



THE FEYBINDER

A NEW HYBRID CLASS

PAV



THE FEYBINDER

CREDITS

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THE FEYBINDER

The feybinder is an individual in touch with the fantastical world of the Fey; one who has attracted the attention of the Seelie or the Unseelie Courts and been blessed with an incredible gift as a result. The feybinder is similar in nature to a spellcaster, but she does not cast spells; she does not skulk in the shadows or perform for great audiences as the rogue or bard; and she finds herself in melee as the exception rather than the rule.

Unlike these classes, the feybinder relies upon the unique combination of supernatural abilities granted to her by her patron within the Fey Court. These powers, called Glamours, offer the feybinder a wide-range of capabilities ranging from the ability to conceal her tracks to binding a spirit to the flora around, causing it erupt in verdant growth, healing her and her companions. Her patron also grants her access to certain spell-like abilities as she grows in strength and trust with the Fey Court. Finally, but certainly not the least of her powers, is her ability to conjure fey spirits from The Dreaming to aid her in a very wide variety of situations.

The feybinder is a dual-natured individual - she has one foot in the prime material and one in the The Dreaming, a magical, mystical other-worldly place where the fey reside and rule. This has only a few game-mechanic effects (described later in this book), but from a role-playing perspective, the feybinder not only perceives the world around her just as her companions do, but also sees the hidden world of the fey where The Dreaming connects to the Prime Material Plane. These connections are most often referred to as Ley Lines and will be discussed in a later chapter.

The feybinder class is an amalgamation of several folk traditions including Celtic mythology, the writings of William Shakespeare, tidbits here and there from European folklore, and not least of all, many influences from modern interpretations of said stories. She is the Bean Sidhe of the lake, terrifying children through stories their parents tell them to keep them from wandering too far from home. She is Morgan le Fay, a powerful sorceress and enchantress - her powers misunderstood and mistrusted. She is Maleficent, an otherwise benevolent goddess among those she rules over in that deep forest, still untouched by man. She is Puck, a wily and shrewd trickster supporting a great king with her powers, but longing for freedom. She is Elora Danan, predestined to greatness by the Fey



Courts to depose an evil ruler. The references to literature, lore, and media are endless and so are the options with the feybinder base class.

The feybinder, despite the name, is not limited to fairies and goblins - she can fulfill a wide variety of roles including the scout, the social face of the party, a ranged attacker, or even supplement the fight with her fey spirits. She can bless the land, cure the sick, poison the corrupt, help the meek, hide the fearful, and seduce the lustful. She is the movement in the corner of your eye, the glimmer in the lake, the shadow in the corner, and the laughter in the trees. Picking a role with the feybinder will not be easy - but once she is a part of your adventuring group, you will undoubtedly find her an invaluable member of the party. Be sure to let us know what you develop!

Class Skills

Skills: Acrobatics (Dex), Bluff (Cha), Craft (Int), Fly (Dex), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha) Skill Ranks per Level: 4 + Int

Hit Dice: d6 - The feybinder is not accustomed to the rigors of martial combat and, as such, is weaker in hit dice than many other character classes.

Starting Wealth: 2d6 x 10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Role: Due to their connection with one of the two Fey Courts of The Dreaming, feybinders, by nature are more creatures of magic than practitioners of magic. They do not memorize or pray for the spells they cast; their magic is everywhere and nowhere. It simply is. A feybinder calls on her special abilities (Glamours), using a resource at her disposal, known in game-terms as her Glamour Pool (see below).

Author's Note: The feybinder is a multi-purpose class intended to fulfill the "support" role in a party. While this class was not designed to take over any one role in the party, given the right glamours and patron type, it could fulfill many main roles in the party including healer or even front line fighter. While there are not many abilities that would allow the feybinder to fill in for a rogue, plenty of her fey minions could easily cover for the rogue in a pinch. Similarly, while not intended to blast enemies with heavy hitting spells, many of her minions possess magic that could easily turn the tide of a battle.

Weapon and Armor Proficiency

Most feybinder do not often find themselves in melee and are, therefore, proficient with only a few weapons often found useful in endeavors other than combat alone. The feybinder begins play knowing only the club, dagger, javelin, short bow, sickle, sling, and quarterstaff. She is also most likely proficient with one additional weapon which varies depending upon her choice of patron (see the Patron table below) Armor interferes with her ability to tap into the magical resonance of The Dreaming, and as a result she is not proficient with any type of armor.

Alignment:

Seelie Court: Any good or neutral alignment

Unseelie Court: Any neutral or evil alignment

See the Seelie Courts below for more information on alignment.

Level	BAB	Fort	Ref	Will	Fey Summons	Special
1	+0	+0	+2	+2	+0	Elusive Charm, Glamour, Fey Knowledge +2, Fey Summons (Summon Nature's Ally I), Patron of the Court
2	+1	+0	+3	+3	+0	Glamour, Speak with Animals, Walk the Ley Lines
3	+1	+1	+3	+3	+0	Fey Summons (Summon Nature's Ally II), Fey Beasts
4	+2	+1	+4	+4	+0	Glamour, Uncanny Dodge
5	+2	+1	+4	+4	+1	Fey Summons (Summon Nature's Ally III)
6	+3	+2	+5	+5	+1	Essence of the Dreaming, Fey Knowledge +3, Glamour
7	+3	+2	+5	+5	+1	Fey Summons (Summon Nature's Ally IV)
8	+4	+3	+6	+6	+1	Glamour
9	+4	+3	+6	+6	+1	Fey Summons (Summon Nature's Ally V)
10	+5	+3	+7	+7	+2	Glamour
11	+5	+3	+7	+7	+2	Fey Summons (Summon Nature's Ally VI)
12	+6/+1	+4	+8	+8	+2	Fey Knowledge +4, Glamour
13	+6/+1	+4	+8	+8	+2	Fey Summons (Summon Nature's Ally VII)
14	+7/+2	+4	+9	+9	+2	Glamour
15	+7/+2	+5	+9	+9	+3	Fey Summons (Summon Nature's Ally VIII)
16	+8/+3	+5	+10	+10	+3	Glamour
17	+8/+3	+5	+10	+10	+3	Fey Summons (Summon Nature's Ally IX)
18	+9/+4	+6	+11	+11	+3	Fey Knowledge +5, Glamour
19	+9/+4	+6	+11	+11	+3	Fey Summons (Gate - Elemental or Fey only)
20	+10/+5	+6	+12	+12	+4	Glamour, Fey Courtesan

Elusive Charm (Ex) - Charm, wit and beauty not only have their advantages in a social context, but for the feybinder, they can be used to her advantage against her enemies in combat as well. The feybinder uses her Cha bonus as well as her Dex bonus when calculating her armor class, with a maximum Cha bonus equal to her feybinder level (i.e. a 2nd level feybinder gains a maximum of +2 to her AC from her Charisma score).

This ability only functions while the feybinder wears no armor. Like a Dexterity bonus, this bonus from Charisma is lost when the feybinder is flat-footed, or any other time she would lose her Dexterity bonus.

Fey Knowledge (Ex) - Fey Knowledge is a sub-skill and equal to the feybinder's Knowledge (Nature) skill. Starting at 1st level, the feybinder gains a +2 to this check and may make a Knowledge (Nature) check to identify any creature of the fey creature-type she encounters. When dealing in matters of the fey and the fey courts (such as diplomacy, bluff, intimidate, etc.), she gains a +2 bonus to her skill check. This bonus increases to +3 at 6th level, +4 at 12th and +5 at 18th level.

As every fey is unique, she is also able to identify any fey creatures by name, know something about their history, with whom they are associated, their patron, etc. The more powerful the fey, the easier the check; the more obscure or lesser the fey, the more difficult the check. As such, to reveal this information, it is a Knowledge (Nature) check with a DC of 30 - creature's CR.

Glamours - Glamours are the manifestations of those powers granted to the feybinder by the patron of her court. These powers are numerous and vary wildly from one feybinder to the next and no two feybinders are exactly the same. Such is the chaotic nature of the fey.

The feybinder receives her first glamour at 1st level, again at 2nd level and then every even level (4th, 6th, 8th...etc.) thereafter. The feybinder may select either a standard Glamour or a Binding Glamour (see below) when making this selection. Unless otherwise stated, glamours are standard actions that do provoke attacks of opportunity. They may be used at will, but often come with the ability to enhance their function by spending a daily use of the feybinder's Fey Summons ability.

Binding Glamours - There are many glamours that allow the feybinder to use the spirit of the summoned fey to essentially power the ability. There are many effects made manifest by the power of this binding and it makes the feybinder a very potent adversary if truly tested. As long as the feybinder meets the requirements, she may select a Binding Glamour anytime she receives a glamour during class advancement.

Glamour	Court / Patron	Effect
Alluring Presence (Su)	Seelie/Unseelie	Grants bonus to Cha-based skills and enchantment DC for spell-like abilities
Aura of Purity (Su)	Seelie	Negates the effects of fog, clouds, or cloud-based spells
Beasts of Ill-Omen (Su)	Unseelie	Uses summoned creatures to curse opponents
Beguile(Su)	Seelie	Improve the starting attitude of any target.
Bewitching Fey (Ex)	Seelie/Unseelie	Increases summoned duration of fey creatures and grants bonus to Dex/Cha
Briarborn (Su)	Seelie	Gain the Plant creature type, may communicate with plants; charm plant creatures
Call of the Khargra	Seelie/Unseelie	Summons a Khargra to defend a position for a short time.

Change Shape (Su)	Seelie/Unseelie	Allows the fey to choose an alternate form using Alter Self or Beast Shape II
Climber (Ex)	Seelie/Unseelie	Grants a climb speed
Darkvision (Ex)	Seelie/Unseelie	Grants 30' darkvision
Disguise (Ex)	Seelie/Unseelie	Gain bonus to disguise check
Envenom (Su)	Seelie/Unseelie	feybinder with Claws may add poison to them
Evasion (Ex)	Seelie/Unseelie	Gains Evasion
Eye of Baelor (Su)	Unseelie	Causes target to suffer penalties to certain rolls
Eyes of the Glimmerkin	Seelie Court	Gain opalescent eyes. Immunity to blindness and dazzle effects. Gain low-light vision and +2 to bluff and sense motive.
Feral Speech (Ex)	Seelie/Unseelie	Allows the comprehension of animals
Feral (Ex)	Seelie/Unseelie	Grants combat bonuses due to close ties to feral spirits
Ferocious Fey (Ex)	Seelie/Unseelie	Applies bonus to STR/CON of summoned Fey creatures
Fey Shot (Su)	Seelie/Unseelie	Arrows of force strike targets, imposing penalties
Fey Stride (Su)	Seelie/Unseelie	Not inhibited by difficult terrain in the feybinder's chosen setting
Fly (Su)	Seelie/Unseelie	Grants wings and flight
Healing (Su)	Seelie	Creatures gain fast healing for a short time
Life Link (Su)	Seelie/Unseelie	Allows the life force of the feybinder and her summoned creatures to be shared
Mirth (Su)	Seelie/Unseelie	Extends the duration of magical effects around the feybinder
Roc Swarm (Su)	Seelie/Unseelie	Summons 1d4+CHA modifier Roc allies who evacuate the feybinder and her allies
Sense Link (Su)	Seelie/Unseelie	Creates a connection between the feybinder and her summoned creatures
Shambling Servant (Su)	Seelie/Unseelie	Summons a shambling mound that serves the feybinder
Slumber (Su)	Seelie	Causes a target to fall asleep, regardless of HD
Soothsayer (Su)	Seelie	Makes the feybinder more difficult to hit in combat
Sprinter (Ex)	Seelie/Unseelie	Gains increased movement speed

Tongues (Su)	Seelie/Unseelie	Allows the feybinder to communicate in any language
Tooth and Claw (Ex)	Seelie/Unseelie	Grants claw attack as natural weapons; bonus to summoned animal's natural attacks
Touch of the Fey (Ex)	Seelie/Unseelie	The feybinder may share the spell-like abilities of those fey she summons
Trackless Step (Ex)	Seelie/Unseelie	The feybinder may not be tracked, if she so chooses
Treant Ally (Su)	Seelie/Unseelie	Gain a temporary ally in nearby trees
Vanish (Su)	Seelie/Unseelie	Turn invisible for 1 round
Wild Empathy (Ex)	Seelie/Unseelie	The feybinder can use diplomacy against animal targets to improve their attitude

Binding Glamours	Court	Effect
Befouled Fruit (Ex)	Unseelie	Binds summoned creature to food in order to Poison it
Bind Spirit (Su)	Seelie/Unseelie	Binds a spirit to an object or creature, granting it special abilities for a time
Cursed Wound (Su)	Unseelie	Causes wounds to fester, preventing magical or natural healing
Discord (Su)	Unseelie	Decrease the attitude of one creature towards another
Faerie's Grasp (Su)	Seelie/Unseelie	Binds a fey spirit to a location making it difficult to pass
Fortune (Su)	Seelie	Allows two dice to be rolled, taking the better of the two results
Misfortune (Su)	Unseelie	Forces two dice to be rolled, taking the worse of the two results
Peace Bond (Su)	Seelie	Binds a spirit to sheathed weapons, preventing it from being drawn
Seelie Boon (Su)	Seelie	Applies a fey blessing to the target area
Unnerve Beast (Ex)	Unseelie	Negatively impact the attitude of one animal towards another target
Unseelie Blight (Su)	Unseelie	Creatures in an area suffer penalties

Aeslisee crept through the forest, silent and shadowed by the leafy canopy above her. She could hear and smell the stink of the humans who had invaded her domain. The pain of the beast they hunted

was palpable through the roots of the trees as she walked among them. Then, she saw them. A group of six humans with metal-shod sticks and fangs surrounding Lord Elk, the eldest and most revered beast in the forest. Blood streamed in rivulets down his flanks and terror was evident in his wide, black eyes. The hunt had gone sour for the group, it would seem, as two other humans lay sprawled in the grass, blood and gore strewn about them.

“Teach these cretons a lesson, my friends”, she said quietly to herself.

Aeslisee concentrated for a moment and reached out to her allies; those of the First World. The call was answered almost immediately.

Slowly, almost insidiously, a mist began creeping into the clearing. The hunters continued their attack, completely unaware of the danger enveloping them. Aeslisee gave a silent prayer to the Seelie court and to Ogma for a swift battle as she tightly gripped her staff. She would not let these men befoul her domain.

As the mist encircled the men, it began taking on a more animated appearance, moving in multiple directions and rising up behind each of them in turn...choosing, Aeslisee bemusedly observed. The hunters were still oblivious.

Suddenly, the mist moved rapidly towards one of the men. The hunter jerked upright almost instantly. He looked at the weapon, the axe, in his hand and then to the other men around him. He took two steps towards the nearest hunter and brought axe down viciously across the base of the other man’s neck. The other hunters looked on the axeman in absolute horror - seemingly unable to comprehend the situation that had just befallen them.

“...and rightly so, forest-killers,” Aeslisee mused.

As the Men began to tear at each other, the feybinder knew Lord Elk would live to serve the forest another day.

Fey Summons (Su) –Starting at 1st level, as a full-round action, a feybinder can cast summon nature’s ally as a spell-like ability. These summoned creatures remain for 1 minute per feybinder level. At 1st level, the feybinder may use this ability a number of times per day equal to her CHA modifier (Minimum of 1). At 5th level, and every 5 feybinder levels beyond that, this daily number increases by +1 (i.e. CHA mod +1 at 5th level, +2 at 10th, +3 at 15th and +4 at 20th).

This ability increases as the feybinder gains levels. Every 2 levels after 1st level, the feybinder gains the more powerful version of this spell as a spell-like ability (i.e. at 3rd level, she gains summon nature’s ally II, at 5th level, she gains summon nature’s ally III, etc.). The feybinder may only have one summon nature’s ally active at any one time. If this ability is used again, the first summons immediately ends.

If the feybinder has established a circle or coven (see feybinder Circle feat), those fey within her circle are unique and repeatedly answer the call of the feybinder when she summons that creature type. Because of this, the feybinder always knows these creatures by name and the feybinder may be reluctant to put them into situations in which she knows they may perish.

