
Masterwork Characters: Children of the Fey

The feather light touch of the fey can be seen in most human cultures, from simple superstitions about hanging cold iron above the doorway to the practice of tithing bread and milk to the local fey-lords so they will leave the harvest in peace. The fey have always had a presence in the mortal world, whether it is through beguiling passing travelers or inspiring famous heroes they are prone to meddling in the realm of humanity.

Mythology and fantasy fiction is filled with fairy characters, often depicting them as chaotic forces of nature and magic that can help or hinder opponents. Our fairy tales are filled with the blessings and curses of fairy godmothers, and the image of dark and alien fey creatures is rapidly becoming more popular in fiction. Yet for players in d20 fantasy games the fey are often monsters in a long line of monsters, creatures with strong ties to nature but very little mythic resonance. While druids gain some skill at negotiating with fairies and fending off their magic, there is little option for any deeper connection to the fey realm.

Children of the Fey gives you a host of new feats, prestige classes and magic to remedy the situation, providing you with a host of options for characters that possess a link to the fey world. From the fairy gifts used to bolster heroes to the fey ancestry of the child of the woods; from the subtle strength of feywood to the carefully woven charm of a fairy glamor. *Children of the Fey* gives you all the tools you need to create memorable and exciting fey characters for your next game.



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Design Assumptions

The material presented here reflects the following assumptions about fey-related characters:

- Fey have a prominent place in mythology and contemporary fantasy, often depicted as chaotic creatures with a strong connection to nature as well as possessing a natural talent for magic. New material should reflect all the traditional associations the fey have in mythology and culture.
- While individual fey may be depicted as good or evil, the race as a whole is often thought of as alien and whimsical with little concern for notions of morality.
- Any feat or ability designed for fey-related characters should empathize the distinctive traits and roles the fey and fairy creatures occupy.

Children of the Fey: The Feyborn

The feyborn are the product of mortal parents whose blood contains some tinge of fey magic. Many are born to mortal parents, although their ancestry may be tinged by a great-grandfather cavorting with a dryad, but some are the result of a powerful blessing from a fey creature of great power while the child is still in the womb. The favor of a fairy is a powerful thing, and their good will towards one who is not yet born can have a powerful effect on their blood and destiny.

The feyborn are marked with strangeness, right from their moment of birth. There is something strange and magical about them even when they lie in the cradle, their mis-matched eyes changing color with the shift of the winds. As they grow up, they exhibit an even stronger affinity with fey magic, possessing a natural way with the plants and animals of the woods and occasionally exhibiting some outward flash of fey magic.

Feyborn are more at home in the wilds of their fairy ancestors than large cities. Many suffer torment and ostracism at the hands of superstitious villagers that fear their fey nature, while others find the touch of fey-blood a blessing as they grow into maturity. From a young age, they exhibit a strong connection with the natural world and magic, and many use their skills to play practical jokes and tricks on those that surround them.

Personality: The personalities of the feyborn are as varied as the seasons and the fairies they are descended from. Some are as solemn as an aging oak tree, with others flit between emotions like a butterfly dancing across a field of flowers.

The only constant from one feyborn to the next is the sense that they are always older than they appear. Their natural understanding of nature's rhythms and cycles, from the changing seasons to the inevitability of death, makes them constantly aware of the bigger picture.

Even the most erratic and fun-loving feyborn is influenced by their deep connection to nature, and although they may seem like a shallow nuisance to those around them they are also prone to flashes of sudden depth and insight.

Physical Description: The feyborn's physical features are as diverse as the mortal stock they are born into, though they are usually slender and possess a few fey traits. Eyes of two different shades are common, as is having one arm or leg a few hairs longer than the other.

Some feyborn exhibit traits that are associated with their fairy ancestors – a green cast to the skin if they are descended from a dryad, furred haunches or a small tail if they are descended from a satyr, or elven features if they are related to pixies and similar small folk.

Feyborn always seem younger than their years, and they are known to age slowly. They retain their youthful features well into their forties and fifties, and even in their dotage they have the features of humans only half their age.

Regardless of their personal magnetism and charisma, all feyborn are considered fair to look at by humans and other demi-human races. Their alien beauty often wins them admirers as quickly as their mercurial temperament drives others away.

Relations: Most feyborn are communal creatures that love interacting with others, but few maintain a strong connection to the human communities that raised them. Their long life and strange outlook often sees them leaving their homes at a young age, and many drift towards communities of other forest creatures.

With their love of woods and forests and a strong affinity for fairy mischief, many feyborn find themselves associating with true fey and gnomes. More serious feyborn can be found living among forest-dwelling elves, and some drift to communities of outcast half-breeds along with half-elves and half-orcs.

Masterwork Characters: Children of the Fey

Alignment: With their strong connection to nature and their affinity for the cyclic nature of life, many feyborn tend to be fairly neutral in their view of the world. While some may drift towards mischief and randomness, and others adopt a fundamentally moral outlook on the world, they are rarely swayed far in either direction. Although they are rare, a few feyborn turn to evil as a result of the ostracism they feel in their youth or their link to a darker strand of fairy blood.

Feyborn Lands: The majority of feyborn attach themselves to the communities of other races, so they rarely possess lands of their own.

Most feyborn live among human communities, often existing on the fringes of society serving as village herbalists or fortunetellers. A rare few head off into the wilderness, living among the fey and the animals that make their homes there.



Rumors exist suggesting that the majority of the feyborn eventually find their way to the otherworldly realms of Fairy to serve in the fey courts that reside there, but few who do so are ever heard from again.

Religion: The majority of the feyborn possess a connection to nature that is stronger than any church dogma they are taught as children, so few find their way into the realms of organized religion. They are often present in nature cults and druidic circles, however, and others are known to worship the Kings and Queens of the fey as divine beings.

Languages: Feyborn grow up learning the native tongue of their homelands, usually common. They also possess the innate ability to speak to woodland creatures such as birds and small animals.

Names: Feyborn are normally raised in human cultures, although they often shunned as outsiders or aliens if their heritage is known. Their names are as diverse and unique as any other human's would be.

