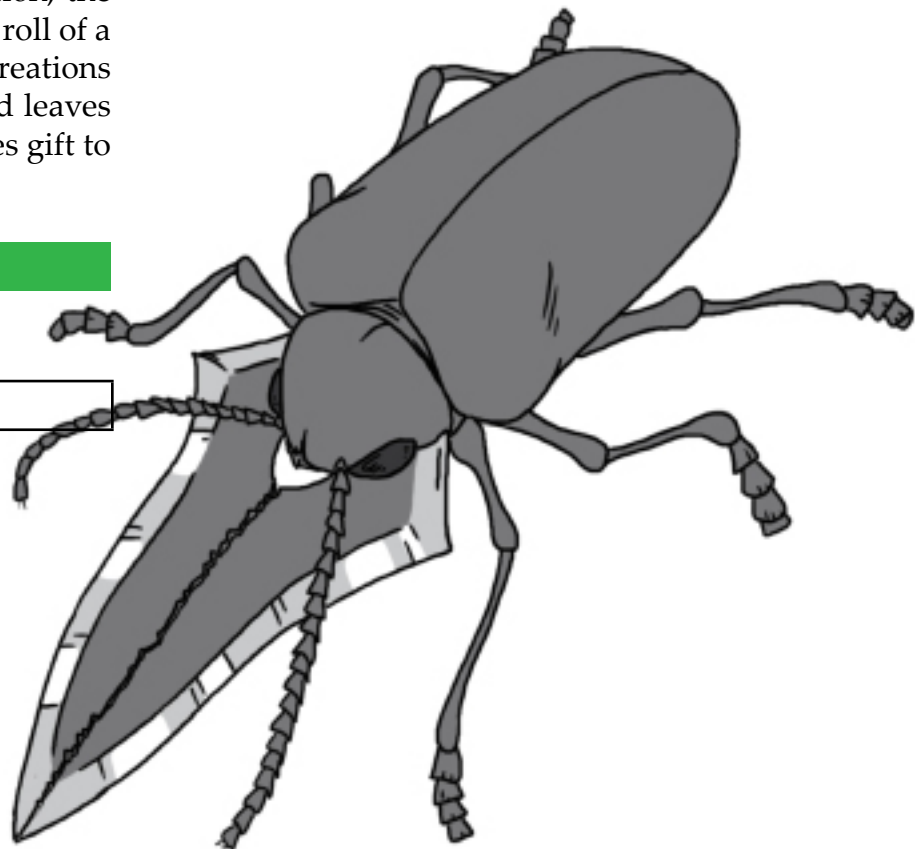
Aura moderate abjuration; CL 8th
Slot none; Price 38,000 gp; Weight 2 lbs

DESCRIPTION

This +1 shortsword is decorated with etchings of complex knotwork and fey runes. When used against a target that has any spells upon them that grant them bonuses to hit rolls or weapon damage, an armor class bonus, or ability score bonus, it acts as a bane weapon against that creature. In addition, three times per day it can affect a creature it successfully hits with the targeted function of the dispel magic spell as a swift action. Rather than use the item's caster level, the dispel check is 1d20 + the wielder's base attack bonus.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater dispel magic*; Cost 19,155 gp



NATHAIR

Aura moderate evocation CL 7th

Slot none; **Price** 5,000 gp **Weight** 3 lbs

DESCRIPTION

A nathair is a thick rope created from strands of woven metal, often in the image of strands of ivy or thorn covered vines. A nathair acts as an exotic double weapon, although it cannot be used two handed, dealing 1d4 (Small) or 1d6 (Medium) damage. The user uses her Charisma modifier in place of her Strength modifier to attacks and damage with a nathair, as it is guided by force of will. As such, combat feats with a Str or Dex prerequisite (such as Power Attack) cannot be applied to a nathair.

A nathair wraps around the shoulders and arms of the user, with a knotted head dangling from a length of the metal rope at the end of each arm. The magic weapon lashes out at the wielder's enemies, acting like a normal double weapon. If the user chooses, he may attack with a single head, and gain 10 foot reach to the attack. While most nathair end in fist-shaped knots and deal bludgeoning damage, some 15% instead have flower-shaped blades at each end and deal slashing damage. A typical nathair is 15 feet long.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Cost 2,500 gp

FEY FEATS

The following feats are native to the fey, and wielders of nathairs.