Whenever a feybinder gains access to a new Summon Nature’s Ally spell, she may select one creature from the table below of additional available creatures for each spell level she has access to, or lower (i.e. access to Summon Nature’s Ally I and II would allow for 1 creature from SNA I and 1 from SNA 2, or 2 from SNA I). This selection is permanent and the creature chosen is a unique, named individual,

answering her summons again and again until that creature is slain or the feybinder chooses to select a different creature from the list when she gains a new feybinder level.

The death of a fey has significant consequences for both the fey in the Dreaming as well as the feybinder, herself. In those situations where these summoned creatures are slain while in the service of the feybinder, the loss is not only felt among those of the feybinder's court, but also creatures of that specific fey species (i.e. brownie, fuath gremlin, etc.). Fey of that type will no longer answer the call of the feybinder until she has reached a new feybinder level. In addition, she is not allowed to choose another from the Fey Summoning list until she attains her next feybinder level.

In short, the feybinder is far better off dismissing the summoned fey creature (as a free action) than ever letting it fight to the death in combat or by putting it in extremely deadly situations.

Eventually, when the feybinder reaches a new feybinder level, creatures of the same species will forgive the feybinder for her carelessness and another creature of that type will again answer her summons. This creature is a different individual, with a different name and no immediate familiarity with the feybinder.

Fey Summoning List - Along with the creatures available on the standard Summon Nature's Ally list, the following special fey, gremlins, goblins and outsiders answer the call of the feybinder.

SEELIE COURT

Summon nature's ally I: biloko (CR ½), sprite (CR ⅓), witchlight (CR ¼)

Summon nature's ally II: atomie (CR 1), brownie (CR 1), faun (CR 1), mockingfey (CR 1), mimi (CR 1)

Summon nature's ally III: buckawn (CR 2), forgotten one (CR 2), fyr (CR 2), leprechaun (CR 2), pooka (CR 2)

Summon nature's ally IV: baccae (CR 3), dryad (CR 3)*, oakman (CR 3), pech (CR 3), twig jack (CR 3), unicorn (CR 3)

Summon nature's ally V: korred (CR 4), huldra (CR 4), pixie (CR 4), satyr (CR 4),

Summon nature's ally VI: asrai (CR 5), harvest haunt (CR 6), lampad (CR 5)

Summon nature's ally VII: blodeuwedd (CR 6), faerie seer (CR 7), nymph (CR 7), swan maiden (CR 6)

Summon nature's ally VIII: dweomercat (CR 7), gray nisp (CR 8)

Summon nature's ally IX: ljirag (CR 9), Leanan Sidhe (CR 9), Lemkin (CR 9), nereid (CR 10)

UNSEELIE COURT

Summon nature's ally I: biloko (CR ½), goblin dog (CR 1), gremlin (grimble (CR ⅓), haniver (CR ½), mite (CR ¼), or pugwampi (CR ½))

Summon nature's ally II: crimbil rogue 2 (CR 1)***, gremlin (fuath (CR 1), jinkin (CR 1), or vexgit (CR 1)), kappa (CR 2), nilbog (CR 1), tooth fairy (CR ¼)

Summon nature's ally III: dark ice grig (CR 1), forgotten one (CR 2), gremlin (monaciello (CR 1), nuglub (CR 2)), kijimuna (CR 2), skin stealer (CR 2)

Summon nature's ally IV: fossegrim (CR 4), frosty chiseler (CR 4), quickling (CR 3), spriggan (CR 3), spring-heeled jack (CR 3), thin man (CR 4)

Summon nature's ally V: barghest (CR 4), fire nymph (CR 4), lurker-in-light (CR 5), spindler (CR 4), wikkawak (CR 4)

Summon nature's ally VI: asrai (CR 5), grimstalker (CR 5), polevik (CR 5), red cap (CR 6)

Summon nature's ally VII: baobhan sith (CR 6), blighted fey satyr (CR 6), darkling (CR 6), stroke lad (CR 6)

Summon nature's ally VIII: cold rider (CR 8), barghest (greater) (CR 7), gray nisp (CR 8)

Summon nature's ally IX: nuckelavee (CR 9), svartalfar (CR 8), tombstone fairy (CR 9), woodwose

(CR 10)

* Dryads summoned by a feybinder do not possess the Tree Dependent feature for the duration of the summons.

**See Crimbil rogue in the Creature section of this book

Patron of the Courts (Ex) - At 1st level, the feybinder must choose to which of the fey courts she owes fealty - the Seelie or the Unseelie Court - and to which Patron of that Court she serves.

If she chooses the Seelie Court, she chooses the path of honor, beauty and life. She must follow one of the Patrons of the Seelie Court. Those of the Seelie Court, while often chaotic and free-spirited in nature, are never inherently evil. They strive to protect their honor, life, beauty and those living things of their domain, but are never the type to conspire or plot in secret against others. Seelie fey must be of either good or neutral alignment

On the other hand, the Unseelie Court lives life through tooth and claw and blood - those parts of nature that are feral and raw, just like the Unseelie Court Patrons. Trust is not a luxury one can afford in the Court of the Unseelie Fey. Power, not honor is respected among the unseelie fey. Beauty is a thing to be taken, not revered. Temptation and lust inspires change and change offers limitless possibilities. Unseelie fey may be neutral, but are most often of evil alignment.

The decision to side with one court or another as well as the Patron she chooses is an important aspect of the feybinder class and affects the abilities she acquires as she advances in level. The patrons and their respective courts are listed below.

The following table includes basic information about the patron's persona as he or she is known in Nature. While these individuals have been known by many names over the millennia, it is far easier to relate to the aspect of their personality most dominant among all their magnificent lordly traits. Detailed information is included in the Patron section of this book on page xx.

Patron	Patron's Weapon	Patron's Glamour	Spell-Like Abilities	Shared Aspect
SEELIE COURT				
Father	Great Sword	Nuada's Touch	Cleric Orisons, 1st - Cure Light Wounds, 3rd - Divine Trident, 5th - Cure Moderate Wounds , 7th - Channel Vigor, 9th - Charitable Impulse, 11th - Blessing of Fervor, 13th - Path of Glory, Greater, 15th - Cure Light Wounds, Mass, 17th - Spell Resistance, 19th - Restoration, Greater	Gains Fast Healing 1 while summoned.
Hound	Spear (any)	Song of the Spear	Druid Orisons, 1st - Magic Stone, 3rd - Ironskin, 5th - Magic Boulder , 7th - Meld into Stone, 9th - Stone Shape, 11th - Earth Glide, 13th - Spike Stones, 15th - Stoneskin, 17th - Stone	Under constant effect of Aspect of the Falcon while summoned. Critical modifier applies

			Tell, 19th - Rampart	to spears only.
Mother	-	Spirit of the Morrigan	Cleric Orisons, 1st - Bless, 3rd - Protection From Evil, Communal, 5th - Burst of Radiance, 7th - Wrathful Mantle, 9th - Agonizing Rebuke, 11th - Divine Power, 13th - Guardian of Faith, 15th - Burst of Glory, 17th - Bloodsword Retribution, 19th - Eaglesoul	Under constant effect of Blessing of Courage and Life while summoned.
Oak	-	Heart of the Oak	Druid Orisons, 1st - Shillelagh, 3rd - Bull's Strength, 5th - Greensight, 7th - Burst of Nettles, 9th - Resinous Skin, 11th - Kiss of the First World, 13th - Arboreal Hammer, 15th - Wall of Thorns, 17th - Fire Seeds, 19th - Siege of Trees	Under constant effect of Barkskin while summoned.
Owl	-	Sprightly Herald	Bard Cantrips, 1st - Timely Inspiration, 3rd - Gallant Inspiration, 5th - Blistering Invective, 7th - Exquisite Accompaniment, 9th - Smug Narcissism, 11th - Modify Memory, 13th - Dominate Person, 15th - Serenity, 17th - Foe to Friend, 19th - Hymn of Peace	Under constant effect of Tap Inner Beauty while summoned
River	Net	Healing Waters	Druid Orisons, 1st - Marid's Mastery, 3rd - Riversight, 5th - Ice Slick, 7th - Lilypad Stride, 9th - Rain of Frogs, 11th - Control Water, 13th - Ride the Waves, 15th - Call Lightning Storm, 17th - Blazing Rainbow, 19th - Seamantle	Under constant effect of Slipstream while summoned.
Wind	Bola	Leaf on the Wind	Druid Orisons, 1st - Commune with Birds, 3rd - Glide, 5th - Gusting Sphere, 7th - Hurricane Blast, 9th - Cloak of Winds, 11th - Cape of Birds* , 13th - River of Wind, 15th - Control Winds, 17th - Eagle Aerie, 19th - Animal Shapes	Under constant effect of Feather Step while summoned.
Traveler	Greatclub	Eldar Sage	Druid Orisons, 1st - Feather Step, 3rd - Owl's Wisdom, 5th - Air Step, 7th - Longstrider, Greater, 9th - Featherstep, Mass, 11th - Aspect of	Under constant effect of Perceive Cues (as per Ranger spell) while

			the Stag, 13th - Freedom of Movement, 15th - Tree Stride, 17th - Transport via Plants, 19th - Wind Walk	summoned.
INSEELIE COURT				
Beast	Unarmed	Bestial Claws	Witch Cantrips, 1st - Unerring Weapon, 3rd - Returning Weapon, 5th - Scale Spikes, 7th - Rage, 9th - Swarm of Fangs, 11th - Battle Trance, 13th - Monstrous Extremities, 15th - Black Tentacles, 17th - Inflict Serious Wounds, 19th - Pain Strike, Mass	Treat as though they possessed the Pack Flanking ^{ACG} feat even if they do not qualify for it.
Blood	War Razor	Blood Feast	Witch Cantrips, 1st - Nauseating Dart, 3rd - Adhesive Spittle, 5th - Adhesive Blood, 7th - Skin Send, 9th - Touch of Bloodletting, 11th - Blood Scent, 13th - Vampiric Touch, 15th - Boil Blood, 17th - Suffocate, 19th - Horrid Wilting	Fast healing 1 when attacking with natural weapons.
Conquest	Greataxe	Furious Glory	Cleric Orisons, 1st - Bane, 3rd - Death Knell, 5th - Bull's Strength, 7th - Magic Vestment, 9th - Protection from Energy, 11th - Chaos Hammer, 13th - Magic Weapon, Greater, 15th - Unhallow, 17th - Heroes' Feast, 19th - Word of Chaos	+1 flanking and +1 Aid Another
Death	Scythe	Pale Countenance	Witch Cantrips, 1st - Ill Omen, 3rd - Touch of Idiocy, 5th - Burdened Thoughts, 7th - Enemy's Heart, 9th - Isolate, 11th - Malediction, 13th - Screech, 15th - Crushing Despair, 17th - Feast on Fear, 19th - Eyebite	Under constant effect of Sickening Strikes while summoned.
Flame	-	Cindertouched	Witch Cantrips, 1st - Burning Hands, 3rd - Burning Gaze, 5th - Boiling Blood, 7th - Trial of Fire and Acid, 9th - Vision of Hell, 11th - Hellmouth Lash, 13th - Volcanic Storm, 15th - Blood Boil, 17th - Banshee Blast, 19th - Dust Form	Under constant effect of Blood Blaze while summoned.

Famine	-	Putrid Essence	Witch Cantrips, 1st - Ray of Sickening, 3rd - Euphoric Cloud, 5th - Sickening Strikes, 7th - Pox Pustules, 9th - Spit Venom, 11th - Touch of Slime, 13th - Virulence, 15th - Plague Carrier, 17th - Waves of Fatigue, 19th - Epidemic	Under constant effect of Miserable Pity while summoned.
War	-	Visage of War	Witch Cantrips, 1st - Enlarge, 3rd - Alter Self, 5th - Steal Size, 7th - Fearsome Duplicate, 9th - Polymorph Familiar, 11th - Rage, 13th - False Life, Greater, 15th - Sadomasochism, 17th - Transplant Visage, 19th - Unwilling Shield	Under constant effect of Blood Armor while summoned.
Vermin	Mancatcher	Vermin Lord	Witch Cantrips, 1st - Summon Minor Monster, 3rd - Scare, 5th - Control Vermin, 7th - Whip of Spiders, 9th - Summon Swarm, 11th - Rain of Frogs, 13th - Vermin Shape II, 15th - Cape of Wasps, 17th - Web Cloud, 19th - Swarm Skin	Summoned creatures with the vermin creature type gain +1 to AC and +1 Initiative / 5 feyfinder levels. May apply Unseelie template to vermin.

* As Cape of Wasps (Druid 4), but birds are conjured instead.

Patron Table Descriptions

Patron's Weapon: If there is a weapon listed, the feyfinder is proficient with this weapon. Not all patrons are known for their martial prowess and, consequently, some rely more on their magical powers. This mentality is passed on to their followers as well.

Patron's Glamour: This is a glamour granted to the feyfinder which best represents the essence of that patron. The description of this bonus glamour can be found under the description of the patron.

Spell-Like Abilities: Fey are best known for their charming, magical nature. However, each patron offers those within his or her circle a unique variety of magicks which exhibit where the patron best fits into the natural order of the Dreaming. The first item listed is either cantrips or orisons. The feyfinder receives a number of cantrips or orisons equal to her CHA modifier (minimum of 0). Those spells must be pulled from the listed class cantrip or orison list. The feyfinder may use these cantrips or orisons at-will.

For the other spells, she gains those as spell-like abilities at the feyfinder level listed. Beginning at 1st level she may use these each 1 / day. At 7th level, she may use them each 2 / day. At 14th level, she may use her abilities each 3 / day. At 20th level, she may use her spell-like abilities at will. The DC for these SLA is equal to 10 + her feyfinder level + her CHA modifier.

Finally, any spell-like ability listed, she may convert 1 daily use of her Fey Summons ability in order to use the desired spell-like ability 1 additional time per day.

Shared Aspect: At 3rd level, the feyfinder summoning ability becomes more potent, with stronger ties to the Dreaming. The benefits listed are granted to both the feyfinder and any fey creature summoned using the Fey Summons ability. This benefit is a constant effect while the creature is summoned, provided it remains within 10' per feyfinder level. If the creature moves out of this radius, both the feyfinder and the creature lose this benefit until it returns. This has no effect on non-fey creatures. For effects reliant on caster levels, they are equal to the feyfinder's class level unless otherwise noted. Saving throws are based upon the feyfinder's Charisma bonus.

Walk the Ley Lines (Su) - The feyfinder, more so than most other mortals, understands the power contained within the ley lines. At 2nd level, she gains Ley Magicks as a bonus feat.

Speak with Animals (Su) - The feyfinder has the ability to communicate with nature's creatures. The feyfinder can ask questions of and receive answers from animals, but they are not inherently more friendly than normal. Additionally, wary creatures or those who are not familiar with the feyfinder are likely to be terse and evasive, while some less intelligent creatures may mutter or make nonsensical comments. If a creature is friendly, it may do some favor or service for the feyfinder.

Fey Beasts (Su) - At 3rd level, the feyfinder may add special templates to animals they summon using Fey Summons. Those of the **Seelie Court** may apply the Seelie creature template, while those of the Unseelie Court may apply the Unseelie beast template (see the later section for details on these two templates). This may only be applied to a single target with the animal creature type, with a base intelligence of 3 or less.

In order to use this ability, the feyfinder must spend 1 additional use of her Fey Summons in order to apply this template. Creatures thus summoned are considered the fey creature type in order to qualify for any other special abilities used by the feyfinder.

Uncanny Dodge (Ex) - At 4th level, the feyfinder grows more elusive and more alert. She gains a preternatural ability to react to danger before her senses would normally allow her to do so. She can no longer be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dex and Cha bonuses to AC if immobilized. A feyfinder with this ability can still lose her Dex bonus to AC if an opponent successfully uses the feint action against her.

If she has Uncanny Dodge from another class ability, she instead gains Improved Uncanny Dodge.

Essence of The Dreaming - Starting at 3rd level, the feyfinder gains DR 2/Cold Iron as her essence begins to bond with that of The Dreaming. She also gains total concealment any time she would normally benefit from concealment (gains a 50% miss chance rather than a 20% miss chance when concealed).

At 5th level, and every 2 levels after that (7th, 9th, 11th, etc.) the DR increases by +1.

Fey Courtesan - At 20th level, the feyfinder has grown such a rapport with her Patron she has been granted powers nearly divine in nature to those of the Prime. Her Patron's trust in her is absolute and she walks among the people of the Prime as his or her Herald. She gains Fast Healing 2 and her DR increases to 15/Cold Iron. Any fey-creature she summons acts as a permanent companion unless they are slain or dismissed. This does not increase the number of creatures she may summon at any one time, only the duration.