Adventurers: Mischief and adventure sing directly to the heart of the feyborn, and it is rare that one touched by fey blood can resist the call of travel and exploration for long. Whether they are driven from their communities by the suspicion and scorn of their peers or an insatiable need to explore the world, the feyborn quickly become natural travelers once they take that first step onto the winding roads.

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Feyborn	15 years	+1d4	+1d6	+2d6

Race	Middle Age	Old	Venerable	Maximum Age
Feyborn	60 years	100 years	150 years	+2d20 years

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4' 8"	+2d8	95 lb.	× (1d8) lb.
Female	4' 4"	+2d8	70 lb.	× (1d8) lb.

Masterwork Characters: Children of the Fey

Among the rambunctious hordes of adventuring parties and other travelers, feyborn find an acceptance and camaraderie that is normally absent from their adolescent years. Others find peace and serenity while wandering their beloved mountains and forests, often finding a place as a wandering messenger and guardian for the fey folk that inhabit the area.

Feyborn Racial Traits

- +2 bonus to Charisma, -2 penalty to Constitution. Feyborn possess powerful personalities and a strong sense of self-awareness, but they are frailer and weaker than normal humans.

- Medium: As Medium-size creatures, Feyborn have no special bonuses or penalties due to their size.

- Feyborn base land speed is 30 feet.

- Low-Light Vision: Feyborn can see twice as far as a human in starlight, moonlight and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

- Spell-Like abilities: A feyborn with a Charisma score of at least 11 may choose one of the following abilities: 1/day – *charm person*, 1/day – *disguise self*, 1/day – *entangle* or 1/day – *faerie fire*. Caster level 1st; save DC 10 + feyborn's Charisma modifier + spell level. Once chosen, this ability cannot be changed. See the spell descriptions for more details.

- Add +1 to the Difficulty Class for all saving throws against enchantment spells cast by the feyborn. Their innate connection to fey magic gives them a talent for beguiling others. This adjustment stacks with those from similar effects, such as the Spell Focus or Fey Sorcery feat.

- Automatic Languages: Common. Bonus Languages: Draconic, Elven, Gnome, Sylvan and Goblin. Feyborn learn the languages of many creatures that inhabit their forests.

- Favored Class: Bard. A multiclass feyborn's bard levels to not count when determining whether he takes an experience point penalty.



Fey Feats

The fey can be a powerful presence in some campaigns – a race of beings closely tied to nature with magical abilities few can match. Whether they are allies or alien creatures feared by the common folk, many adventurers have studied the fey and adapted their abilities for their own use. The techniques they have developed are described below.

Fairy Gift

You were blessed by a powerful fey being when you were born, giving you abilities beyond the realm of normal men.

Benefit: Select one of the following gifts when this feat is taken:

Gift of Beauty – You possess a natural grace and beauty that charms those around you. You gain a +3 bonus to Bluff and Diplomacy checks when dealing with anyone that may find you attractive.

Gift of Great Strength – You gain a +2 bonus to Strength checks and grapple checks. Additionally, when determining your carrying capacity, increase your light, medium and heavy load limits by 25%.

Gift of Friendship – People are naturally inclined to be your friend. The first time you encounter an intelligent creature, you can make a Diplomacy check to influence their attitude towards you as a free action. This spell has no effect on creatures you have already met, nor those you have alienated in conversation.

Gift of the Golden Voice – Your voice is touched by an ethereal beauty. You can reroll a Bluff, Diplomacy or Perform (singing) check a number of times equal to your Charisma modifier. You must declare the reroll before the GM announces the success or failure of the roll, and must take the results of the reroll even if it's worse than the original roll.

Gift of Knowledge – You have an uncanny knack for picking up new skills and knowing obscure facts. You can make a skill check in any skill you don't possess ranks in, even those

that normally can't be used untrained, as though you possessed 5 ranks in it. This ability can be used a number of times equal to your Charisma bonus each day.

Gift of Magic- For the purposes of determining bonus spells and the saving throw DC's of spells you cast, treat your primary spell casting ability score (Charisma for bards and sorcerers, Wisdom for divine spell casters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spell casting class, the bonus applies to only one of those classes.

Special: This feat can only be selected at 1st level. Characters may only possess one fairy gift at any time.

Favored of the Fey

You have a close relationship with a fey court or the fey of a specific location (such as the fey of the Whitemoon Woods), and have some influence over their actions.

Prerequisite: Fey Friend

Benefit: You have a close relationship with the fey, and you have the ability to call in favors from them. You can call in favors by making a Diplomacy check. The favor may be advice, information, help with a matter of nature or magic, or access to resources. The gamesmaster sets the difficulty of the Diplomacy check based on the aid required. A simple favor requires a DC 10 check, while particularly dangerous or expensive favors may range up to DC 25 or higher.

Use of this feat always requires a few minutes (and often much longer) and the means to contact your fey allies.

Special: GM's should take care when allowing characters to use this feat, and should feel free to disregard certain favors regardless of the die roll if they would derail the adventure or seem unreasonable. Relying on this feat to determine the success or failure of an adventure is not advised

Masterwork Characters: Children of the Fey

In order to maintain the good will of the fey, you may have to perform favors and undertake adventures on their request. Characters that continue to ignore the plight of the fey should take penalties to their check when attempting to call in favors.

Fey Friend

You were born with a strange affinity for the woods, giving you a natural connection to animals and the fey.

Benefit: You gain a +2 bonus on all Charisma checks and Skill checks made to influence the actions of fey and animals.

Special: You may only take this feat at 1st level.

Fey Grace

You move with the alien grace of the fey, using your poise and powerful presence as a defense against your opponents.

Prerequisites: Dodge, Charisma 13, character level 3rd

Benefit: When not wearing any armor or carrying a shield, you gain a +1 dodge bonus to your Armor Class for every three class levels you possess, up to a maximum bonus equal to your Charisma ability modifier.

Fey Magic

Your study of fey magic allows you to excel when casting spells that deceive or misdirect others.

Prerequisites: Knowledge (Nature) 4 ranks, Spellcraft 4 ranks

Benefit: You gain a +2 bonus to caster level when casting spells of the enchantment and illusions school.