BLESS SUPPLICANTS

You can reward those that leave you offerings.

Prerequisites: Fey.

Benefit: Once per day you can affect a group of up to 6 creatures that have left you an offering that you appreciate (something you value or can use) with a blessing, as per the bless spell. The range to the creatures does not matter, as long as they are on the same plane. While the blessing has only a 1-minute duration, this duration does not begin until one of the blessed creatures makes either an attack roll or a saving throw against a fear effect.

CHANNELED GLAMOR

You can focus your supernatural essence.

Prerequisites: Fey, natural deflection bonus to AC.

Benefit: You have learned to use your glamor for more than defense. You may take points of your deflection bonus (normally a natural deflection bonus, but a bonus gained from any source can be used) up to your maximum bonus, and use them to fuel an invisible energy field that damages foes that successfully hit you, dealing 1d4 points of force damage per point of your deflection bonus used. You may reallocate the points at the beginning of your turn each round as a free action.

COILS OF THE NATHAIR

Your control over your nathair allows you to loop it around foes, dragging them to their knees.

Prerequisites: Exotic Weapon Proficiency (nathairs), Cha 15.

Benefit: You gain the ability to make trip attacks with a +4 bonus with your nathair. In addition, you can perform grapples against targets up to one size larger than yourself with your nathair, with a +4 bonus to your CMB.

ODDBORN

Iron holds no fear for you.

Prerequisites: DR/cold iron.

Benefit: You were born different from other fey. Cold iron has no special effect on you; instead some other material bypasses your damage reduction. Typically this material is silver, wood, or natural weapons, but the material is almost always fairly common.

NATHAIR DEFENSE

The loops and coils of your nathair defend your body, even as it damages your foes.

Prerequisites: Exotic Weapon Proficiency (nathairs).

Benefit: While wielding a nathair, at the beginning of your round you may take a -1 to your attack rolls to gain a +1 to your AC. At 8th level this bonus goes up to +2. At 15th level this bonus goes up to +3. The effect of this feat lasts until the beginning of your next turn.

NATHAIR SPELLSTRIKE

Your nathair can channel your touch spells.

Prerequisites: Caster level 1st, Exotic Weapon Proficiency (nathairs).

Benefit: You can use your nathair to deliver the effects of your touch ranged spells in place of its normal damage. You may make a single attack roll as part of casting one touch range spell with a casting time of 1 standard action or less when using this feat.

FEY SPELLS

Fey are innately magical creatures, and there are countless spells unique to them. For many fey, creating new magic is less the product of intense research, and more the usage of passionate imagination.

FANG CALL

School conjuration; Level cleric 3, druid 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M

Range touch

Target one tooth

Duration special

Saving Throw none; Spell Resistance no

You enchant the tooth of a creature so that, with the proper command word, it summons a creature of that type into being. The creature summoned can have no more than 2 HD per caster level, unless you struck a killing blow against the creature that the tooth belonged to; in that case you summon a creature of HD equal to the original owner of the tooth. If the tooth is that of a creature that possesses class levels in place of racial hit dice a creature of the same class as the tooth's original owner appears. The creature appears with whatever equipment is standard for its race or class, and this equipment fades away if removed from the creature for more than one minute. The summoned creature serves the speaker of the command word to the best of its ability. The creature remains in existence for 1 day per caster level, at the end of which time it fades away into nothingness. If slain, it is also dispelled. An enchanted tooth remains usable until it is destroyed, or its command word is spoken.

RAZOR BIRDS

School evocation; Level druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (raptor feather)

Range medium (100 ft. + 10 ft./level)

Effect 10 foot cloud of quasi-real birds

Duration 1 round/2 levels

Saving Throw Reflex half; Spell Resistance yes

You create a cloud of quasi-real birds that you direct around the battlefield. The birds move 50 feet per round, and damage each creature whose square that they move through. Directing the birds is a move action at the beginning of your round. The birds deal 1d6 points slashing of damage per two levels, with a Reflex save for half damage. The birds continually caw and scream loudly, imparting a -3 to all hearing based Perception checks to those within 30 feet.



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