GLAMOURS

Glamours are the powers granted to the feybinder by her patron. These abilities are spell-like abilities that do provoke attacks of opportunity (unless otherwise stated). Treat glamours with no listed duration as 1 round per feybinder level. Unless otherwise stated, the DC to resist a Glamour effect is equal to:

DC 10 + ½ feybinder Level + CHA modifier

GLAMOUR DESCRIPTIONS

Alluring Presence (Su)

Prerequisites: -

The feybinder is particularly adept at enchanting. She adds a +2 bonus to Charisma-based skill checks and to the DC of spell-like abilities (not spells) from the enchantment school. This glamour may only be taken once.

Aura of Purity (Su)

Prerequisites: feybinder 4th, Seelie Court

Clouds, fog, Inhaled poisons, gaseous effects (such as stinking cloud), and airborne diseases are negated in a 10-foot radius around the feybinder. This effect costs 1 glamour point and lasts for 1 minute per feybinder level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Effects caused by spells whose level is more than half the feybinder's class level are unaffected.

Beasts of Ill-Omen (Su)

Prerequisites: Unseelie Court

The feybinder imbues her conjured minions with the corrupted magicks of the unseelie court. The first enemy who lays eyes on her minion is subjected to a minor curse. This target must make a Will save or be affected by bane as per the spell, with the caster level being equal to the feybinder's level. The feybinder can use this glamour by expending an additional daily use of her Fey Summons ability.

The affected enemy must be no more than 60 feet from the minion in order to trigger the effect; The bane affects the closest creature to the minion (ties affect the creature with the highest initiative score).

Whether or not the target's save is successful, the creature cannot be the target of the bane effect for 1 day, thereafter.

Beguile (Su)

Prerequisites: feybinder 2nd, Seelie Court

The feybinder has the ability to charm a humanoid or a target with the animal creature type within 30 feet by beckoning and speaking soft, soothing words.

In order to use this ability, the feybinder must use 1 daily use of her Fey Summons ability. This glamour improves the attitude of any animal or humanoid creature, with whom she can communicate, from indifferent to helpful or from unfriendly/hostile to friendly. This functions as if she had successfully used the Diplomacy skill.

The effect lasts for a number of minutes equal to the feybinder's CHA modifier. A Will save negates this effect, and cannot be extended with the mirth glamour.

Whether or not the save is successful, a creature cannot be the target of this glamour again for 1 full day. At 8th level, this effect improves the attitude of the target creature to helpful.

This is a mind-affecting charm effect and is language dependent.

The improved attitude is only towards the feybinder, not her companions. Because the attitude is changed to friendly or helpful towards the feybinder, however, she does have influence on who the creature does and does not attack. A beguiled bugbear might be convinced not to attack a feybinder's companions, but certainly wouldn't aid the other party members of its own free will.

Just as it would be with allies, if the creature is attacked or betrayed, their attitude will immediately move to hostile.

Bewitching Fey (Ex)

Prerequisites: Fey Beasts class ability

When using her Fey Summons ability, the feybinder now summons or binds any creature with the Fey creature type as a standard action (other non-Fey creatures still require a full-round action). This ability affects any Fey through her Fey Summons ability or through other conjuration spells.

Additionally, if she spends 1 extra daily use of her Fey Summoning, the creature remains summoned for 10 minutes per feybinder level or until dismissed (a free action) and the fey summoned gains a +4 enhancement bonus to Dex and Cha.

The creature summoned must be of the fey creature type, but Fey Beast does count toward this glamour. This does not increase the number of creatures the feybinder may summon at any one time. At 6th level and every 4 levels thereafter, the Dex/Cha bonuses granted by this ability increase by +2.

These extra stat bonuses and additional summoned duration apply only to summoned creatures and do not stack with Bind Spirit. It may not be used for any binding glamour. This ability does not stack with feats or other abilities that would boost the ability scores of a summoned creature (such as Augmented Summoning).

The feybinder may not select this Glamour if she has taken the Ferocious Fey Glamour.

Briarborn (Su)

Prerequisites: Seelie Court, Speak with Animals class ability, Unearthly Empathy glamour, may not be of the briarborn race

The feybinder has chosen a path more associated with the flora of The Dreaming and, as a result, begins to take on the properties of the plants and plant creatures around her.

She may converse with plants using her speak with animals class ability. All plants within a radius equal to the feybinder's level x 5' can hear her thoughts, and can understand her and speak with her if they so choose. This does not mean the plants are obligated to communicate back to her (see Unearthly Empathy glamour).

The feybinder may use this ability for a number of rounds per day equal to her feybinder level. These rounds need not be consecutive.

At 9th level, the feybinder may spend 1 use of her Fey Summons ability in order to make this ability functions as a Charm Monster spell against plant creatures. Charming creatures in this way does not count against her Fey Summons limit.

Call of the Khargra (Su)

Prerequisites: feybinder 12th

The feybinder gains the ability to summon a group of Khargra to her location. These creature form a single wall facing the direction chosen by the feybinder. In the event they are in a confined space, they will instead form ranks, lining up one behind the other in the direction chosen by the feybinder.

For those instances where the Khargra could not physically fit within the space in which they are summoned, the glamour fails and the Khargra ignore the feybinder's summons for 24 hours.

Because they are forced to stay together by the nature of the glamour, the wall of Khargra moves at a ponderously slow rate of just 5 feet per round and will attack anything that is in front of them unless the feybinder spends a move action to direct them to do otherwise each round.

This glamour lasts for a number of rounds equal to the feybinder's class level.

At 12th level, the feybinder summons 2 Khargra and adds 1 additional Khargra every 2 levels beyond 12th. She may only use this glamour once per day. The Khargra are considered fey for purposes of applying the feybinder's seelie or unseelie template. This does not count against her fey summons limit.

Change Shape (Su)

Prerequisites: feybinder 4th, disguise glamour

The feybinder can change shape into a single, alternate form. Possible forms include a normal specimen of her race, another humanoid creature type, or an animal. Whatever the case, the creature must be either her size or one category smaller and assuming this form takes a standard action. In all cases, the fey creature appears as the same individual of this chosen alternate form each time it changes shape. The type of polymorph spell used should be chosen as appropriate based on the alternate form, such as alter self for taking humanoid form or beast shape II for an animal form.

The feybinder may assume this shape for a number of hours per day equal to her feybinder level. These hours do not have to be consecutive, but are used up in 1 hour increments. This ability may be dismissed as a free action. This ability can be selected more than once, granting an additional form each time.

At 8th level and every 4 levels beyond that, the feybinder may select an additional form from alter self or beast shape II.

Climber (Ex)

Prerequisites: feybinder 2nd

The feybinder is skilled at climbing, gaining a climb speed equal to her base movement rate.

Darkvision (Ex)

Prerequisites: -

The feybinder gains darkvision out to 30 feet. If the feybinder already possesses darkvision, the range extends 30 feet. This glamour may only be taken once.

Disguise (Ex)

Prerequisites: -

The feybinder has the ability to change her appearance as if using the disguise self spell. She may use this for a number of hours per day equal to her feybinder level. These hours do not need to be consecutive, but they are spent in increments of 1 hour at a time.

Envenom (Su)

Prerequisites: Tooth and Claw glamour

A feybinder who has taken the Tooth and Claws glamour now possesses the ability to envenom her claws with a paralytic poison. The fort save DC for this poison is equal to 10 + Cha modifier. A target who fails their save is paralyzed for 1d4 rounds + the feybinder's Cha modifier. She may use this ability once per day per point of her Cha modifier.

Evasion (Ex)

Prerequisites: feybinder 3rd

Fey are very perceptive and very, very elusive when they want to be. Because of this, they are often difficult to catch unawares. If a feybinder makes a successful Reflex save against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used by the feybinder only if she is wearing no armor. A helpless feybinder loses the benefits of evasion. The feybinder must be at least 3rd level in order to select this glamour.

Eye of Baelor (Su)

Prerequisites: Unseelie Court

The feybinder of the Unseelie Court are known for the ability to sow discord and doubt to all those around them.

A target within 30' of the feybinder who meets her gaze takes a -2 penalty on one of the following: Armor Class, ability checks, attack rolls, saves, or skill checks.

This glamour lasts for a number of rounds equal to the feybinder's Cha modifier (minimum of 1 round), but may be extended by the Mirth glamour. A successful Will save means the target was able to all but avoid the feybinder's terrible gaze and the effect is reduced to 1 round. Regardless of the outcome of the save, a creature may not be targeted by this glamour more than once per day.

This is a mind-affecting effect. At 8th level, this penalty increases to -4, and -6 at 12th level.

Eyes of the Glimmerkin (Su)

Prerequisites: Change Shape glamour

The feybinder's eyes gain an opalescent quality, becoming something solid and gem-like. While in this state, she gains +2 to bluff and sense motive skill checks and low-light vision. She also gains a +2 save bonus to gaze attacks.

By using 1 daily use of her Fey Summons ability, the feybinder gains immunity to blindness, dazzle and daze or any other effects that are vision related. This immunity lasts for 1 round per feybinder level.

Feral (Ex)

Prerequisites: Tooth and Claw glamour

The feybinder is more skilled in combat than most. She now gains a +1 on all Attack and damage rolls with her claw attack(s). At 5th level, she gains +1 hit point/feybinder level. These hit points are applied retroactively.

Ferocious Fey (Ex)

Prerequisites: (See Text)

When using her Fey Summons, the feybinder summons or binds any creature with the Fey creature type as a standard action (other non-Fey creatures still require a full-round action).

Additionally, if she spends 1 extra daily use of her Fey Summoning the creature remains summoned for 10 minutes per feybinder level or until dismissed (a free action) and the fey gain a +4 enhancement bonus to Str and Con.

The creature summoned must be of the fey creature type, but Fey Beast does count toward this glamour. This does not increase the number of creatures the feybinder may summon at any one time. At 6th level and every 4 levels thereafter, the Str/Con bonuses granted by this ability increase by +2.

These extra bonuses and additional summoned duration apply only to summoned creatures and do not stack with Bind Spirit. It may not be used for any binding glamour. This ability does not stack with feats or other abilities that would boost the ability scores of a summoned creature (such as Augmented Summoning).

The feybinder may not select this Glamour if she has taken the Bewitching Fey glamour.

Fey Shot (Su)

Prerequisites: -

The feybinder has the ability to manifest and fire intangible arrows of magic at her foes. These arrows do no physical damage, but can sap the strength and vigor from her target in an instant, waylaying even the strongest of foes.

Manifesting and firing the Fey Shot is a standard action that does provoke attacks of opportunity. In order to hit a target, the feybinder must roll a ranged touch attack with a range increment of 20'. If the feybinder hits her target, the creature takes either Str, Con or Dex ability damage (feybinder's choice) and a condition effect dependent upon the feybinder level (see the chart below):

Feybinder Level	Ability Damage	Effect
1-3	1 Str, Con, or Dex	Dazed
4-6	1d2 Str, Con, or Dex	Sickened
7-9	1d3 Str, Con, or Dex	Staggered
10-12	1d4 Str, Con, or Dex	Nauseated
13+	2d3 Str, Con, or Dex	Stunned



The target is allowed a Fortitude save in order to take only 1 point of ability damage and suffer no other ill-effects from Fey Shot. If the target saves, they may not be the target of this glamour again for 1 day.

The feybinder may choose any effect on the chart of her level equivalent or lower. The listed effect lasts for 1 round (but may be extended through the Mirth glamour), while the ability damage must be healed normally.

Fey Stride (Su)

Prerequisites: feybinder 4th, Trackless Step glamour

A feybinder may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. The feybinder may spend 1 use of her daily Fey Summons ability in order to gain an additional save against areas that have been magically altered to hinder movement (such as thorns, briars, and overgrown areas). If the save is successful, she takes no damage and is not hindered by passing through these areas.

Fly (Su)

Prerequisites: feybinder 10th

The feybinder gains a supernatural ability to fly. Most fey receive this ability in the form of wings, but the feybinder may select this ability a second time to retain flight, but lose the wings. Some fey receive butterfly wings, while others receive the wings of a dragonfly, an eagle, a raven, etc. The feybinder receives a fly speed equal to her movement speed and a maneuverability of Poor. The feybinder may take this ability more than once. Each time she does, she gains +5 feet to her fly speed and she moves up one step on the maneuverability chart (Poor to Average, Average to Good, etc.).

Healing (Su)

Prerequisites: Seelie court

The feybinder focuses her connection with the Seelie fey which erupts in a fountain of healing magic all around her. Those selected individuals (up to her Cha bonus) within 30' of the feybinder are caught up in this healing wave and are affected depending upon their proximity to the feybinder:

- Those within 30' gain Fast Healing 1
- Those within 10' gain Fast Healing 5
- Individuals being touched by the feybinder (max of 2) gain Fast Healing 5 + the feybinder's Cha modifier

The effects of this glamour last for 1 round, but may be extended by the mirth glamour for a number of rounds equal to her CHA modifier (minimum of +1 round). Once the effect ends and an individual has benefitted from the benevolence of the Seelie Court, they cannot be affected by this glamour again for 1 day. Feybinders of the Father patron do include their bonus to healing with this glamour.

Life Link (Su)

Prerequisites: -

The feybinder forms close bonds with the fey creatures she summons. The feybinder establishes a link with her summoned creature as a standard action. For the duration of the summons, when the creature would take enough damage to send it back to its home plane, the feybinder can instead take any amount of the damage necessary to save her summoned creature. Each hit point taken by the feybinder in this way prevents 1 point of damage done to her summoned creature. This can prevent the summoned creature from being sent back to its home plane.

Mirth

Prerequisites: -

The connection a feybinder has to the Fey Courts not only affects her incantations, but also the very fabric of magic around her. A feybinder can mutter sweet and whimsical gibbers as a standard action. The feybinder may then select a number of spell-like abilities within 30 feet, up to a maximum equal to her Cha modifier (minimum of 1), and extend their duration by 1 round.

This includes, and is most commonly used for, extending the duration of her Fey Summons or her glammers. This could also be used for effects created by summoned fey or other creatures with spell-like abilities in the area.

Roc Swarm (Su)

Prerequisites: feybinder 14th, unearthly empathy

The feybinder has established a friendly relationship with an aerie of rocs whom she may summon to aid her in times of great need.

By invoking this glamour, the feybinder calls upon 1d2 + her Cha modifier Rocs. These creatures usually take 1d6 rounds to arrive, but it could take shorter or longer depending upon the proximity of the feybinder to the aerie (as determined by the GM).

The rocs may be commanded to attack or perform other actions only if the feybinder is able to command them using unearthly empathy as a full round action. Otherwise, the rocs enter the area intent upon rescuing the feybinder and any companion designated by her. Each roc may carry 2 medium sized creatures or 1 large creature. When rescuing, they take the feybinder back to their nesting grounds unless directed elsewhere by the her.

Using this glamour requires the use of 1 of her daily Fey Summons and **does** count against her summoning limit while in use. Once the Roc Swarm is summoned, her current summoned creature vanishes back to The Dreaming.

The feybinder may only use this ability once per day and it may only be used outside.

Sense Link (Su)

Prerequisites: feybinder 4th

The feybinder gains the ability to share the senses of any creature she has summoned through her Fey Summons ability. She gains the hearing, sight, scent, taste, and touch of everything the summoned creature does. The range of this ability is limited to 100 feet per feybinder level. She may activate this ability as a standard action and end it as a free action.

Slumber (Su)

Prerequisites: Seelie court

A feybinder can cause a creature within 30 feet to fall into a deep, magical sleep. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the feybinder's level, though this may be extended through the Mirth glamour.

This glamour can affect a creature with HD equal to or lower than the feybinder's level + her Cha modifier. The target will not wake due to noise or light, but allies or others can cause it to wake by taking a standard action to rouse it. This glamour ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this glamour again for 1 day.

Soothsayer (Su)

Prerequisites: Seelie court

The feybinder instills a sense of desire, longing, or trust into the mind of those she targets with this glamour. This feeling is not overwhelming, but is just soothing enough to distract her opponents in combat. For the duration of the glamour, or until the feybinder ends it, the target(s) have a difficult time bringing themselves to harm her. They suffer a -2 penalty to attack the feybinder in combat. At 6th level and every 4 levels beyond that, the penalty increases by -2. There is no save against this glamour.