Fey Sorcery

Your sorcery is the result of some faint fey ancestry or the result of a fair gift. You have a powerful talent for deceiving and misdirecting others with your magic, but your gifts in other areas are weakened.

Prerequisites: Sorcerer level 1st

Benefit: You increase the saving throw DC of all enchantment and illusions spells you cast by 1. You reduce the saving throw DC of all evocation and necromancy spells by 1. Add Knowledge (nature) to the list of sorcerer class skills

Special: This feat can only be selected at 1st level.

Songs of the Fey

You have studied the captivating songs of the fey and mastered their complex arrangements.

Prerequisites: Knowledge (Nature) 4 ranks, Perform (Singing or String) 4 ranks, bardic music

Benefit: You gain a +3 bonus to your Perform check when attempting to fascinate creatures or implant a suggestion in the minds of your audience.

Soul of Iron

You are unusually hard to affect with fey magic.

Prerequisite: Wisdom 13

Benefit: When you fail a Will save against the spells or spell-like abilities of fey (such as dryads, pixies, and sprites), or spells cast using the fey magic and fey sorcery feats, you get another Will save 1 round later. You only get this one extra chance to overcome the fey magic.

Twilight Magic

Through your study of fey magic, you have learned to increase the power of your spells by drawing upon the stars.

Prerequisites: Knowledge (Arcana) 5 ranks, Knowledge (Nature) 5 ranks

Benefit: You cast spells at +1 caster level during the hours between sunset and sunrise. When casting spells beneath the open night sky when the stars are visible, you also add +1 to the Difficulty Class for all saving throws against your spells.

Secrets of the Fey: Prestige Classes

The secrets of the fey have the potential to change the life of a mortal, giving them power and insight that they can barely dream of on their own.

Child of the Woods

There are many mortal races that have strong ties to the fey, from the feyborn humans that possess a sliver of fey blood to tribes of elves, gnomes and goblins that can chart their ancestry back to the fairy realms.

Sometimes members of these races feel the call of their ancestry a little stronger than most, and the urge to return to their fey roots becomes irresistible. They harness the last vestiges of fey power their blood provides, and they use it to ignite a transformation of both mind and body. They become a Child of the Woods, a being who has stepped across the line between mortality and the fey.

The transformation a child of the woods undertakes is slow, requiring years of exploring the inherent power of their blood. As time passes they become more and more like the fey creatures of legend, their bodies growing slighter and smaller while their conscious mastery of magic gradually becomes more innate.

Those that complete the transformation are true fey, their blood as strong as any dryad of nixie, and they find their place in the woods and remote wilderness of the world.

Abilities: Charisma is of primary importance to the child of the woods, as it is the source of much of their power and abilities. Dexterity is also prized, as it allows the child of the woods to move with the grace and fluidity of the fey they seek to emulate.

While the majority of the people who choose to follow the path of their fey blood are sorcerers, there are a number of bards among the ranks of the children of the woods.

Gnomes and feyborn are the most common races that follow the path of fey blood, although elves are nearly as common. A surprising number of goblins have made the transformation, suggesting some kind of fey ancestry to the goblinoid races.

Training and Culture: Those that follow the calling of their fey ancestry often do so through intuition and experimentation rather than learning their crafts from another. Although one who has followed the path can offer advice to those that seek to follow, the journey taken by each child of the woods is individual and unique.

A child of the woods normally spends his time associating with fey creatures, and through them occasionally finds others that have followed a similar path. They have been known to group together, finding comfort in the presence of another creature that exists between two worlds, but these associations rarely last longer than a few seasons.

Child of the Woods

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Low-Light Vision, Spell-like ability I, Wild Empathy
2 nd	+1	+0	+3	+3	Slight Frame, Flight
3 rd	+2	+1	+3	+3	Spell-like ability II,
4 th	+3	+1	+4	+4	Glowing Aura, Maneuverability
5 th	+3	+1	+4	+4	Fey Blood, Spell-like ability III

Masterwork Characters: Children of the Fey

Hit Dice: 1d6

Requirements

To qualify to become a child of the woods, a character must fulfill the following criteria:

Race: Elf, feyborn, gnome, goblin or some other non-fey race that has an ancestral connection to fey creatures in the campaign.

Knowledge (arcana): 8 ranks

Knowledge (nature): 8 ranks

Languages: Sylvan

Spells: Ability to cast arcane spells without preparation

Class Skills

The child of the wood's class skills (and the key ability modifier for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Knowledge (arcana) (Int), Knowledge (nature) (Int), Move Silently (Dex) and Spellcraft (Int).

Skill point at each level: 2 + Intelligence bonus

Class Features

All of the following are class features of the child of the woods prestige class.

Weapon and Armor Proficiency: A child of the woods gains no additional proficiency with any weapons or armor.

Low-Light Vision (Ex): At 1st level a child of the wood can see twice as far as a normal member of their race in conditions of starlight, moonlight and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

Spell-Like Ability I: At will – *detect magic, dancing lights, ghost sound*; 1/Day – *charm person, fairy glamor, jump, magic weapon*. Use the child of the woods class level as the caster level, and Charisma as the key ability modifier.

Wild Empathy (Ex): Like a druid or ranger, the child of the woods gains the ability to use body language, subvocalizations, and demeanor to improve the attitude of an animal.

This ability functions like a Diplomacy check made to improve the attitude of a person. The child of the woods rolls a d20 and adds his child of the woods class level and his Charisma modifier to determine the wild empathy check result. If he has druid or ranger levels, he adds his child of the woods levels to those levels to determine his total modifier.

To use wild empathy, the child of the woods and the animal must be able to study one another, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute. As with influencing people, it may take more or less time.

A child of the woods can also use this ability to influence a magical beast with an intelligence score of 1 or 2, but he takes a –4 penalty to the check.

Slight Frame (Ex): As the child of the woods's fey blood starts to manifest, his physical frame starts to change. He becomes lithe and graceful, and he grows shorter and more agile as the power of his fey blood takes hold.

The child of the woods gains a +2 racial bonus to Dexterity and Charisma scores, but suffers a –2 racial penalty to their Strength and Constitution scores as their body undergoes the physical change. These racial modifiers overlap (do not stack with) the character's previous racial modifiers.