As a standard action, the feybinder may use this ability against any number of targets within a 10' radius of her. The feybinder may use 1 daily use of her Fey Summons ability in order to use Soothsayer against a single opponent in melee range with her as an immediate action.

In either case, soothsayer lasts for 1 round per point of Cha modifier (minimum of 1 round) and may be extended with the Mirth glamour. This is a mind-affecting effect that is not language dependent. A creature may not be targeted by this glamour more than once in any 24 hour period.

Sprinter (Ex)

Prerequisites: feybinder 2nd

The feybinder adds 5 to her base movement. This base speed improves by 5 feet every 5 levels of feybinder. As a swift action, the feybinder may use 1 daily use of her Fey Summons ability in order to increase her movement speed by 30 for a number of rounds equal to her Cha modifier (minimum of 1 round).

Tongues (Su)

Prerequisites: feybinder 3rd

A feybinder using this glamour can understand any spoken language for a number of minutes per day equal to her level, as if using comprehend languages. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 6th level, the feybinder can use this ability to speak any language, as per tongues.

Tooth and Claw (Ex)

Prerequisites: -

The hands of the feybinder are tipped with hardened talons useful in combat. These claws give the feybinder two claw attacks that deal 1d4 points of damage (1d6 if large, 1d3 if small). These are considered natural weapons with which the feybinder is proficient.

Once per day, when using Fey Summons, the feybinder may increase the natural attack of any fey creature by one step (1d3 become 1d4, 1d6 becomes 1d8, etc.) for the duration that creature is summoned. This applies only to one natural attack as chosen by the feybinder when the creature is summoned.

Touch of the Fey (Ex)

Prerequisites: feybinder 6th

The feybinder can share spell-like abilities of fey creatures including those which are designated as “self-only” for the creature. These creatures must have been summoned by the feybinder and must possess the Fey creature type.

Aislisee could follow her summoned brownie through a dimension door or turn invisible with her summoned buckawn.

The feybinder may choose to use this ability on her own turn as a standard action. For spells that are normally “self-only”, both the summoned fey and the feybinder are affected. For spell-like abilities that affect another target, the feybinder is essentially using the ability as her action instead of the fey. The fey, therefore, still has its actions available for the round.

Trackless Step (Ex)

Prerequisites: feybinder 3rd

The feybinder does not leave a trail in natural surroundings and cannot be tracked. She may choose to leave a trail if she desires.

Treant Ally (Su)

Prerequisite: feybinder 10th level, Brianborn glamour

The feybinder summons the spirit of the forest which comes to life in the form of a tree very similar to that of a treant, but under the control of the feybinder. The feybinder must spend a standard action each round in order to control the treant. If she fails to do so, the treant stops what it was doing and begins to re-root itself into the ground. After 3 rounds of inactivity, the glamour ends.

This glamour lasts for a number of rounds equal to the feybinder’s level.

At 10th level, this is a soldier treant. At 14th level, this is a council treant, and at 20th level, this is an elder treant.

Unearthly Empathy (Ex)

Prerequisites: feybinder 4th

The feybinder has the ability to improve the attitude of a target animal with whom she is speaking. Unlike the standard diplomacy skill, this glamour grants her the ability to use the diplomacy skill against creatures with an intelligence of 3 or less. To use this ability the feybinder makes a Diplomacy check to determine the unearthly empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use unearthly empathy, the feybinder and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Influencing an animal in this way usually takes 1 minute, but if she spends 1 daily use of her Fey Summons ability, she can perform this diplomacy check as a full-round action.

If a feybinder has selected the Vermin Lord or Briarborn glamour, she may use Unearthly Empathy against those creature types.

If a feybinder uses this ability to influence a magical beast with an Intelligence score of 1 or 2, she takes a -4 penalty on the check.

Vanish (Su)

Prerequisites: feybinder 4th

As a swift action the feybinder may Vanish for 1 round. She may use this ability a number of times per day equal to her feybinder level, but each instance still lasts only 1 round.

BINDING GLAMOURS

There are many glamours that allow the feybinder to use the spirit of the summoned fey to essentially power the ability. There are many effects made manifest by the power of this binding and it makes the feybinder a very potent adversary if truly tested. As long as the feybinder meets the requirements, she may select a binding glamour anytime she receives a glamour during class advancement.

Under normal circumstances, the fey spirit is neither harmed nor terribly inconvenienced by the binding - from their perspective, it is merely seconds of time they spend bound to the object. At most it would be an experience similar to that of swatting at a buzzing fly.

Unless otherwise noted in the specific description, the following rules apply to all Binding Glamours:

- Binding Glamours take a standard action that provokes an attack of opportunity.
- Only one fey spirit may be bound to a target at a time.
- Each use of a Binding Glamour requires 1 daily use of the feybinder's Fey Summons ability, just as if she had summoned a fey creature.
- Fey spirits bound by glamours are considered "summoned" for the duration of the effect and, as such, the feybinder is unable to summon another creature while the fey spirit is bound to her glamour. In the event she attempts to summon another creature, the existing effect immediately ends.
- Additionally, if the fey spirit is subjected to a Protection from Good/Evil (or equivalent), a Banish, or similar magic, the fey spirit is immediately ejected from the target and sent back to its home plane.
- Binding glamours require a spirit with the Fey creature type and do not work with any other summoned creature. Fey creatures belonging to the feybinder's circle (if Seelie) or coven (if

Unseelie) are unique and are unavailable again for summoning while bound by a binding glamour.

- The duration of the binding glamour is the same as if the feybinder had summoned the creature.
- The feybinder may dismiss the bound spirit, and thus eliminate the glamour effect as a free action which sends the fey spirit back to The Dreaming.
- When applicable, saves against binding glammers are equal to $10 + \frac{1}{2}$ feybinder level + her Cha modifier.
- The fey spirit does not physically manifest as it would under normal circumstance when summoned, but the target may take on certain aspects of the fey (see fey aspect text below). Instead of manifesting, the fey spirit infuses itself within the target to which the feybinder has bound it.

GM NOTE: Fey Aspect - The target of a binding glamour will usually take-on certain features common to many fey creatures. They might sprout horns, grow vines, become covered in leaves, or even grow wings. This is largely at the discretion of the gamemaster and greatly dependent upon the strength of the spirit bound to the object. Higher HD creatures will be more likely to manifest these fey characteristics. In no case, however, do these characteristics result in bonuses or penalties outside the effect of the binding glamour itself.

BINDING GLAMOUR DESCRIPTIONS

Befouled Fruit (Ex)

Prerequisites: Bind Spirit, Unseelie Court, feybinder 6th

The feybinder can use the essence of her summoned fey allies to befoul an otherwise edible fruit or vegetable as to make it poisonous to those who would eat it.

Conjuring the creature and then infusing its essence into the food takes 1 round per HD of the creature summoned and can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The poison is undetectable by normal means and the food tastes normal. However, magic (such as Detect Poison) detects it as poisonous.

When creating the befouled fruit, the feybinder must summon a fey creature type using Fey Summons. That creature is essentially summoned into the targeted food. The effect upon the food is equal to the poison spell with the Fortitude save being equal to $10 + 1/\text{HD}$ of the creature bound to the food.

When the food is eaten, the effect is instantaneous (as per the spell) and the bound creature is released back to its home plane.

The feybinder must possess the Bind Spirit glamour before taking this ability. This Glamour may only be used by members of the Unseelie Court.

Bind Spirit (Su)

Prerequisites: -

Bind a conjured fey to a person, place, or thing. The feybinder uses a full-round action to bind the fey spirit to the target in question. This ability (and all other binding glamours) only work on creatures with the fey creature type. See Binding Glamours above for more information.

Armor - item gains a deflection bonus or penalty (feybinder decides) equal to +1 or -1 per 3 HD of the bound creature (minimum of +1/-1, max +5/-5).

Creature - target gains or suffers a luck bonus or penalty equal to 1/4 HD of the bound creature to all dice rolls (minimum of +1/-1, max +5/-5).

Location - Creates a minor Ley Line connecting the feybinder's current location to the nearest crossroads for the duration of the binding (see Ley Lines for more information). The fey binder may not use this connection to attune to the crossroads.

As a full-round action, the feybinder may use this binding to magically return to this location. At 1st level, she may dimension door back to this location with her caster level equal to her feybinder level x2. Starting at 7th level, the feybinder may return to this location as if she had cast Teleport with her caster level being equal to her feybinder level. At 11th level, this functions as Greater Teleport.

Object - the feybinder maintains awareness of events going on within 30' of the object. Treat this as both clairaudience and clairvoyance cast upon the object. Treat the caster level as being equal to the feybinder level. The fey spirit is bound to the object for 10 minutes per feybinder level.

Weapon - creature wielding the item gains a luck bonus or penalty on Attack rolls equal to +1 or -1 per 3 HD of the fey spirit bound to it (minimum of +1/-1, max +5/-5).

For negative effects, a successful Will save by the item's owner prevents the spirit from binding to the target. Unattended objects get no save. This is the base ability for binding spirits. It is a prerequisite for all other binding glamours.

Cursed Wound (Su)

Prerequisites: Bind Spirit, Unseelie Court

The unseelie feybinder can bind the essence of those fey she summons to another living creature, cursing them and causing their existing wounds to fester and grow gangrenous.

For a number of days equal to the HD of the fey creature summoned, whenever the victim of Cursed Wound is targeted by a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC of 10 + the HD of the fey creature bound to the victim) to overcome the spirit of the fey.

If the check fails, the healing effect fails as well. Natural healing does not occur unless a heal check is made (DC of 10 + the HD of the fey creature summoned). If the check succeeds, natural healing occurs for one night of full rest only, but the check must be made again the next night. Fast healing and regeneration also cease to function if the victim fails its save.

For every 24 hour period in which the victim does not receive the benefit of some form of healing, they take 1 CON damage.

Success on an initial Will save reduces the duration of this glamour to 1d4 rounds and banishes the summoned fey spirit at the end of that duration.

At 5th level, the victim of this glamour also takes a –2 penalty on Fortitude saves to avoid contracting a disease or poison from an injury. This increases to –4 at 10th level and –6 at 15th level.

A successful remove curse or similar spell will remove the bound fey spirit from the victim and banish it to its home plane where it will remain unavailable to the feybinder for summoning for 1 full day.

Unlike standard binding glammers, the feybinder does not treat Cursed Wound as though she had summoned a creature. However, the specific fey is still bound to the target and unavailable for additional summoning.

Discord (Su)

Prerequisites: feybinder 10th, Bind Spirit, Unseelie Court

The feybinder binds a spirit to a target creature with an intelligence greater than 3. This spirit whispers venomous words and discontent into the target's mind, specifically about the friends or allies of the target. This bound spirit makes the target turn on its allies, flee from them, or stand unmoving and uncertain what to do next.

Once the fey spirit is bound to the target, the target's attitude toward his allies automatically decreases by one step on the first round with no save.

On the second, and subsequent rounds, the target rolls percentile and compares it to the table below. This effect lasts for a number of rounds equal to the fey spirit's HD. The feybinder's fey spirit may affect 1 target per 3 HD it possesses, but each additional target reduces the duration by 1 round.

d%	Behavior
01-35	Flees the immediate area
36-70	Does nothing (can take no action) while it considers the accusations laid forth by the spirit
71-100	Attacks the nearest ally, convinced it has been betrayed by them

A successful Will save negates this effect for the second and subsequent rounds, but the attitude change persists for a number of rounds equal to the feybinder's Cha modifier (minimum of +1 round). The duration may be extended using the Mirth glamour for any creature who fails their save.

Whether or not the save is successful, a creature cannot be the target of this glamour again for 1 day. At 14th level, this effect automatically decreases the attitude of the target creature by 2 steps. This is a mind-affecting charm effect that is language dependent.

This may only be selected by members of the Unseelie Court and requires Bind Spirit as a prerequisite.

Faerie's Grasp (Su)

Prerequisites: feybinder 1st, Bind Spirit binding glamour

The feybinder summons a fey creature and binds it to an area within 60 feet. At the chosen location, a 10-foot square per HD of the bound fey spirit becomes difficult terrain as the essence of the fey creature infuses the area. This effect lasts for a number of rounds equal to the HD of the creature summoned.

Additional effects are also dependent upon the HD of the fey spirit bound to the area:

HD	EFFECT
1-3	Each round a creature is in the area, it has a 50% chance of being grabbed by the fey spirit. This effect is the equivalent of a tanglefoot bag. A successful reflex save reduces the effect as normal.
4-7	The chance of being grabbed increases to 60% and the creature takes 1d4 HP damage per round if they are grabbed if they fail their reflex save.
8-12	Entering the area also obscures vision (no save), providing partial concealment for any creature targeted by the victim. The chance to be affected is increased to 75% and the damage per round increases to 1d6 if they fail their reflex save.
13-18	Targets have a 100% chance to be affected as if targeted by a tanglefoot bag and concealment increases to total concealment while they remain in the area.
19-20	Damage in the area increases to 1d10 per round and victims have a 5% chance to be pulled into the Dreaming demiplane. They are on their own to find a way back.

Fortune (Su)

Prerequisite: Bind Spirit, Seelie Court

The feybinder can bind the essence of one of her summoned fey to any target within 30 feet of her (including herself), bestowing luck and fortune upon them. As an immediate action, the creature may call upon this good fortune and re-roll any ability check, attack roll, saving throw, or skill check, taking the better of the two results.

Due to the energy required to meddle with fate, the duration of the summons is reduced to 1 round/HD of the bound fey spirit (minimum of 1 round). She may target multiple allies with this ability, but each additional target reduces the duration by 1 round. This may, however, be extended through the Mirth glamour. This binding glamour may affect any one roll each round the target makes while it lasts. A creature cannot be the target of this glamour again for 1 day.

Misfortune (Su)

Prerequisite: Bind Spirit, Unseelie Court

The feybinder can bind the essence of one of her summoned fey to any target within 30 feet of her, causing that creature to suffer grave misfortune. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse of the two results.

The victim is allowed a Will save to negate the effects entirely. If the save is successful, the target is affected for only one round (that may not be extended using the Mirth glamour) before the summons ultimately fails and the fey spirit returns to the Dreaming.

Due to the energy required to meddle with fate, the duration of the summons is reduced to 1 round/HD of the bound fey spirit (minimum of 1 round) and may only affect one target. As with the Fortune binding glamour, this may be extended through the Mirth glamour. This glamour affects all rolls the target must make. Whether or not the save is successful, a creature cannot be the target of this glamour again for 1 day.

Seelie Boon (Su)

Prerequisite: feybinder 6th, Bind Spirit, Seelie Court

The feybinder uses her fey magicks to bestow good fortune and faerie blessings upon an area around her, causing it to blossom and erupt in verdant growth.

Bestowing a boon upon an area takes 1 hour, during which time the feybinder conjures one of her minions using Fey Summons and binds it to the target area. The life-giving nature of her bound fey minion begins to cause the vegetation to explode in growth on the following day. Over the next week all plants already existing within the area grow double in size. Anything planted in the area will bloom and grow to full-size within just one week so long as the faerie blessing remains. A feybinder can affect an area with a radius equal to 10 x HD of the creature summoned. The binding lasts for 1 week per HD of the creature bound to the area or until the feybinder releases the bound spirit (free action).

Binding a summoned creature in this way does not count against her summoned creature limit using Fey Summons. The feybinder may renew this duration simply by convincing the spirit to stay bound to the area, which usually means a successful diplomacy check as well as a bribe of something valuable to the fey.

While in this area, the feybinder's connection with the Fey Court is more potent, her magicks more powerful:

- For every 2 HD of the creature bound to the Seelie Boon, the feybinder adds a +1 DC to the effects of her spell-like abilities and glammers.
- Using her spell-like abilities within this area also doubles the duration and/or variable of these effects (ex: A cure light wounds would heal a base of 2d8+2 inside a Boon).
- Summoning a fey within this boon adds an additional +2 HP per HD for the creature.
- Finally, once per day, the feybinder may transport herself and any summoned fey creatures back to the Boon as per the teleport spell - if she is not within a ley line, there is a distance limit to this teleport equal to 1 mile per feybinder level. If she is within a ley line of any strength, this distance is unlimited.

For the duration of the boon, the specific creature bound to the area is unavailable to the feybinder. The feybinder may remove the boon as a free action, sending the summoned creature back to its home plane. The vegetation in the area, unable to support the much expanded growth it's been given, begins to return naturally to its normal state after the boon ends (trees too large for the ecosystem may die, plants too large to be supported on the existing water supply or too choked by other plants in the area will shed leaves and shrink back to normal size in time, etc.).

The Seelie Boon can be removed by others with a curse or similar magic, using the standard feybinder DC calculator to determine the DC against the Seelie Boon. An Unseelie feybinder performing the Unseelie Blight ritual will cancel a Seelie Boon if the Unseelie feybinder makes a d20 + feybinder level

check to banish the boon with a DC equal to 12 + the Seelie feyfinder's level. A feyfinder may only have one boon in effect at a time. If another boon is made, the first immediately ends and the creature bound to the area returns to its own plane.

Peace Bond (Su)

Prerequisites: Bind Spirit, Seelie Court

A feyfinder using this Glamour binds a fey spirit to the target, preventing them from drawing a weapon. While in effect, the weapon is grappled by the bound fey spirit. If the target wishes to draw the weapon, it must win a grapple check against the CMD of the bound fey spirit. This is not only to draw the weapon, but also to wield it without penalty for the duration of the binding.

If the grapple check fails, the weapon cannot be drawn or the bow may not be pulled until the bound spirit loses the grapple check. If the target wins the grapple check, it must continue to spend a move action struggling with the spirit or suffer a luck penalty to hit equal to -1/2 HD of the creature bound to the weapon.

This glamour has no effect on natural weapons or weapons already in a creature's hands, but could be used on a quiver in order to prevent an archer from drawing arrows. There is no save for this ability and only one weapon may be targeted with this glamour.

Unnerve (Ex)

Prerequisites: Unseelie Court, Bind Spirit binding glamour

The feyfinder summons and binds a fey spirit to a living creature within 120 feet. The target becomes somehow offensive and repellent to all creatures around it within 10 feet. There is no save for this binding, however creatures who interact with the affected target receive a Will save equal to DC 10 + HD of the fey spirit + the feyfinder's Cha modifier to ignore the effect of the glamour.

Animals become finicky and even aggressive in the target's presence. Horses will buck, dogs will bark and attack if approached, cattle or sheep will spook, and so on.

Sentient creatures will steer clear of the creature during normal social interaction and, if pressed, are considered 2 steps lower on the Starting Attitude chart for the purposes of any forced interaction. The affected creature also suffers a -4 to diplomacy and intimidate checks.

Creatures with animal intelligence that are cornered by the target and unable to get away will attack him instead. Once the creature has the opportunity to flee, it will do so.

A Will save negates the effect and a target that saves against the effect cannot be targeted by the glamour for 24 hours.

The reaction of the affected creatures is a mind-affecting charm effect, but the glamour itself is not.

Unseelie Blight (Su)

Prerequisites: feyfinder 8th, Bind Spirit, Unseelie Court

The feyfinder uses her befouled magicks to curse an area around her, causing it to slowly wither and die.

Blighting an area takes 1 hour, during which time the feybinder conjures one of her minions using Fey Summons and binds it to the target area. The corrupt nature of her bound fey minion begins to cause the vegetation to wither the following day. Over the next week all plants in the area die. Nothing will grow in that area so long as the corrupt presence remains. A feybinder can affect an area with a radius equal to the 10 x HD of the creature summoned. The binding lasts for 1 week per HD of the creature bound to the area or until the feybinder releases the bound spirit (free action).

The feybinder may renew this duration simply by convincing the spirit to stay bound to the area, which usually means a successful diplomacy check as well as a sacrifice of some sort (blood, treasure, limbs, scars, etc.). Binding a summoned creature in this way does not count against her summoned creature limit using Fey Summons.

While in this area, the feybinder's connection with the Fey Court is more potent, her magicks more powerful:

- For every 2 HD of the creature bound to the blight, the feybinder adds a +1 DC to the effects of her spell-like abilities and glammers.
- Using her spell-like abilities within this area also doubles the duration and/or variable of these effects (ex: A cause light wounds would deal a base of 2d8+2 inside a Blight).
- Summoning a fey within this blight adds an additional +2 HP per HD for the creature.
- Finally, once per day, the feybinder may transport herself and any summoned fey creatures back to her blight as per the teleport spell - if she is not within a ley line, there is a distance limit to this teleport equal to 1 mile per feybinder level. If she is within a ley line of any strength, this distance is unlimited.

For the duration of the blight, the creature bound to the area is unavailable to the feybinder. The feybinder may remove the curse as a full-round action, sending the summoned creature back to its home plane. The vegetation in the area begins to return naturally and at a normal rate after the unseelie blight ends.

This curse to the land can be removed by others with a remove curse or similar magic, using the standard feybinder DC calculator to determine the DC to remove the curse. Additionally, a Seelie feybinder performing the Seelie Boon ritual will cancel an Unseelie Blight if the Seelie feybinder makes a d20 + feybinder level check to banish the blight with a DC equal to 12 + the Unseelie feybinder's level. A feybinder may only have one blight in effect at a time. If another blight is made, the first immediately ends and the creature bound to the area returns to its own plane.

FEY PATRONS

The rulers of the fey are those ancient fey who have lived among the trees and mountains and raging rivers of The Dreaming since time immemorial. They are the aristocracy of the fey and rule them through the Fey Courts. In the beginning, there was only one court of the fey. The lords among them called themselves the Seelie which means “happy” or “lucky” or “blessed” among most of the many fey languages. The Seelie ruled peacefully over the fey for many millennia through a well-intended and good-willed code of conduct under which all fey were obliged to obey. The members of the Seelie Court, the Fey Lords, were fair and just and even beneficent. They were, and still are, well loved among their patrons and charges. The code of conduct under which all of the Seelie Court must obey is as follows:

- **Beauty is Life**
- **Death Before Dishonor**
- **Love Conquers All**
- **Never Forget a Debt**

As among any true aristocracy, the Seelie Court has its leaders and its followers. The most powerful leaders among them have ruled the Seelie Court for centuries. As previously mentioned, these patrons provide their followers with favors, resources and special abilities in exchange for their loyalty and support. The most powerful of these Seelie Fey Lords are listed here:

FATHER

The Father and King of the Seelie Court. Known for his graciousness and healing powers

Patron Glamour:

Nuada's Touch

Prerequisites: The Father patron

Calling upon the healing magick of the Father greatly enhances the feybinder's ability to heal her allies.



The feybinder gains a +3 bonus to her Heal skill and may add her Cha bonus in addition to her Wis bonus when using Heal to treat deadly wounds.

Also, when using healing spell-like abilities, she is granted a +1 HP healed / 3 feybinder levels.

As a standard action, she may spend 1 use of her daily Fey Summons ability to release a burst of positive energy that heals 1d8 hit points / 3 feybinder levels to all living creatures in a 30' radius. Using Nuada's Touch in this manner is treated as a spell-like ability.

Granted Spell-Like Abilities: Cleric Orisons, 1st - Cure Light Wounds, 3rd - Divine Trident, 5th - Cure Moderate Wounds, 7th - Channel Vigor, 9th - Charitable Impulse, 11th - Blessing of Fervor, 13th - Path of Glory, Greater, 15th - Cure Light Wounds, Mass, 17th - Spell Resistance, 19th - Restoration, Greater

Shared Aspect: The feybinder and her summoned fey gain Fast Healing 1.

HOUND

The Hound is not the strongest, most talented, or most beautiful of the fey – but he is the master of many things.

Patron Glamour:

Song of the Spear (Ex)

Prerequisites: The Hound patron

The feybinder gains a +2 to Perform (dance - with a spear in hand) and Perform (Harp) and these skills are considered class skills for her. She may use these skills check in place of an intimidate (dance) and diplomacy (harp) skill check.

She may spend 1 point from her glamour pool in order to produce one of the following effects (dependent upon her feybinder level).

Inspire Courage - 3rd level, Inspire Competence - 6th level, Inspire Greatness - 9th level, Inspire Heroics - 12th level

These effects last for a number of rounds equal to her Cha modifier (minimum of 1 round), but may be extended using the Mirth glamour as long as she carries either the harp or the spear while using Mirth.

Granted Spell-Like Abilities: Cleric Orisons, 1st - Bless, 3rd - Protection From Evil, Communal, 5th - Burst of Radiance, 7th - Wrathful Mantle, 9th - Agonizing Rebuke, 11th - Divine Power, 13th - Guardian of Faith, 15th - Burst of Glory, 17th - Bloodsword Retribution, 19th - Eaglesoul

Shared Aspect: Both the feybinder and her summoned fey are under constant effect of Aspect of the Falcon while summoned. NOTE: The critical modifier applies to spears only.

MOTHER

The Mother is the Queen of the court and considered by some to be the Queen of Sovereignty and Battle.

Patron Glamour:

Spirit of the Morrigan (Su)

Prerequisites: The Mother patron

Calling upon The Mother summons one of three of her aspects, granting different combat bonuses to her allies, depending upon which is made manifest. These creatures are considered fey before being summoned (thus the feybinder may not apply the Seelie Fey template), but can otherwise be affected by any standard feybinder ability that affects creatures through her Fey Summons ability which includes her Shared Aspect ability. Each may be summoned only 1/day.

Raven - as per the raven with the following exceptions:

Creature type: Fey

Special Abilities:

The Raven's Blessing: Radiates a False Life effect (as per the spell) to all allies in a 30' radius; CL: feybinder level

Raven Swarm: 1 / day - as a standard action, the Raven can burst into a swarm of ravens (see raven swarm) under the control of the feybinder. This swarm lasts for one round per point of Cha modifier possessed by the feybinder. Using this ability does not harm the raven, but the summoning immediately ends when the duration of the raven swarm expires; CL: feybinder level

The feybinder may summon the raven beginning at 2nd level.

Wolf - as per the wolf with the following exceptions:

Creature type: Fey

Special Abilities:

Travel with the Pack: All allies within 30' of the wolf are immune to Exhaustion or Fatigue and are granted an enhancement bonus to their movement of +5 feet per round.

Terror in the Night: 1/day - Produces a burst of fear in a 30' radius centered on the wolf. All evil creatures who are not immune to fear must make a Will save or be shaken for a number of rounds equal to the feybinder's Cha bonus.

If the target is already shaken, or if their HD are equal to or less than ½ the feybinder's HD, they become panicked. Using this ability immediately ends the summoning and the wolf disappears; CL: feybinder level

The feybinder may summon the wolf at 6th level.

Heifer - this appears as a female cow, but is treated as the Horse, Heavy (Combat Trained)

Creature type: Fey

Special Abilities:

Valkyrie's Courage: Every ally within 30' of the heifer gains a +2 saving throw against fear or charm effects. If an ally fails a save against one of these types of effects, the feybinder may spend one of her daily Fey Summons as a standard action in order to grant the ally another save.

Nemain's Charge: 1/day - The heifer bellows and charges the nearest enemy. She is treated as though she had Improved Bull Rush and gains a +5 to her CMB for this attack. All allies within a 30' burst of the heifer at the start of her charge are also considered to have Improved Bull Rush and a add +5 enhancement bonus to their CMB when executing a Bull Rush until the start of their next turn. The heifer disappears and the summoning ends immediately after this charge.

The feybinder may summon the heifer beginning at 12th level.

Granted Spell-Like Abilities: Cleric Orisons, 1st - Bless, 3rd - Protection From Evil, Communal, 5th - Burst of Radiance, 7th - Wrathful Mantle, 9th - Agonizing Rebuke, 11th - Divine Power, 13th - Guardian of Faith, 15th - Burst of Glory, 17th - Bloodsword Retribution, 19th - Eaglesoul

Shared Aspect: The feybinder and her summoned fey creature are under a constant effect of Blessing of Courage and Life while summoned.

OAK

The Oak was said to be among the strongest of any fey who has ever graced the Seelie Court, able to hurl great boulders at his enemies.

Patron Glamour:

Heart of the Oak (Ex)

Prerequisites: The Oak patron

This glamour provided several benefits to the feybinder. First, it grants a feybinder +3 to all Strength-based skill checks and all strength-based skills are considered class skills.

With a wooden melee weapon in her hand, the feybinder gains a +1 on all Attack rolls, and she calculates her CMD as if her feybinder levels were fighter levels.

Finally, she may spend 1 use of her daily Fey Summons to treat any wooden melee weapon (staff, club, quarterstaff, etc) as though it possessed both the **brace** and **reach** weapon properties for a number of rounds equal to her Cha modifier (minimum of 1 round). While in combat, this ability may be extended with the Mirth glamour.

Granted Spell-Like Abilities: Druid Orisons, 1st - Shillelagh, 3rd - Bull's Strength, 5th - Greensight, 7th - Burst of Nettles, 9th - Resinous Skin, 11th - Kiss of the First World, 13th - Arboreal Hammer, 15th - Wall of Thorns, 17th - Fire Seeds, 19th - Siege of Trees

Shared Aspect: Both the feybinder and her summoned fey are under constant effect of Barkskin while summoned.

OWL

The Owl unceasingly worked to keep the Courts together before The Breaking. She is known for keeping a constant vigil over the Dreaming.

Patron Glamour:

Spritley Herald (Su):

Prerequisites: The Owl patron

The feyfinder gains a +2 bonus to her Diplomacy skill and may use Diplomacy in place of an Acrobatics check in order to avoid attacks of opportunity.

Starting at 1st level, the feyfinder may spend 1 daily use of her fey summons as a swift action to add her ranks in Diplomacy to her CMD against humanoid targets who can understand her.

At 3rd level, she gains the Push special ability against any creature who can understand her. This is a full-round action, and unlike the standard rules for this ability, the target cannot be pushed off a cliff and does not take damage from running into objects.

At 7th level, the feyfinder may spend 1 use of her daily Fey Summons in order to stun an opponent within 5' of her for 1 round. This is a standard action that does provoke an attack of opportunity. This may be extended through the Mirth glamour. The creature must understand her and receives a Will save in order to ignore this effect. Whether or not the target saves, they may only be targeted by this ability once every 24 hours.

At 10th level, the feyfinder may affect animals, magical creatures, and humanoids (but no constructs, oozes, vermin, or other mindless creatures) with these abilities. They no longer need to understand the feyfinder to be affected.

Granted Spell-Like Abilities: Bard Cantrips, 1st - Timely Inspiration, 3rd - Gallant Inspiration, 5th - Blistering Invective, 7th - Exquisite Accompaniment, 9th - Smug Narcissism, 11th - Modify Memory, 13th - Dominate Person, 15th - Serenity, 17th - Foe to Friend, 19th - Hymn of Peace

Shared Aspect: Both the feyfinder and her summoned fey are under constant effect of Tap Inner Beauty while summoned

RIVER

The River has been granted domain over the water inland within the Dreaming, her followers acting as shepherds over the rivers, ponds, lakes and streams both in the Dreaming and on the Prime.

Patron Glamour:

Healing Waters (Su)

Prerequisites: The River patron

The magic of the rivers and streams is as powerful as nearly any other force imaginable. It provides life to virtually everything, but can take it away in a heartbeat. The river can cut through the earth and wear down stone, or it can provide safe-haven and protection. The same is true of the Boann, the River patron.

The feyfinder gains a swim speed equal to her normal movement speed and is under a permanent effect of Air Bubble when under water.

Rivers, streams, and creeks are considered ley lines to the fey binder. For a river, this is treated as a major ley line, while creeks and streams are considered minor.

Granted Spell-Like Abilities: Druid Orisons, 1st - Marid's Mastery, 3rd - Riversight, 5th - Ice Slick, 7th - Lilypad Stride, 9th - Rain of Frogs, 11th - Control Water, 13th - Ride the Waves, 15th - Call Lightning Storm, 17th - Blazing Rainbow, 19th - Seamantle

Shared Aspect: Both the fey binder and her summoned fey are under constant effect of Slipstream while summoned.

WIND

Mistress of the Wind, often seen as a huge flock of butterflies.

Patron Glamour:

Leaf on the Wind (Su):

Prerequisites: The Wind patron

The fey binder may use this glamour to produce many effects similar to those displayed by her patron.