In addition, the character's size drops one level – from medium to small in the case of elves and feyborn, and from small to tiny for gnomes and goblins. The child of the wood gains all the advantages and suffers all the drawbacks of their new size.

Flight (Ex): The child of the woods grows a pair of thin, transparent wings that resemble those of a butterfly, moth or dragonfly (player's choice). The wings allow the child of the woods to fly at a speed of 30 feet with average maneuverability.

Spell-Like Ability II: At will – *detect magic, dancing lights, ghost sound*; 3/Day – *charm person, fairy glamor, jump, magic weapon*. 1/Day – *Invisibility* (self only). Use the

Masterwork Characters: Children of the Fey

child of the woods class level as the caster level, and Charisma as the key ability modifier. These abilities replace those granted by Spell-Like Ability I.

Glowing Aura (Su): At 4th level the child of the woods starts to glow with a faint, pale light. The glowing aura sheds bright light in a 20 ft. radius around the child of the woods, and shadowy illumination for another 20 feet beyond that. As a free action the child of the woods can dim the aura so that it sheds only a 20 ft. radius of shadowy illumination or so that it disappears altogether.

Maneuverability (Ex): At 4th level the child of the woods' maneuverability while flying becomes perfect.

Fey Blood (Ex): At 5th level the child of the woods has mastered the power of his fey blood, turning him into a primal creature of the woodlands. He gains damage reduction 2/cold iron, and his fey heritage renders his physical form untouched by time. The child of the woods no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he has already incurred, however, remain in place. Bonuses still accrue, and the child of the wood still dies of old age when his time is up. For all effects related to race, the child of the woods is now considered to be a fey creature.

Spell-Like Ability III: At will – *detect magic, charm person, dancing lights, fairy glamor, ghost sound*; 3/Day – *charm person (empowered), invisibility (self only), jump,*

magic weapon. 1/Day – dimension door, dispel magic, suggestion. Use the child of the woods class level as the caster level, and Charisma as the key ability modifier. These abilities replace those granted by Spell-Like Ability I & II.

Fool King

The fools of the fey are masters of wordplay and trickery, skilled riddle-writers and jesters who have spent centuries entertaining their lords in court. Their position is one of respect from their peers and freedom from the mores of fey society – a fool is free to comment on whatever he chooses, and the truth and wisdom in their riddles is almost as powerful as the magic of other races. Like the first fool of the fairy, the immortal satyr known as Puck, they serve as advisors, warriors and even adversaries for their liege as well as a source of amusement.

The first mortal fool king was actually a young farm boy, kidnapped by the fey and raised in a minor court. Trapped in the realm of fairy, the lad negotiated with the lord of the fey realm for his release – if he could out-riddle every fey in the court, then he would be returned to his home unharmed. For a year and day the mortal toiled, learning the role of the jester and matching his rhymes against the assembled fools of the fey court. By the time he won his freedom, the fey lord had named him king of fools and blessed his japes with a portion of his own power.

The Fool King

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Slippery Mind, Status
2 nd	+1	+0	+3	+3	Wordplay
3 rd	+1	+1	+3	+3	Silver Tongue, Caper
4 th	+2	+1	+4	+4	Charm
5 th	+2	+1	+4	+4	Mocking Curse
6 th	+3	+2	+5	+5	Luck of the Fey
7 th	+3	+2	+5	+5	Frolic
8 th	+4	+2	+6	+6	Charmed Life
9 th	+4	+3	+6	+6	True curse
10 th	+5	+3	+7	+7	If Words Were Wishes

Masterwork Characters: Children of the Fey

After the boy was returned to his home, the court seemed strangely silent in his absence. The fey ached for his wit and his riddles so badly that the tradition of stealing a mortal to serve as jester was born. Every score of years a mortal creature of wit and skill is kidnapped and held hostage, serving the fey until their abilities exceed those of their captors or there is little sport remaining in keeping them from their homes. Those that win their freedom are blessed with the power of the fool king, able to blight countries and disable dragons with a well-placed curse or jest.

Abilities: Fool kings rely on their quick wit and charm, so Intelligence and Charisma are prominent. All fool kings are versed in some form of performance, and many have learned the art of tumbling and pratfall long before they come to the attention of the fey.

The most common class among fool kings is the bard, though the position is open to any character that meets the prerequisites. Wizards, sorcerers and rogues are almost as common, though clerics and paladins are rare.

While the first mortal fool kings were exclusively human, the position has recently been filled with halflings, gnomes and half-elves. Fey creatures of all kinds have been known to pursue the position, though satyrs have occupied the position more often than nearly any other creature.

Training and Culture: Every fool king spends some time in the court of the fey, whether he has willingly volunteered to take on the role of court jester or been forced into the position as a result of being kidnapped by the fey. He isn't taught the skills of the fool, but he must master them if he wishes to be free of the realm of fairy.

Although a prisoner, no potential fool king is ever mistreated or harmed by the fey unless they bring such actions on themselves. The position of the fool is a special one in the fey court, and the fool king is treated with a kind of mocking respect at worst. As they rise in skill most fool kings are treated with deference by

the fey, and they soon realize they hold a position of respect and prestige among the fey. While they may not be free to leave, they are bound to their prison with chains of velvet and silk rather than iron and steel.

The bond that forms between the fool king and his lord is strong, and even a fool king that has won his freedom from the court is still welcome in the realms that know him. They still hold influence among the fey creatures they meet, and many choose to remain in fairy rather than return to the mortal realm. Those that do return home quickly develop a reputation for lunacy and capering, but are often feared for their powerful rhymes and the effects of their maddening dance.

Hit Dice: 1d6

Requirements

To qualify to become a fool king, a character must fulfill the following criteria:

Knowledge (Nature): 8 ranks

Knowledge (Nobility and Royalty): 8 ranks

Perform (Comedy): 8 ranks

Feats: Skill Focus (Perform)

Special: Must be fey, or have spent at least a year serving as a fool for a fey lord.

Class Skills

The fool king's class skills (and the key ability modifier for each) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (Any) (Int), Perform (Any) (Cha), Sense Motive (Wis), Spellcraft (Int) and Use Magic Device (Cha).