At 1st level, the fey binder gains a +2 bonus to acrobatics and may use acrobatics in place of the fly skill for any check that requires it. This bonus to acrobatics increases to +4 at 6th level and +6 at 14th level.

Beginning at 3rd level, the fey binder no longer requires the ground to move about. She instead hovers anywhere from 1-inch to 1-foot off the ground. By spending 1 point from her glamour pool, she may use this ability to climb walls or walk across ceilings. As long as she remains within 1-foot of the surface, she may walk across these surfaces as though they were flat, level ground.

At 6th level, the fey binder may shun the ground entirely. When spending 1 use of her daily Fey Summons, she may use leaf on the wind to instead travel through the air. As long as she ends her turn within 1-foot of a solid surface, she may travel her normal movement speed through the air, using her acrobatics skill in place of the fly skill (see above).

At 12th level, as long as the fey binder is under the effect of the leaf on the wind glamour, she may fall any distance without fear of taking damage from the fall.

Granted Spell-Like Abilities: Druid Orisons, 1st - Commune with Birds, 3rd - Glide, 5th - Gusting Sphere, 7th - Hurricane Blast, 9th - Cloak of Winds, 11th - Cape of Birds*, 13th - River of Wind, 15th - Control Winds, 17th - Eagle Aerie, 19th - Animal Shapes

Shared Aspect: Both the fey binder and her summoned fey are under constant effect of Feather Step while summoned.

TRAVELER

The last of the Eldar Fae in The Dreaming, his followers possess access to magic more ancient than even the Fey Lords.

Patron Glamour:

Eldar Sage (Ex)

Prerequisite: The Traveller patron

The feybinder gains all knowledge skill as class skills and the feybinder must roll and take 1 appearance feature from the Aasimar alternate physical features table beginning at 1st level.

The feybinder is also considered Aasimar for qualifying for all racial feats and racial traits. She gains a bonus feat at 6th, 12th and 18th level. These feats must be selected from the Aasimar racial feats.

Also, anytime the feybinder receives a glamour during level advancement, she may instead roll on the Variant Aasimar Ability table, gaining that ability instead of a feybinder glamour.

Finally, any time she is able to apply a template to her summoned creature, she may apply the celestial template instead of the seelie creature template. Unlike the Seelie Beast ability, applying this template does not cost the additional daily use of her Fey Summons.

Granted Spell-Like Abilities: Druid Orisons, 1st - Feather Step, 3rd - Owl's Wisdom, 5th - Air Step, 7th - Longstrider, Greater, 9th - Featherstep, Mass, 11th - Aspect of the Stag, 13th - Freedom of Movement, 15th - Tree Stride, 17th - Transport via Plants, 19th - Wind Walk

Shared Aspect: Both the feybinder and her summoned fey are under constant effect of Perceive Cues (as per Ranger spell) while summoned.



INSEELIE COURT

When the Court of the Fey broke apart, shattering into two parts, those who called themselves the formorians formed the Unseelie Court. The “un” in unseelie does not, as one might think, imply “unhappy” or “not blessed”. The “un” used by the formorians describes their baser opposition to the core values of the Seelie Court. The basic foundations of the formorian way of life say that the “happiness” of the Seelie Court is a farce and only skin deep, honor is a lie and ones passions lead to true freedom. The formorian lords strongly encourage their minions to challenge one another and the lords themselves – rule does not rest on the shoulders of the weak. This philosophy creates great turmoil among the formorians as well as constant change. While the lords themselves very rarely fall prey to the petty squabbles and challenges of those lesser formori, those castes below the court itself can be a veritable bloodbath of betrayal and assassination. At its core, the Unseelie Court subscribes to the following code:

- **Change is Good**
- **Do not Covet Power**
- **There is no Honor**
- **Instinct before Obligation**

The Unseelie Court does nothing without considering its own interests first. There are no altruistic acts among the formorians. Those formorian lords who rule the court do so with an iron fist and accept no excuses for failure or embarrassment. Those feybinder who follow a patron of the Unseelie Court can be expected to act as an extension of her lord’s agenda upon the Prime. The most powerful of the Unseelie Court patrons are listed below:

BEAST

If legends are to be believed, it was The Beast who first discovered The Dreaming and brought the Eldar Fae to the place the two Courts now call home. He arrived on the shores of The Dreaming from the Great Sea, following the currents after the Flood that uprooted the Eldar Fae from their original plane.

Patron Glamour:

Bestial Claws

Prerequisite: The Beast patron

The feybinder gains the Tooth and Claw glamour automatically and can retract or produce the claws as a simple action.

She may treat her feybinder levels as fighter levels when determining her CMB to grapple. By spending one daily use of her Fey Summons, she is treated as though she had the Improved Grapple feat for a number of rounds equal to her feybinder level. While in a grapple and using the damage grapple action, she deals sneak attack damage as if she were a rogue equal to ½ her feybinder level (minimum of 1d6). This is considered precision damage and is always lethal.

At 4th level and every 4 levels after that, she gains a +1 dodge bonus to her Armor Class and a +2 CMD while in a grapple.

Granted Spell-Like Abilities: Witch Cantrips, 1st - Unerring Weapon, 3rd - Returning Weapon, 5th - Scale Spikes, 7th - Rage, 9th - Swarm of Fangs, 11th - Battle Trance, 13th - Monstrous Extremities, 15th - Black Tentacles, 17th - Inflict Serious Wounds, 19th - Pain Strike, Mass

Shared Aspect: Treat both the feybinder and her summoned fey as though they possessed the Pack Flanking ^{ACG} feat even if they do not qualify for it for the duration of her Fey Summons.

BLOOD

The Blood is the wife of The Menace and mother of The Flame. She is the progenitor of the Beobhan Sith and feared among elven children for the stories of her minions seeping from the darkest parts of the forest to kidnap them while they sleep.

Patron Glamour:

Blood Feast

Prerequisites: The Blood Patron

Starting at 1st level, anytime the feybinder consumes the blood of a recently dead creature (dead within 5 minutes), she may treat the blood as a healing potion depending upon her level.

Feybinder Level	Potion Type
1-4	Potion of Cure Light Wounds
5-9	Potion of Cure Moderate Wounds
10-15	Potion of Cure Serious Wounds
16-20	Potion of Cure Critical Wounds

She may only use this glamour a number of times per day equal to her Cha modifier (minimum of 1).

Instead of drinking from her victim directly, she may bottle this blood to create one potion of the same type with a successful DC 20 Craft (Alchemy) check. This potion lasts for a number of hours equal to her Cha modifier (minimum of 1 hour). Any good creature drinking this potion instead takes unholy damage equal to an inflict wounds of the same type (light, moderate, etc.).

At 5th level, drinking the blood of a sentient victim allows her to draw upon her victim's memories for a brief period of time. This functions as a Speak with Dead spell with her caster level being ½ of her feybinder level. A potion may not be created to reproduce this effect.

At 8th level she may spend 1 daily use of her Fey Summons ability in order to gain a +4 luck bonus to the highest stat of the creature whose blood she most recently consumed. She may only benefit from one stat bonus at a time. If she drinks the blood of another victim, the new stat bonus immediately replaces the existing stat bonus. This bonus lasts until she rests to recover the use of her daily Fey Summons. At 14th level, this bonus increases to +8. A potion may not be created to reproduce this effect.

Granted Spell-Like Abilities: Witch Cantrips, 1st - Nauseating Dart, 3rd - Adhesive Spittle, 5th - Adhesive Blood, 7th - Skin Send, 9th - Touch of Bloodletting, 11th - Blood Scent, 13th - Vampiric Touch, 15th - Boil Blood, 17th - Suffocate, 19th - Horrid Wilting

Shared Aspect: Both the feybinder and her summoned fey gain Fast Healing 1 any time they hit an opponent with natural weapons. This effect lasts for one round.

CONQUEST

While Beast was the first to discover The Dreaming, it was Conquest who took and held the demi-plane, preparing it for the arrival of the Fey Lords and the Eldar Fae.

Patron Glamour:

Furious Glory (Su):

Prerequisites: Conquest patron

At 1st level, the feybinder gains the rage ability, similar to that of the barbarian with the following differences. She may enter this rage a number of rounds per day equal to 2 + her Cha modifier. This number does not increase as she gains levels. At any level in which the feybinder could choose a glamour, she may instead choose a rage power from the barbarian's rage power list.

Starting at 4th level, when the feybinder has her patron's weapon in her hands, she may use an intimidate check instead of her CMB to perform a bull rush against an opponent who threatens her. This glamour is a mind-affecting effect that is not language dependent. The target of this glamour is free to move normally or re-engage the feybinder on their turn after this action. This is a standard action that does not provoke an attack of opportunity, and requires the feybinder to expend one use of her daily Fey Summons.

Granted Spell-Like Abilities: Cleric Orisons, 1st - *Bane*, 3rd - *Death Knell*, 5th - *Bull's Strength*, 7th - *Magic Vestment*, 9th - *Protection from Energy*, 11th - *Chaos Hammer*, 13th - *Magic Weapon, Greater*, 15th - *Unhallow*, 17th - *Heroes' Feast*, 19th - *Word of Chaos*

Shared Aspect: The feybinder and her summoned fey gain an additional +1 bonus when flanking and +1 when one is using the Aid Another action to help the other.

DEATH

Death, father of Flame and once king of the formorians, represents every childhood horror story and is the chill that runs down the spine when alone in the dark.

Patron Glamour:

Pale Countenance (Su)

Prerequisites: Death patron

The feybinder gains a +2 to Intimidate checks and may use Intimidate in all cases where the Diplomacy skill would normally be used. She may also spend 1 daily use of her Fey Summons to bestow upon herself a horrifying countenance for a number of rounds equal to her feybinder level. This petrifying visage appears to the viewer as the thing in which they most fear. She may, for example, appear as a venomous spider or an evil and abusive stepmother.

While wearing this pale countenance, the feybinder gains a gaze attack and may stare at a single target each round as a standard action. When the target of her stare meets her gaze, they must make a Will save or be shaken for a number of rounds equal to her Cha modifier.

At 5th level, if she targets a creature who previously failed their Will save they must make an additional save with a -2 modifier. If they fail this save, they are instead frightened with the duration being reset to a number of rounds equal to her Cha modifier.

At 15th level, if the feybinder targets the same creature time a second time, this time with a -4 penalty, they instead become panicked if they fail their Will save.

Granted Spell-Like Abilities: Witch Cantrips, 1st - Ill Omen, 3rd - Touch of Idiocy, 5th - Burdened Thoughts, 7th - Enemy's Heart, 9th - Isolate, 11th - Malediction, 13th - Screech, 15th - Crushing Despair, 17th - Feast on Fear, 19th - Eyebite

Shared Aspect: Both the feybinder and her summoned fey are under constant effect of Sickening Strikes while summoned.

FAMINE

While there are definitely those among the Unseelie fey who command obedience, there are many others who exude fear. Famine is one such creature who corrupts life, relishing in the misery he causes.

Patron Glamour:

Pestilence (Su)

Prerequisites: Famine patron

The mere touch of a Famine feybinder is enough to cause pain. At 1st level, if the feybinder touches another living being with her bare skin, they take 2 HP of acid damage. Using this ability in combat requires a standard melee touch attack. She may suppress this ability a number of minutes per day equal to her Cha score. These do not have to be consecutive, but are spent in 1 minute increments. At 5th level and every 5 levels beyond that, this damage increases by +2.

At 6th level, a feybinder with the Pestilence glamour gains immunity to all diseases. She also now has the ability to generate diseases using the heal skill. By expending one daily use of her Fey Summons ability and making a heal skill check equal to the save DC of the disease, she may generate a single unit of a disease. One unit of disease typically affects one target. Application of the disease is up to the GM, but it is usually the same or similar to applying poisons (i.e. injury, ingested, inhaled, or contact).

Granted Spell-Like Abilities: Witch Cantrips, 1st - *Ray of Sickening*, 3rd - *Euphoric Cloud*, 5th - *Sickening Strikes*, 7th - *Pox Pustules*, 9th - *Spit Venom*, 11th - *Touch of Slime*, 13th - *Virulence*, 15th - *Plague Carrier*, 17th - *Waves of Fatigue*, 19th - *Epidemic*

Shared Aspect: Both the feybinder and her summoned fey are under constant effect of Miserable Pity while summoned.

FLAME

The Flame is the ruler of the Unseelie Court and known best for his single flaming eye that can turn his enemies to cinders at a glance.

Patron Glamour:

Cinderglare (Su)

Prerequisites: Flame patron

At 1st level, as a full round action, the feybinder becomes encircled by orange flame, emitting a heat which extends around her in a 5' radius. All creatures within this area takes 1 point of fire damage per round. There is no save for this effect and it lasts for a number of rounds equal to her Cha modifier. This is a spell-like ability. As she increases in level, she may instead choose for the effect to manifest in different ways.

At 3rd level, the feybinder may extend this out to a 10' radius.

At 5th level, instead of the 10' radius effect, the feybinder may focus cinderglare in a 20' cone in front of her. The damage for either effect increases to 1d4 per point of her Cha modifier (minimum of 1d4)

At 10th level, the feybinder can further focus this to a 30' ray. Damage for all effects increases to 1d6 (minimum of 1d6). To hit a creature requires a ranged touch attack.

At 15th level, the damage for cinderglare increases to 1d8 per point of her Cha modifier (minimum of 1d8)

Granted Spell-Like Abilities: Witch Cantrips, 1st - *Burning Hands*, 3rd - *Burning Gaze*, 5th - *Boiling Blood*, 7th - *Trial of Fire and Acid*, 9th - *Vision of Hell*, 11th - *Hellmouth Lash*, 13th - *Volcanic Storm*, 15th - *Blood Boil*, 17th - *Banshee Blast*, 19th - *Dust Form*

Shared Aspect: Both the feybinder and her summoned fey creatures are under constant effect of Blood Blaze while summoned.

WAR

War was once a King of the Fey Court after the Breaking. As has happened with many a great king or queen throughout history, the power of this position began to corrupt War's weak soul and he slowly fell into league with the Unseelie Court. During his reign, War led his court into battle against many Seelie factions and created strife and mayhem wherever he went.

Patron Glamour:

Visage of War (Su)

Glamour Pool: 1 (see text)

Prerequisites: War patron

The physical presence of a feybinder who follows War changes over time, becoming more imposing and menacing. For each level of feybinder, she grows 1-inch taller and gains 10 lbs. with no maximum height or weight. For every 5 inches of growth, the feybinder receives a -2 penalty to her Diplomacy checks and a +1 bonus to her Intimidate checks.

At 1st level, as an immediate action, the feybinder gains a +1 bonus to her CMB and CMD per 2 feybinder levels for 1 round. She may use this ability a number of times per day equal to her Cha modifier (minimum of 1 round).

At 5th level, as a swift action she may spend 1 use of her daily Fey Summons in order to gain the ability to use a weapon 1 size category larger with no penalty for a number of rounds equal to her Cha modifier (minimum of 1 round). This does not confer any additional weapon proficiency. This duration may not be extended using the Mirth glamour.

At 10th level the feybinder also increases her threat range by 5 feet when using a weapon 1 size category larger than herself.

At 15th level, when she spends 1 use of her daily Fey Summons to use a larger weapon, the feybinder is now considered to be 1 size category larger for all intents and purposes.

Granted Spell-Like Abilities: Witch Cantrips, 1st - *Enlarge*, 3rd - *Alter Self*, 5th - *Steal Size*, 7th - *Fearsome Duplicate*, 9th - *Polymorph Familiar*, 11th - *Rage*, 13th - *False Life*, *Greater*, 15th - *Sadomasochism*, 17th - *Transplant Visage*, 19th - *Unwilling Shield*

Shared Aspect: Both the feybinder and her summoned fey creatures are under constant effect of Blood Armor while summoned.

VERMIN

Lacking the infamy and influence his brother Famine possesses, Vermin has filled his role in the Unseelie court as lord over the creepy crawly creatures of the night, taking solace in their mindless subservience over the machinations of the court.

Patron Glamour:

Vermin Lord (Su)

Prerequisites: Vermin patron

The feybinder has taken an especial affinity to the vermin who inhabit The Dreaming. Upon receiving this glamour, the feybinder immediately gains the vermin creature subtype with 60 ft darkvision, a +2 to Fortitude saves, and a +2 bonus to all mind-affecting effects (charms, compulsions, etc.).