Skill points at each level: 6 + Intelligence Modifier

Class Features

All of the following are features of the fool king prestige class:

Weapon and Armor Proficiency: Fool kings gain no new proficiency in the use of weapons or armor.

Masterwork Characters: Children of the Fey

Slippery Mind (Ex): Fool kings often possess keen minds, indomitable wills and the bravery to stand up to powerful lords and ladies when others quail with fear. They are hard to dominate and control, and if a fool king is the target of an enchantment spell and fails the saving throw, he may attempt the save again 1 round later. He gets only this one extra chance to succeed.

Status (Ex): All fool kings inhabited roles of importance and power in the fey courts, and the prestige of their appointment lingers long after they have parted company with their lords. All fool kings gain a +2 circumstance bonus to Bluff, Diplomacy, Gather Information, Intimidate and Perform checks made involving fey creatures.

Wordplay (Ex): At 2nd level the quick wit and skilled wordplay of the fool king is complex enough to confuse and stun those around him. A number of times per day equal to his Charisma modifier a King of Fools can force one intelligent subject within 20 feet of him who can hear his voice to make a Will saving throw (DC 10 + Fool King's class level + his Charisma modifier). A subject who fails the save is stunned for 1d2 rounds by the complex wordplay and rhyming of the Fool King, held utterly speechless and unable to act. Characters with Charisma modifiers of 0 or less cannot use this ability only once per week. Using wordplay is language dependant and a standard action.

Silver Tongue (Su): At 3rd level the wit and charm of the fool king becomes supernatural, using subtle rhythms and charmed phrases he learned during his time among the fey. He gains a +2 competence bonus on all Bluff, Diplomacy, Gather Information, Handle Animal and Perform checks.

Caper (Su): Starting at 3rd level, the fool king learns to sow confusion and discord in his foes with his mad capering and mocking tone. If the fool king takes a double move action, moving at full speed but never straying more than 20 feet from a foe during the round, he can force the foe to make a Will saving throw (DC 10 + fool king level + Charisma bonus) and

another (or the same target) to make a Reflex saving throw with the same DC. A subject who fails the Will save is dazed for 1d3 +1 rounds, unable to take any actions except to defend himself. If a subject fails the Reflex save, he is spun about and falls prone. Subjects must have been within 10 feet of the fool king at some point during his move actions.

Charm (Sp): At 4th level and beyond, a fool king can use a heightened version of *charm person* a number of times per day equal to his Charisma modifier. Those whose Charisma modifiers are 0 or less can use this ability once per week.

Mocking Curse (Su): Once per day the fool king can curse someone simply by mocking them. This is a full round action. Once the fool king mocks the subject, he can immediately (this same round) cast on the subject any one of the following spells: *bestow curse*, *blindness/deafness*, *crushing despair*. Using a mocking curse is language dependent.

Luck of the Fey (Su): The fool king gains a +2 luck bonus to all saving throws. He also gains a +2 luck bonus to a number of attack and damage rolls equal to his Charisma bonus each day (the choice to use the bonus is a free action made before the attack or damage roll). If the fool king has a Charisma modifier of 0 or less, he may use this secondary ability once per week.

Frolic (Su): At 7th level the irrepressible capering of the fool king gives him the freedom to act regardless of magical impediments. For a total time per day of 1 round per fool king level he possesses, he can act normally regardless of magical effects that impede movement as if he were affected by the spell *freedom of movement*. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

Charmed Life (Su): At 8th level the fool king is blessed by fate and chance. Once per day he can reroll one roll he has just made before the DM declares whether the roll results in success or failure. The fool king must take

the result of the reroll, even if it's worse than the original roll.

True Curse (Su): At 9th level the curse of the fool king is even more potent, allowing him to raze entire communities or disable powerful opponents with a well crafted rhyme or mocking jest. Once per day the fool king can mock a subject, and in the same round cast one of the following spells: *bestow curse* (empowered), *baleful polymorph*, *power word blind*, *song of discord*. Using a true curse is language dependent.

If Words Were Wishes (Su): At tenth level the idle wishes and thoughts of the fool king have the ability to reshape the world. Once per day the fool king can use a *limited wish* by spending a full-round action reciting a rhyme or chant that describes the effects he wishes to occur.



Warden of the Woods

The first warden's arose nearly seven hundred years ago, when a group of gnolls led by a half-fiend warrior set about burning a forest tended by several dryad groves. The dryads own power of charm and persuasion were nearly useless against the half-fiends innate spell resistance, so they recruited a small force of rangers and elven warriors to attack the gnoll army. In order to ensure their champions success in the face of overwhelming numbers, the dryads sacrificed a portion of their own fey essence in a special ritual, bonding each of the warriors to the dryad's own trees for the duration of the battle.

Since that day the wardens of the wood have been the militant protectors of the fey, mortal men and women whose strong sword arms serve as a shield when fey magic and trickery cannot. Blessed with a sliver of fey magic and trained in the ways of the wood by dryads and pixies, the wardens are masters of guerilla warfare.

A single warden has been known to wipe out small tribes of orcs that intrude on fey woodlands, and a small group working together can often rout an invading army. While legends often paint them as charmed knights or bewitched hunters, the ritual used to create a Warden is only performed for those who truly wish to devote themselves to the protection of the fey and the wilderness.

Warden of the Woods

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Forest Walker, Woodland Stride
2 nd	+2	+3	+3	+0	Trackless Step, Tree Merge
3 rd	+3	+3	+3	+1	Sense Trouble
4 th	+4	+4	+4	+1	Arboreal Archery
5 th	+5	+4	+4	+1	Evasion
6 th	+6	+5	+5	+2	Natural Armor +1
7 th	+7	+5	+5	+2	Camouflage
8 th	+8	+6	+6	+2	Animal Form
9 th	+9	+6	+6	+3	Natural Armor +2
10 th	+10	+7	+7	+3	Tree Stride

Masterwork Characters: Children of the Fey

Abilities: The wardens of the wood rely heavily on stealth and secrecy in protecting their forests, so Dexterity is often a key ability for those who follow the warden's path. Many wardens are also deeply intuitive, favoring Wisdom as a high stat, and their rugged outdoor lifestyle often makes Constitution a favored choice.