The feybinder receives a -2 penalty to all social skill checks when interacting with other fey (Seelie or Unseelie) and a -4 penalty when interacting with any non-vermin, non-fey creature.

She may converse with vermin using her speak with animals ability. All vermin within a radius equal in feet to the feybinder's level x 5 can hear her thoughts, and can understand her and speak with her if they so choose. This does not mean the vermin are obligated to communicate back to her (see Unearthly Empathy glamour), though, she may still use her Diplomacy skill to influence their behavior.

The feybinder also adds a vermin swarm to her summoning list. Vermin summoned in this manner are considered fey for purposes of applying any feybinder benefits, but do not gain the fey sub-type. Although they can be given the Unseelie template by the feybinder (see Shared Aspect, below) – unlike intelligent creatures – the vermin do not gain any skill bonuses or any bonuses to stats they do not normally possess. See the list below to see the appropriate swarm type:

Feybinder Level	Summon Nature's Ally	Swarm Type
1st	I	Spider Swarm
3rd	II	Cockroach Swarm
5th	III	Scarab Beetle Swarm
7th	IV	Wasp Swarm
9th	V	Centipede Swarm
11th	VI	Botfly Swarm
13th	VII	Ant Swarm, Army Ants
15th	VIII	Mosquito Swarm, Bloodhaze
17th	IX	Tick Swarm

Granted Spell-Like Abilities: Witch Cantrips, 1st - *Summon Minor Monster*, 3rd - *Scare*, 5th - *Control Vermin*, 7th - *Whip of Spiders*, 9th - *Summon Swarm*, 11th - *Rain of Frogs*, 13th - *Vermin Shape II*, 15th - *Cape of Wasps*, 17th - *Web Cloud*, 19th - *Swarm Skin*

Shared Aspect: Starting at 1st level, all summoned creatures with the vermin creature type gain +1 to AC and +1 Initiative per 5 feybinder levels (i.e. +1 at 1st, +2 at 6th, +3 at 11th, etc). May apply Unseelie template to vermin.

FEY MAGIC ITEMS

CROWN OF THE FEY LORD

Aura strong varied; CL 13th

Slot head; **Price** 125,000gp; **Weight** 3 lbs.

Description

These crowns vary from lord to lord in their appearance, but nearly all of them are the same when it comes to function. These crowns could be a wreath of laurel leaves, twigs and thorns, white birch branches, teeth and claws, bones and ribs, etc. No matter the composition of the crown, it has the ability to produce each of the following effects:

- Telepathy (as per Helm of Telepathy, at will)
- Dominate Animal (1/day)
- Wood Shape (1/day)
- Wall of Thorns (1/week)

The crown may be used once per round as a standard action. In addition to the spells listed above, the crown grants the following boons to its wearer:

- The wearer gains darkvision 30 feet. If the wearer already has darkvision, their range is increased by 30 feet.
- The wearer is immune to poisons and any poison touched by the wearer is rendered inert and useless.

If the wearer of the crown is not already, they become vulnerable to cold iron, taking an extra +2 points of damage when struck with a cold iron weapon. In addition, if the crown is ever sundered by a cold iron weapon, its magic is immediately released in an explosive emanation centered on the wearer. The wearer must make a DC 25 Fortitude save or be affected by a permanent Tree Shape spell, rooted to the spot of the crown's destruction.

Construction

Requirements Craft Wondrous Item, detect thoughts, wood shape, wall of thorns, dominate animal, darkvision, neutralize poison; **Cost** 62,500 gp

FIGURINE OF WONDROUS POWER, TWIGJACK

Aura moderate transmutation; CL 11th

Slot wondrous item; **Price** 10,000gp; **Weight** 10 lbs.

Description

When animated, this tiny stickman becomes a normal twigjack under the control of the owner. It can be used three times per week for up to 12 hours for each use. Once the 12 hours have passed or when the command word is spoken, the twigjack again becomes a tiny stickman figurine.

Construction

Requirements Craft Wondrous Item, animate objects; **Cost** 5,000 gp

FEY GLOBE

Aura varies; CL 7th

Slot wondrous item; **Price** 1,200 gp; **Weight** 1 lbs.

Description

These small, glass globes hold one glow bug which varies in color depending upon the specific species type and function of the globe. When thrown, using a ranged touch attack, the target must make a Will save (DC 17) or suffer the effect of the specific globe. In addition to the listed spell, if the target is hit, they are affected by a faerie fire spell (CL 7) that emanates this listed color with no save. The known globe types are as follows, but others may exist.

- Red – Fire Trap (centered on the target)
- Orange – Flaming Sphere
- Green – Poison
- Blue – Hold Monster
- Purple – Spike Growth (centered on the target)

Construction

Requirements Craft Wondrous Item, faerie fire, and one of the following: flaming sphere, fire trap, hold monster, poison, or spike growth; **Cost** 600 gp

LEATHER OF THE UNSEELIE FEY

Aura strong necromancy; CL 15th

Slot armor; **Price** 12,600gp; **Weight** 10 lbs.

Description

This light tan colored +2 leather armor appears to be rather poorly stitched together from many different pieces of leather scrap. In actuality, it is crafted from the tanned hides of those who displease or betray their Unseelie lord. Wearing this armor grants a +2 to intimidate checks against any fey or fey creature. If the creature wearing the armor has any DR/Cold Iron, that is increased by +1.

Construction

Requirements Craft Magic Arms and Armor, cause fear, ironwood; **Cost** 6,300 gp



NEW FEATS

Blessing of the Father

The healing power of The Father naturally flows through you.

Prerequisites: The Father patron, Wis 13, Cha 13, 3rd level feybinder

Benefit: You gain a +1 Attack bonus with Touch and Ranged Touch Attacks. Any Spell-Like Ability with the healing descriptor gains an additional +1 healed hit point per die.

Blessing of the Mother

You fear no mortal coil on this plane or any other. The power granted by your patron bolsters your allies and convinces them of your certain victory.

Prerequisites: The Mother Patron, Wis 10, Cha 14, 3rd level feybinder

Benefit: You are immune to fear and fear-effects. After using a spell-like ability granted by your Patron, you radiate an Aura of Courage (as per the Paladin ability) within a 20' radius for a number of rounds equal to your Cha modifier.

Blessing of the Fey

A fey lord admires or covets one of your natural talents, finding it extraordinary.

Prerequisites: Any ability score of 18 or higher

Benefits: You gain a luck bonus of +2 to any skill check associated with the ability score which you used to qualify for this feat.

Baelor's Blessing

The burning fury of your patron flows molten in your veins

Prerequisites: The Flame as your patron, Con 12, Cha 13, 3rd level feyfinder

Benefit: You gain Flame Blade as an additional Spell-Like Ability. You may summon this blade as a move action or part of a move action (as per drawing a weapon). The damage for fire spells granted by The Flame applies to this feat.

Circle (Coven), Teamwork feat

You are accustomed to working in tandem with fey creatures who are part of your circle or coven.

Prerequisites: Fey Summons class ability, feyfinder Circle (Coven) feat

When summoning a fey creature from your Circle (or Coven) you may select one teamwork feat.

While that creature is summoned, both you and the summoned creature gain the selected teamwork feat. You need only meet the level requirements for this feat.

Deep Roots

The Oak has roots that run deep. Well beyond that which is visible.

Prerequisites: Fey Summons class ability, The Oak patron, feyfinder 5th

Benefit: Select one wooden melee weapon. With this melee weapon, you treat your feyfinder levels as fighter levels for combat feats for which you qualify. Additionally, with that wooden melee weapon, you gain a bonus to damage of +1. When your base attack bonus reaches +5, this bonus increase to +2.

Deeper Roots

Prerequisites: Fey Summons class ability, Deep Roots feat

As a move action, you may spend 1 use of your daily Fey Summons ability to treat your BAB as if your feyfinder levels were fighter levels for a number of rounds equal to your Cha modifier (minimum of 1 round) when you wield your chosen wooden melee weapon. This may not be extended with the Mirth glamour.

Enraged Summons

Animals (but not humanoids) summoned by you are fiercely loyal and fervent in their dedication to protecting you. Their fury runs deep and is enough to fend off all but the most implacable of foes.

Prerequisites: Fey Summons class ability, Unseelie patron, feyfinder Coven feat

Benefit: Treat creatures of the animal type, summoned by the feyfinder as enraged as per the barbarian Rage ability for a number of rounds equal to the animal's modified Con bonus. Just as the barbarian's ability, the animal is fatigued at the end of the rage.

Extra Fey Creatures

Prerequisite: Fey Summons class ability

Benefit: By taking this feat, you may select one additional fey creature that corresponds to your level or lower on the Fey Summons chart. While this does not increase the number of creatures you may have summoned at any one time, it does increase the number of different fey you can summon. You may select this feat multiple times. Each time you select this feat, you may add an additional fey creature to your Fey Summons list.

Normal: A feyfinder may only select one fey creature from the list for any given Summon Nature's Ally spell level.

Extra Glamour

Prerequisites: feybinder 1st

Benefit: By taking this feat, you add one additional glamour to your repertoire. You may take this feat any number of times.

Feybinder Circle (Coven)

You have established a group of fey and fey creatures with whom you trust and hold in high regard.

Prerequisites: feybinder 6th

Benefit: Those fey creatures summoned by a feybinder of the Seelie Court form a group called a Circle, while those summoned by the Unseelie feybinder are called a Coven.

Members of the feybinder's Circle or Coven know each other and may even interact with each other in The Dreaming. They may collaborate on otherworldly endeavors or work to further the reputation of their leader, the feybinder. On the flip side of the copper piece, if not treated well, they could spell the end of the feybinder and her relationship to the Fey Court.

When taking this feat, select a number of fey or fey creatures equal to your Cha modifier (minimum of 1). Every time you summon these unique individuals, they gain a +1 luck bonus to their CMB/CMD. They also gain +1 HP per point of your CHA modifier (minimum of +1).

Animals with the seelie or unseelie template qualify for this selection as fey creatures. Every time you gain a new Summon Nature's Ally spell-like ability, you may select an additional fey to add to your circle or coven.

Seelie feybinders gain the feybinder Circle feat, while Unseelie feybinders gain the Feybinder Coven feat.

Fey Familiar

Prerequisites: feybinder 1st

Benefit: You may choose one fey creature or animal you summon regularly as your fey familiar. Once selected, this creature may not be changed until you gain a level or the familiar dies. If the creature dies in combat, you may not select another fey familiar until midnight of the 10th day after its death. In addition, as with Fey Summons, that particular creature species now shuns you for not protecting one of their own and will not respond to your summons until you gain another feybinder level.

The duration this fey is summoned is increased to 1 hour per feybinder level. Unlike Fey Summons, summoning your fey familiar is a full-round action. The creature is treated as a familiar just as if you were a wizard with a level equal to your feybinder level.

The Fey Familiar is treated as a summoned creature and, if it does not already have the fey creature type, is considered fey for all benefits provided or available to you. The Fey Familiar does not count against your summoned creature limit.

Normal: Fey Summons is limited to one creature and lasts for 1 minute per feybinder level.

Found Ley Lines (Metamagic)

Prerequisites: Fey Creature type or Fey Summons class ability, Ley Magicks feat

Benefit: With the right connection to your Court a ritual may be performed enabling you to establish Ley Lines.

Ley lines connect two fey portals across the prime material plane. Whenever a new crossroads portal is created, it immediately connects a magical ley line to the next nearest crossroads portal. By default, these portals are considered minor crossroads, but they can grow in strength over time. Over the centuries, most of these portals have been created by The Eternal Highway itself, bridging the gap between The Dreaming and the Prime. While generally speaking there is only one minor ley line connecting a crossroads to another, others can be established at the same location over time. This can happen through additional portals being established near to one with an existing ley line connection, or through the process of a feybinder (or other powerful fey) creating her own ley line.

The ritual to establish a new ley line requires either a powerful fey or a feybinder. The level or CR of the feybinder or fey creating the ley line determines its overall strength (see table above). The task of creating a minor ley line takes 1 month minus 1d20 + feybinder level in days (minimum of 1 day) and a cost of 1,000 gp in stone, wood, minerals, and herbs. Creating a major ley line takes 1 year minus 1d20 + feybinder level in weeks and costs 100,000 gp in precious stones, rare woods, fine minerals, and herbal ingredients sanctified by the Fey Court the feybinder represents. These components must be placed at one crossroads or the other the feybinder intends to connect.

A feybinder may not establish a legendary ley line, per se. There are locations of legendary power, but they are not created, they are earned through great sacrifice or terrific horror. In order to establish a legendary location, you must embark upon an epic quest in which the fate of a major element of the Fey Lords lay in the balance (ex: a rift to the Abyss has opened within the heart of a forest sacred to the Fey Lords and must be closed; those who have passed through, defeated; that which has been corrupted, destroyed). Once this quest has been completed, the site of the final battle and great victory is blessed by the whole of the Fey Court the feybinder follows, thus creating a legendary and historic location to which can be attached a ley line. Most of the time, but not always, this will include a new crossroads portal being established in the location. Regardless, this legendary location immediately connects to 1d4 of the closest crossroads, establishing major ley lines and converting each of them to a major crossroads.

Unlike major or minor crossroads, no additional ley lines can be connected to a legendary location. The sole exception to this being if another legendary location were to be established closer than any other crossroads to the original legendary location.

Ley Magicks

Prerequisites: Fey Summons class feature, Blessing of the Fey, or Fey creature type; Wis 12

Benefit: You have been blessed by your Patron with additional knowledge of the Fey Courts and how they interact with the Prime Material. You may use Knowledge (Nature) to recall the nearest ley line or crossroads from your current location. The check is DC 25 for minor variants, DC 20 for major variants, and a DC of 15 for Legendary-type ley lines. The check determines whether or not you know of any ley lines in the area. A successful check does not mean there is a ley line nearby.

If there is a ley line or crossroads nearby, the DM determines how easy or difficult it is to access it. For instance, the location of a legendary crossroads may be easy to recall, but getting to it may mean getting past something like a great wyrm red dragon or a host of illithid...major adventures in their own right.

When within 1 mile of a ley line, the DC for any of your feybinder effects, as well as those of your summoned or bound creatures, is increased by +1. While within physical proximity of a ley line or crossroads, this DC is increased to +2.

If you are physically located at a crossroads, you may also attempt to attune yourself to it, forever binding a small fragment of your essence to it. Attuning yourself to a crossroads requires a Knowledge (Nature) check with a DC of 20. It takes 1 hour for a minor and 1 day for a major crossroads. Unless you were the one to establish a legendary ley line, you may not attune yourself to it. However, if you did participate in establishing it (see Found Ley Lines above), you are automatically attuned to it. Once attuned to a ley line, you are always aware of its location and relative distance with a successful DC 15 Knowledge (Nature) check.

Finally, if you are within at least 1 mile of an attuned crossroads you gain the following:

The DC of your glamours increases by +1 and you heal at thrice the natural rate when you rest. You may add Dimension Door to your list of daily spell-like abilities and if you spend 1 daily use of your Fey Summons ability, you (and only you) may teleport to the attuned crossroads as a standard action. The caster level for these two spell-like abilities is equal to your feybinder level.

Ley Magicks, Greater

Prerequisites: Ley Magicks feat, Wis 14, feybinder level 12

Benefit: Very similar to Ley Magicks, except that as long as you have attuned to at least one crossroads, you add Dimension Door to your list of spell-like abilities no matter the distance from it. When within 1 mile of an attuned crossroads, the DC of your glamours increases by +2 and you may use Greater Teleport to transport you and your companions to the crossroads as a spell-like ability that requires a standard action. Using this ability to teleport costs 1 daily use of your Fey Summons ability.

Nomad of the Ley Lines

You can sense fey crossroads which lead to other planes, and your knowledge of them allows you to use them to traverse the mortal world.

Prerequisites: Wis 13, Survival 8 ranks, Ley Magicks

Benefit: If you have direct access to a crossroads, you may use ritual magic to transport yourself and your companions using the Eternal Highway within The Dreaming to another crossroads with which you are familiar. In order to use a crossroads, you must be first attuned to it. Once you are attuned, this ritual takes an additional hour of time and costs 1 use of your daily Fey Summons. You may retry failed attempts, though each additional roll takes an additional hour of time repeating the ritual rites and an additional Fey Summons. Once the ritual has been successfully completed, you may teleport through the crossroads as per the teleport spell, with a caster level equal to your feybinder level, to any other crossroads to which you have ever attuned yourself. However, you must also make a Survival check with a DC of 20 +1 per companion traveling with you. For each point you miss the DC by, you and your companions are aged a year as you become lost wandering through The Dreaming.