While Charisma is relatively unimportant in the day-to-day life of the Warden, some personal magnetism is often essential in compelling a dryad to share the power of her tree and her fey essence with a potential warden.

The majority of Wardens are humans or elves, although there is a small sect of gnomish and halfling wardens that serve the dryads of Thistleway Forest. Rangers and militant druids are the most common classes represented among the Warden's ranks, although occasionally a fighter or bard with sufficient dedication to the wild woods will earn the respect of a dryad and be chosen to join the Warden's ranks.

Sorcerers, Wizards and Clerics are particularly rare, and conflict often exists between wardens and the clerics of woodland deities who perceive an alliance with the fey as something akin to heresy.

Training and Culture: Wardens of the wood are often skilled warriors before they merge their essence with their dryad patrons. Few dryads are willing to undertake the necessary rituals for lesser warriors, and only in times of dire need will it be performed for those who haven't worked with the fairy court or befriended fey creatures.

Wardens working in the same forest often learn to work together, serving as a small force that excels at ambushing humanoids and driving them out of the forest. They maintain good relations with a wide variety of forest denizens, often befriending animals and local tribes of elves and gnomes in addition to the fey they serve.

Hit Die: d8.

Requirements

To qualify to become a warden of the woods, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 8 ranks.

Feats: Endurance, Fey Friend

Special: must have the wild empathy class ability or the Favored of the Fey feat.

Class Skills

The warden of the wood's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the warden of the woods prestige class.

Weapon and Armor Proficiency: A warden of the woods gains no proficiency with any weapon or armor.

Forest Walker: The warden's bond to the trees allows her to move quickly and quietly among the boughs. The warden gains a +4 bonus on all Hide and Move Silently checks in forest or woodland terrain, and a +4 bonus on all Climb checks made to scale trees.

Woodland Stride (Ex): A warden of the woods 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.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Trackless Step (Ex): Starting at 2nd level, a warden of the woods leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Masterwork Characters: Children of the Fey

Tree Merge (Su): At 2nd level the Warden learns to meld her body and possessions into a single living tree at will. The tree must be large enough to accommodate her body in all three dimensions, and the warden cannot take more than 100 pounds of non-living gear into the tree with her.

While in the tree the warden remains in contact with the tree's surface. She remains aware of the passage of time and can cast spells on herself while hiding in the tree. Nothing that goes on outside the tree can be seen, but the warden can still hear what goes on around her. Minor physical damage to the tree does not harm her, but its partial destruction (to the extent that the warden no longer fits within it) expels the warden and deals 5d6 points of damage. The tree's complete destruction expels the warden and slays her instantly unless she makes a DC 18 Fortitude save.

Merging with a tree is a standard action. The warden can step out of the tree at any time as a free action.

Sense Trouble: A 3rd level warden of the wood gains an uncanny ability to know when something is wrong. She receives a +4 competence bonus to Sense Motive checks and a +2 competence bonus on Spot and Listen checks.

Arboreal Archer (Ex): At 4th level the trees and shrubs of the woods seem to move in order to provide the warden with a clear shot of her prey. When making a ranged attack roll against an opponent who is using plants for cover or concealment, the warden gains a +4 circumstance bonus to his attack roll.

Evasion (Ex): At 5th level a warden of the woods can avoid even magical and unusual attacks with great ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the warden is

wearing light armor or no armor. A helpless warden of the woods does not gain the benefit of evasion.

Natural Armor (Ex): At 6th level the Warden's skin turns a fleshy brown, taking on the toughness and texture of fresh bark. She gains a +1 natural armor bonus to armor class. This bonus increases to +2 when the warden reaches 9th level.

Camouflage (Ex): At 7th level the Warden learns to use the can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Animal Form (Su): At 8th level the Warden learns to take on the shape of one creature, selected when the ability is gained. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per warden level, or until the warden chooses to change back to their normal form. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The warden can choose to become a badger, dire rat, dog, eagle, hawk, owl, snake or wolf. The chosen form must be an animal that the warden is familiar with. Once the animal form has been selected, it cannot be changed.

The warden loses her ability to speak in animal form because she is limited to the sounds that a normal untrained animal can make, but she can communicate normally with other animals of the same general grouping as his new form.

The warden can use this ability three times per day.

Tree Stride (Su): At 10th level the warden of the wood can *tree stride*, as the spell. The warden can use this ability as will, with her warden of the woods prestige class levels used as the caster level.

Fey Magic

The fey have always been creatures of magic, and some spellcasters will willingly apprentice themselves to a powerful fey creature in the hopes of learning some new arcane or natural lore that will supplement their knowledge.

Child of the Wild Hunt

Transformation

Level: Drd 3, Rng 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You call upon the target's animalistic hunting instincts, stripping back some of the civilized veneer in order to revert them to a more primal state. The target loses two points of Intelligence and Charisma for the duration of the spell, but they gain an increased awareness and survival instinct that gives a +2 bonus to Listen, Spot and Survival checks as well as the scent ability.

The target must have an intelligence of 3 or more in order to be affected by this spell.

The more alien fey have long used this spell in their hunts, transforming kidnapped humans into the equivalent of bestial hounds. It was adopted by human rangers who saw the potential in regressing to their more primal state, transforming an unseelie curse into a powerful benefit.

Cloud Judgment

Enchantment (Compulsion) [Mind Affecting]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature

Duration: Concentration + 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cloud the wits of a single creature that fails a Will save. The creature becomes pliable and easily convinced, taking a -5 penalty to Sense Motive checks and a -2 penalty on the Will saves against Charm effects while *cloud judgment* is in effect. *Cloud judgment* lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Fairy Glamor

Illusion

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You wrap yourself in an illusion that makes you beautiful to anyone who looks at you. Not only will they find you alluring, but all Bluff, Diplomacy and Gather Information checks gain a +5 circumstance bonus.

This spell does not change the specifics of your appearance, such as gender, race, height, and so forth, although it can be cast in conjunction with *disguise self* or *alter self*.

Material Component: A drop of perfume from a flower.

Heartweave

Enchantment (Charm) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Target: One humanoid creature

Masterwork Characters: Children of the Fey

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This charm makes a humanoid creature fall in love with another creature specified at the time of casting. If no creature is specified when the spell is cast, the target falls in love with the first creature he sees after the spell is cast.

Heartweave makes the target believe the creature they are in love with is a trusted friend and paramour (treat the victim's attitude towards the creature as Friendly). If the victim is currently being threatened or attacked by the named creature or his allies, however, it receives a +5 bonus on its saving throw.

This spell does not enable the paramour to control the target of the *heartweave* as if they were an automaton, but the target perceives their love's words and actions in the most favorable way. The paramour can try to give the target orders, but must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the paramour or her apparent allies that threatens the target breaks the spell. The paramour must speak the target's language to communicate her commands, or else be good at pantomiming.

Puck's Curse

Transformation

Level: Sor/Wiz 2

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: 1 humanoid creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You replace the target's head with that of a donkey, rendering him unable to speak any tongue except the bestial language shared by all

equine animals for the duration of the spell. Those that can understand the language of equines (such as those under the effects of a *speak with animals* spell) can understand the target perfectly, but everyone else simply hears the loud brays of an angry donkey when the target attempts to speak. The target also grows a long donkey's tail.

This curse, along with various permeations of the *baleful polymorph* spell, is the favored tool of the willful Puck – court jester to lord Oberon of fairy.

Focus: A small willow twig wrapped in a hair from a donkey's tail.

Seeming of Hearts Desire

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: 1 creature

Duration: 10 min/level (D)

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You snare the target in a powerful illusion, causing them to see the face of their one true love every time they look at you. The creature believes that you are their heart's desire, transforming their attitude towards you to Friendly and giving you a +10 circumstance bonus on Bluff, Diplomacy and Gather Information checks when dealing with them.

Although the spell doesn't change your appearance in the eyes of others, the target sees their true love's features in place of your own.

Material Component: A small crystal pendant in the shape of a heart.

Storm of a Thousand Petals

Conjuration (Creation)

Level: Bard 4, Drd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: 20 feet

Effect: Cloud of petals that spreads in a 20-ft. radius from you, 20 ft high

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: No

The area is filled with a cloud of flower petals that whirl and dance on the breeze. The cloud is stationary once created, and obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

The strong perfume and pollen in the cloud make it impossible to locate creatures by scent, and creatures with 5 or fewer hit dice must make a Fortitude save every round or succumb to a fit of sneezing and coughing for that round. Treat such creatures as if they were dazed.

Voice Theft

Transformation

Level: Brd 3, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Target: 1 creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You steal the target's voice, allowing you to take on their speech patterns and vocal noise while leaving them mute.

You gain a +2 circumstance bonus on Disguise checks to impersonate the target for the duration of the spell, while the target is left mute and unable to make any vocal noises. The target cannot cast spells with verbal components, speak the command words for magic items, or use any sonic or language based abilities (such as the harpy's captivating song) that require a voice.

Focus: A crystal vial used to trap the target's voice.

Equipment of the Fey

Fairies are responsible for a wide range of magical equipment that often finds its way into the hands of human heroes and other beings of power. Their magical nature means even the weakest fey has the potential to own some minor magic.

New Special Material

Feywood

Feywood is made from carefully cured pieces of oak taken from the trees of a dryad, preserved by a special alchemical process that involves distilled moonlight. The result produces wood that is as hard as steel, but lighter and more flexible.

Making armor out of feywood reduces its arcane spell failure chance by 10% due to its flexibility and the lingering fey magic infused in the wood. The maximum Dexterity bonus of feywood armor is increased by 2, while the armor check penalties are reduced by 2.

Feywood weapon and armor weighs only a quarter as much as a normal wooden item of that type. Weapons do not gain any particular benefit from being made out of feywood, but feywood heavy armor is treated as medium armor for the purposes of movement and other limitations, while feywood medium armor is treated as light armor. Only medium and heavy armors normally made from metal can be constructed from feywood.

Fey artisans treat feywood armor as intricate works of art as well as protective items. Suits are often inscribed graceful decorative motifs and runes that identify the

craftsman and the dryad who donated the oak necessary to create the armor. Weapons or armor crafted out of feywood is always masterwork. The masterwork costs are included in the prices given below.

Most suits of feywood armor are breastplates or banded mail, although a few suits of full plate have been made for human knights that impress a fey lord. Because feywood armor isn't made out of metal, druids can wear it without penalty.

Type of Feywood Item	Item Cost Modifier
Medium Armor	+3,500 gp
Heavy Armor	+8,000 gp
Other Items	+250 gp/lb.

New Magic Items

Arrow of Memory Loss

These arrows are the work of expert pixie artisans and are only rarely crafted for creatures other than their fellow sprites. A target struck by these pale arrows takes no damage, but must make a Will save (DC 16) or lose their memories. Although the target retains their skills, languages and class abilities, they forget everything else. The target can attempt a new saving throw to negate the memory loss every twenty-four hours, or the effects can be lifted instantly if the victim receives a *heal* spell or their memory is restored with *limited wish*, *wish* or *miracle*.

Moderate enchantment; CL 9th; Craft Wondrous Item, *modify memory* or creator must be a pixie; Price 3,000 gp

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
						30 ft.	20 ft.	
<i>Light Armor</i>								
Feywood Scale mail	3,700	+3	+5	-2	15%	30 ft.	20 ft.	20 lb.
Feywood Breastplate	3,850	+5	+5	-2	15%	30 ft.	20 ft.	20 lb.
<i>Medium Armor</i>								
Feywood Banded Mail	8,400	+6	+3	-4	25%	20 ft.	15 ft.	25 lb.
Feywood Full Plate	9,650	+8	+3	-4	25%	20 ft.	15 ft.	40 lb.

Dust of the Aching Heart

This dark powder is flecked with bursts of rainbow colors, and it has the consistency of fine sand when touched. Put the dust on a creature, and that creature is affected as if by a *seeming of hearts desire* spell. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamor lasts for 2 hours.

Faint Illusion; CL 5th; Craft Wondrous Item, *seeming of hearts desire*; Price 750 gp.