CREATURE TEMPLATES

SEELIE FEY TEMPLATE

Those of the Seelie Court are considered the loveliest, the most charming, or the most desirable of all the living creatures in both The Dreaming and the Prime. These traits form the basis of social status among the Seelie Fey.

The Seelie Creature template may be applied to any non-Fey creature. If applied to a fey creature, the benefits do not stack.

Special Attacks: A seelie creature retains all the special attacks of the base creature.

Spell-Like Abilities: Seelie creature with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their HD as the caster level, as specified in the table below. These abilities stack and each ability is usable once per day.

HD	Spell-Like Ability
1-2	Dancing lights (3/day), faerie fire

3-4	Entangle, glitterdust
5-6	Deep Slumber
7-8	Major Image
9-10	Confusion
11-12	Feeblemind
13-14	Mislead
15-16	Project image
17-18	Irresistible dance
19-20	Scintillating pattern

Special Qualities: A Seelie creature retains all the special qualities of the base creature and gains the following abilities.

Aura of Calm (Su): A Seelie creature emits a calming influence around it. All creatures of the animal type with an intelligence score of 3 or less and within a radius equal to 10 feet x the creature's Cha bonus are unnaturally calm in the Seelie creature's presence. The DC to control an animal with the Handle Animal skill is decreased by 5 while within 30 feet of the seelie creature.

Creatures of the same species (i.e. wolf, horse, cat, dog, etc.) have their starting attitude towards the seelie creature improved by 2 steps when they are aware of its presence.

This ability has no effect on sentient beings or creatures with an intelligence score higher than 3.

Damage Reduction: A Seelie creature gains a +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron (if 11 HD or less) or DR 10/cold iron (if 12 HD or more).

Seelie Essence (Su): The very essence of the Seelie creature possesses special healing powers. The seelie creature may breathe into, lick wounds, share blood, or provide another means with which it may transfer its essence to the target creature. Regardless of the act, it is a standard action which provokes attacks of opportunity. The target creature receives Fast Healing 1 for every 2 HD the Seelie creature possesses (to a max of 5) for a number of rounds equal to the Seelie creature's Cha modifier (minimum of 1 round). A creature may benefit from Seelie essence no more than once every 24 hours.

Spell Resistance: SR equal to 10 + base creature's HD. This does not stack with any SR the creature already possessed. Use the better of the two scores.

Verdant Presence (Su): The Seelie Court is a blossom in early spring, life amid a sea of withering death, hope amid endless despair. The mere presence of someone or something touched by the Seelie Court is enough to hearten the darkest of souls. Verdant Presence is a blessing bestowed upon a seelie creature by the Lords of the Seelie Court. As a standard action, the seelie creature can release an almost divine emanation in a 30' burst centered on itself. This burst removes dazed, nauseated, fatigued, and exhausted conditions from **all** living creatures within the area.

Additionally, creatures within the area of effect may roll any non-combat variable effects (non-damage spells, skill checks, etc.) twice and take the better of the two results for 1 round. Any individual in the area may take advantage of Verdant Presence as long as they have not attempted to harm the Seelie creature or her allies.

A Seelie creature may produce this effect a number of times per day equal to its Cha modifier (minimum of 1).

Skills: A Seelie creature receives a +2 racial bonus on Bluff, Craft, and Perform checks. They also receive +4 bonus on Diplomacy checks when used against a member of their own species.

Environment: Any natural terrain, including underground.

Challenge Rating: As base creature +2.

Alignment: Any good.

Advancement: As base creature or by character class

UNSEELIE FEY ~ FORMORIAN ~ TEMPLATE

The fey of the Unseelie Court are not concerned with beauty of life. Neither do they find strength in honor, nor love in nature. Power, lust, fear, bone, and blood - these are but some of the aspects held in high regard among the formorian of the Unseelie Court.

As such, those creatures on the Prime who draw the attention of the Unseelie Court often suffer from the unsolicited application of their will, gaining the fey creature subtype and becoming an unseelie formorian.

The Unseelie Creature template may be applied to any non-Fey creature.

Special Attacks: An unseelie creature retains all the special attacks of the base creature.

Spell-Like Abilities: Unseelie creatures with an Intelligence or Wisdom score of 8 or higher possess the following spell-like abilities, using their HD as the caster level, as specified in the table below. Each ability is usable once per day.



HD	Spell-Like Ability
1-2	Acid maw, longstrider
3-4	Frostbite, negate aroma
5-6	Deep Slumber
7-8	Adjustable disguise
9-10	Confusion
11-12	Feeblemind
13-14	Mislead
15-16	Project image
17-18	Irresistible dance
19-20	Scintillating pattern

Special Qualities: An unseelie creature retains all the special qualities of the base creature and gains the following abilities.

Aura of Fear (Su): An unseelie creature emits a frightful influence around it. All creatures of the animal type with an intelligence score of 3 or less and within a radius equal to 10 feet x the creature's Cha bonus are skittish and unruly in the unseelie creature's presence. They automatically require a Handle Animal skill check to keep them under control and add +5 to the DC required for any tricks.

Against creatures of the same species (i.e. wolf, horse, cat, dog, etc.), the unseelie creature may use suggestion as per the spell at will as a standard action. The caster level is equal to the unseelie creature's HD. The DC for this ability is equal to 10 + unseelie creature's Cha modifier.

This ability has no effect on sentient beings or creatures with an intelligence score higher than 3.

Damage Reduction: An unseelie creature gains a +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron (if 11 HD or less) or DR 10/cold iron (if 12 HD or more).

Unseelie Presence (Su): The very presence of the unseelie creature corrupts everything it touches. Any time an unseelie creature remains in one location for an extended period of time (for 1 hour or more), the corrupt nature of the Nightmare Woods begins to seep forth from it.

After 1 hour in the same general location (a room, a camp, a tree, etc.) a Haunt is randomly generated. The haunt starts with a 5 foot radius, centered on or near the unseelie creature and extends 5 feet for every hour the unseelie formorians remains in the area (although the center point does not move once established). The CR and caster level of the haunt is equal to the CR of the unseelie creature. It has hit points equal to the unseelie creature's hit points. The maximum radius is equal to the unseelie creature's Cha modifier x 5 in feet. The unseelie creature is completely immune to its own Unseelie Presence effects.

The haunt persists for as long as the unseelie creature remains in the area or for one hour per point of its Cha modifier after it leaves an area.

Generally speaking, the effects will not be destructive in nature, but there is nothing prohibiting it. This is completely at the discretion of the GM. The unseelie creature is immune to its own effects, but the feybinder is not (nor are her companions).

NOTE: Obviously this is a powerful ability and has potential for abuse. It is intended for use by the GM against the player characters - however, there are no restrictions in this book limiting a PC from capitalizing on this ability. In those instances, the player may not use this ability as a way to gain experience and defeating an Unseelie Presence provides no XP.

Spell Resistance: SR equal to 10 + base creature's HD. This does not stack with any SR the creature already possessed. Use the better of the two scores.

Skills: An unseelie creature receives a +2 racial bonus on Bluff, Craft, and Perform checks. They also receive +4 bonus on Diplomacy checks when used against a member of their own species.

Environment: Any natural terrain, including underground.

Challenge Rating: As base creature +2.

Alignment: Any evil.

Advancement: As base creature or by character class.

FEYBINDER ARCHETYPES

GRAYBINDER

While nearly all feybinder act at the behest of their Patron, there are those who have fallen from grace and no longer abide the whims of their former masters. Constantly on the run from the fey who hunt her, she has learned survival can be won as often through clever concealment as it can through combat. These individuals are known as graybinders and are despised by both courts.

A graybinder has the following abilities:

Not for the Weak



The graybinder is more accustomed to the rigors of the real world than that of her feybinder cousins.

The graybinder gains proficiency with martial weapons and her hit dice go up to d8 per level. She also gains a cumulative +2 to her Fort save at 1st, 8th, and 15th level. **This ability replaces Patron of the Court.**

Survival Instincts

The graybinder has learned to utilize her summoned minions to aid her in fighting or hiding from her enemies.

At 1st level, select one teamwork feat. When the graybinder summons a creature with the fey-creature type, both her and this minion gain this teamwork feat for the duration of the summoning. This feat is fixed after selection, but may be changed when the graybinder reaches a new level.

In addition, both the summoned creature and the graybinder gain a +2 luck bonus to Stealth and Disguise. This bonus increases by +2 at 6th, 12th, and 18th level.

Gray Summons

The graybinder is not bound by the restrictions of either court and, as such, has less of a limitation on what she may call upon for services.

The graybinder may choose from either the seelie or unseelie court tables when selecting her minions at each level. This ability is otherwise identical to the Fey Summons ability and counts as such for any ability or glamour that requires Fey Summons as a prerequisite. **This ability modifies the standard Fey Summons ability.**

ELEMENTAL BINDER

The elemental binder is an extension of the elemental lord who grants her power. She is the instrument upon the Prime which allows the lord to influence actions there.

The elemental binder has the following abilities:

Steward of the Elemental Ward

The elemental binder has dedicated her life to a particular elemental lord. At 1st level, the elemental binder must select one of the four major elements (air, fire, earth, or water). This element is representative of the Elemental Lord she follows and dictates the powers she receives. The elemental lords are listed below. **This ability modifies the feybinder's Patron of the Court ability.**

Elemental Lord	Elemental Aspect	Spell-Like Abilities	Shared Talent
Air Lord	Wind Runner	Druid Orisons, 1st Aspect of the Falcon, 3rd - Aggressive Thundercloud, 5th - Screen of Wind, 7th - Air Geyser, 9th - Air Walk, 11th - Calm Air, 13th - Control Winds, 15th - Fickle Winds, 17th - Control Weather, 19th - Whirlwind	Movement Speed increased by +10 while summoned
Earth Lord	Command	Druid Orisons, 1st - Expeditious Excavation, 3rd -	Gain a Natural Armor

	of the Stone	Mudball, 5th - Stone Discus, 7th - Stone Shape, 9th - Earth Glide, 11th - Slowing Mud, 13th - Hungry Earth, 15th - Transmute Rock to Mud, 17th - Wall of Stone, 19th - Earthquake	bonus of +2 to AC. Increases to +4 at 8th, and +6 at 14th level.
Fire Lord	Fire in the Blood	Druid Orisons, 1st - Burning Disarm, 3rd - Produce Flame, 5th - Burning Gaze, 7th - Ash Storm, 9th - Flaming Sphere, Greater, 11th - Obsidian Flow, 13th - Fire Snake, 15th - Sirocco, 17th - Sunbeam, 19th - Wall of Lava	Gains Luck Bonus to Initiative equal to summoned creatures HD. Does not stack with Improved Initiative.
Water Lord	Rippling Fascination	Druid Orisons, 1st - Ice Armor, 3rd - Wave Shield, 5th - Frigid Touch, 7th - Hydraulic Torrent, 9th - Heavy Water, 11th - Ride the Waves, 13th - Blazing Rainbow, 15th - Vortex, 17th - Seamantle, 19th - Blood Mist	Breathe underwater and gain a Swim speed equal to summoned creature's HD x 5.

Elemental Lord - This is the lord to which the elemental binder pledges.

Elemental Aspect - This is considered a racial-trait provided to the elemental binder by her elemental lord. This replaces Patron's Glamour.

Spell-Like Abilities - This ability is identical to that of the feybinder.

Shared Talent - This ability takes effect anytime the elemental binder has Elemental Minion summoned or any creature summoned with an elemental subtype.

Wind-Runner (Su) - A slight breeze seems to follow the elemental binder wherever she goes. This breeze affords her a +2 racial bonus to AC against non-magical ranged attacks. She may calm or renew these winds as a swift action. By expending one use of her Elemental Summons, she can channel this wind into a single gust, making a bull rush or trip combat maneuver attempt against one creature within 30 feet. Whether or not the attempt succeeds, the winds are exhausted for 2d6 rounds.

Fire in the Blood (Su) - The fire lord grants his elemental binders an affinity to the flame. They gain fire resistance 5. She also gain fast healing 2 anytime they take fire damage (whether or not this fire damage gets through their fire resistance). This lasts for a number of rounds equal to her charisma modifier (minimum of 1 round).

Command of the Stone (Su) - The elemental binder gains acid resistance 5. By expending one use of her elemental summons, the elemental binder can cause the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area she touches. This lasts for a number of rounds equal to the elemental binder's class level. The elemental binder is not affected by this ability.

Rippling Fascination (Su) - By expending one use of her daily Elemental Summons, an elemental binder can create a 20-foot-radius aura that causes humanoids within the aura's range to become fascinated with her for a number of rounds equal to her charisma modifier (minimum 1 round). Targets may resist with a Will save (DC 10 + 1/2 the elemental binder's level + the her charisma modifier).

Elemental Summons

Similar to the feybinder ability, Fey Summons, the Elemental Summons allows the element binder to select and summon additional creatures to that of her Summon Nature's Ally list. Just as the feybinder has her collection of unique individuals who respond to her call, so too does the elemental binder have her enclave of beings dedicated to supporting her. For creatures listed with a specific elemental type, only a elemental binder of that same element may select that creature. **This ability modifies the Fey Summons ability.**

Elemental Summoning List - Along with the creatures available on the standard Summon Nature's Ally list, the following special elementals and outsiders answer the call of the Elemental Binder.

SEELIE COURT

Summon nature's ally I: Elemental, Small (Air, Earth, Fire, Water)

Summon nature's ally II: Mudman (Earth), Thoqqua (Fire)

Summon nature's ally III: Elemental, Medium (Air, Earth, Fire, Water)

Summon nature's ally IV: Crysmal, Defender Globe, Tumblespark

Summon nature's ally V: Lythic (Earth), Phantom Stalker (Fire), Water Weird (Water), Wind Walker (Air)

Summon nature's ally VI: Elemental, Large (Air, Earth, Fire, Water)

Summon nature's ally VII: Caterprism (Earth), Niln (Air)

Summon nature's ally VIII: Elemental, Huge (Air, Earth, Fire, Water)

Summon nature's ally IX: Genie, Efreeti (Fire), Genie, Marid (Water), Genie, Shaitan (Earth), Vizier (Air)

Elemental Minions (Su)

At 3rd level, the elemental binder has the ability to apply the Element-Infused-Creature template to the creatures she summons with her Elemental Summons ability. **This ability replaces Fey Beasts.**

FAVORED CLASS BONUSES

Race	Bonus
Dwarf	Add +1 HP to summoned creatures
Elf	Add +1/3 to the elf's level when calculating Fey Summons duration.
Gnome	Add +1/3 to the gnome's level when calculating duration of spell-like abilities.
Half-Elf	Add +1/6 additional glamour.
Half-Orc	Add +1/2 to the CMB of summoned creatures when performing a Bull Rush.
Halfling	Add +1/4 to the halfling and his summoned creature's melee damage when they are flanking the same creature.
Human	Choose 1 glamour. Add +1/3 feybinder level when calculating benefits of that chosen glamour.
Other Races	
Dhampir	Add a +1/6 new creature to her Fey Summoning List
Drow	Choose the disarm or reposition combat maneuver. Add +1/3 to the feybinder's CMD when resisting

	this maneuver.
Duergar	Add +1 to the feyfinder's CMD when resisting a bull rush or trip attempt.
Gillman	Add +1 to the feyfinder's CMD when resisting two combat maneuvers of the character's choice.
Hobgoblin	Add a +1/2 morale bonus to summoned creature's HP.
Kobold	Add +1/2 to damage rolls for the feyfinder's summoned creatures when they are flanking or an opponent that is denied its Dexterity bonus to AC.
Nagaji	Add +1/3 HD to the feyfinder's summoned creature when they are of the aquatic or elemental (water) creature type.
Orc	Add +1/3 to the feyfinder's summoned creatures CMB when performing the Bull Rush combat maneuver.
Oread	Add +1/3 HD to the feyfinder's summoned creature when they are of the elemental (earth) creature type.
Ratfolk	Add +1/3 to the feyfinder's attack rolls when attacking an opponent with 2 or more allies..
Tengu	Add +1/6 to the select a tengu racial feat.

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