Fairy Cloak

Fashioned from silver thread woven under the light of the full moon, these thin cloaks bestow a +5 competence bonus on Hide checks. If exposed to moonlight or starlight the cloak turns a translucent black, allowing the wearer to Hide in Plain Sight beneath the open night sky. As long as the stars or the moon is visible, the wearer of a fairy clock can hide himself in the open without anything to actually hide behind.

Moderate Illusion; CL 9th; Craft Wondrous Item, *invisibility*, creator must be a fey creature; Price 17,500 gp

Mucknurgle's Jesting Rod

A short, two-foot long jester's rode with the pale likeness of a goblin's head carved from ice on one top. The head wears the traditional jester's hat, and its mouth is carved in such a way that it can open and close without difficulty. A button at the base of the rod can cause the mouth to open and shoot forth a white tongue of ribbon ten feet long.

The rod was created by the goblin jester Mucknurgle, who served as the king of fools in the fey court for nearly three centuries. While its current whereabouts are unknown, it is thought that Mucknurgle was carrying it when he was exiled from the fey court in disgrace after plotting to kill his patron.

Primarily Mucknurgle created this rod as an aid to his performances, enchanting the head so it could speak and accompany him when he was clowning or storytelling for the court. When the wielder makes a Perform (act,

comedy or oratory) check, the head magically animates and accompanies the wielder in a shrieking voice. The head serves as a foil for the wielder's performance, granting a +2 competence bonus to the Perform check.

In addition to its role as a performance prop, Mucknurgle also added several powers to the rod that could aid in the execution of magical pranks as well as serve as weapon should he need to defend his liege. Once a day, the wielder can use the rod to cast *charm person*, *change self*, *color spray*, *grease* and *shocking grasp*. The wielder can also choose to strike opponents within 10 feet with the tongue, a ranged touch attack that causes 1d3 points of cold damage to whatever the tongue touches.

Faint illusion and enchantment; CL 1st; Craft Rod, *audible glamor*, *charm person*, *change self*, *color spray*, *grease*, *ray of frost*, *shocking grasp*; Price 3,000 gp

Oil of a Thousand Leagues

This vial of lantern oil is often found in silver vials, stoppered with slivers of silver-gilded bone. When poured into a lantern and lit, the oil allows the one creature carrying the lantern to travel ten miles for every step he makes.

The bearer of the lantern doesn't leap the distance; instead he is instantly teleported ten miles in the direction he's traveling when he takes a move-action. Creatures around the user simply see him flicker and vanish as he walks, while to the bearer his surroundings seem to flicker and change in the pale light of the lantern. The user is always teleported into an open space, but otherwise has no real control over where they appear. They simply arrive at a point ten miles from where they started, although the magic of the oil never deposits the user on an obviously dangerous surface or leaves them hanging in the open air.

The oil of a thousand leagues only burns for twenty rounds, and it allows the wearer to travel a maximum of 200 miles using the magic of the oil. Its name is therefore something of an exaggeration on the part of its creators. This oil is often used by fairy heralds and messengers to

cover a long distance in the space of a few moments.

Moderate conjuration; CL 9th; Craft Wondrous Item, *teleport*; Price 3,000 gp

Quicksilver Strand

These long, thin strands of chain are the work of earth spirits and the magic of fairy nobles, said to involve the breath of a cat, the scales of a fish and the light of the moon on a sacred pond. They are rare and highly prized by those that have regular dealings with the fey and other creatures native to planes beyond the mortal realm.

A quicksilver strand looks like a fine chain about thirty feet long, supple as thread and light as a rope. Three times per day, upon command, the strand lashes forward 20 feet or upward ten feet to entangle a victim. An entangled victim can break free with a DC 20 Strength check or a DC 20 Escape Artist check. Any creature entangled by the strand is unable to use extradimensional travel, just as if they were under the effects of a *dimensional anchor*. The strand also prevents entangled creatures from using their spell-like abilities, instantly dispelling any magical effect the creature caught in the change attempts to manifest.

The quicksilver strand has an AC of 22, 15 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The strand repairs itself at a rate of 1 point per 5 minutes, but if a quicksilver strand is severed (all 15 hit points are lost), it is destroyed.

Moderate Transmutation and abjuration; CL 15th; Craft Wondrous Item, *animate objects*, *animate rope*, *dimensional anchor*, *dispel magic*, *entangle*; Price 92,000 gp; Weight 5 lb.

Ring of Fairy Glamor

These rings are forged from fairly gold, etched with dainty carving resembling twining vines and dancing fey. Its gives the wearer the ability to use *fairy glamor* at will.

Faint illusion; CL 5th; Forge Ring, fairy glamor; Price 15,000 gp

Six Black Skulls

These small skulls are small enough that three can fit on the palm of the hand. Each has been carved out of ebony and shaped to resemble a human or elven skull, and a reddish glow is visible through the eyes and mouth of the skull. Each skull is carefully weighted as a juggling ball, and they are primarily used by jesters and acrobats trying to please the jaded tastes of fairy nobles.

When juggled by a competent juggler, the red light shed by the skulls starts to flicker and dance in a *hypnotic pattern*. Juggling the six black skulls requires a successful Sleight of Hand check (DC 15), and is a standard action that draws an attack of opportunity.

Faint illusion; CL 3rd; Craft Wondrous Item, hypnotic pattern; Price 30,000 gp; Weight 3 lb.

The Sword of Five Lakes

This thin shortsword is made from pale blue steel. It was crafted by a group of nixies over three centuries ago for a Warden who protected their small lakes from being overrun by goblins and bugbears. Although the blade was crafted from ordinary steel, it took on its unusual coloration when it was cooled in the magical waters of the nixies' home.

The blade of ten lakes is a *+3 defending shortsword* that allows the wielder to continually utilize the effects of the *water walk* spell as long as they hold the blade in their hands. The blade can also summon an *obscuring mist* three times per day on command.

Moderate Transmutation; CL 9th; Craft Magic Arms and Armor, *obscuring mist*, *shield* or *shield of faith*, creator must be a nixie; Price 57,030 gp; Weight 2 lb.

Masterwork Characters: Children of the Fey

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