

Faerie Magistries

By Todd Stewart, Jason Nelson,
and Alistair Rigg





Iron Mountain

By Todd Stewart, Jason Nelson, and
Alistair Rigg

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Faerie Mysteries © 2017,
Legendary Games; Authors Todd
Stewart, Jason Nelson, and Alistair
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ISBN-13: 978-1543053784

ISBN-10: 1543053785

First printing March 2017.

Printed in USA



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3734 SW 99th St.

Seattle, WA 98126-4026

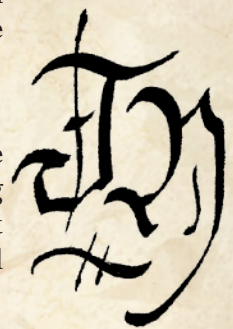
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WHAT YOU WILL FIND INSIDE FAERIE MYSTERIES

Faerie Mysteries explores the influence of fey creatures and the faerie realms on a 5th Edition campaign world. It is not so much about monsters and magic as it is about how the influence of the fey can change the feel and flow of a campaign, and it gives you a game-mechanical system for describing and representing that in-breaking of raw, untamed, primal magic that make the fey what they are. Fey do not simply walk about within the world; they carry their version of the world along with them, and make our world more like theirs with every step. The rumors and ripples and ruptures in our reality really lay the groundwork for enriching any campaign where civilization is not the only power in the world, and where the force and spirit of nature can push right back.

Like its companion product, ***Faerie Passions***, this product provides a fantastic primer on the use of fey creatures in a campaign, balancing the hardcore game rules with explorations of fey creatures' mythological origins and role in real-life history and legends. What this product is really about is making fey different, to make them strange, unpredictable, and menacing in turn. They are never quite what you expect, and this product describes subtle shifts you can use to create an interesting variety of alternate creatures. The fey represent the raw and wild extremes of the life and spirit of the land and those that dwell within it, possessed of a mercurial emotionality and an integration with the natural world that flits between an impossibly saturated hyper-reality and the dreamily surreal. A campaign featuring the fey should feel different than other campaigns, and when you introduce ***Faerie Mysteries***, it will.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- ***Jason Nelson***

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Fey Magics

By Todd Stewart, Jason Nelson, and
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INTRODUCTION

Other planes beyond the standard, material world have long been a common feature of mythology, fantasy literature, and RPGs alike. Yet, despite their ubiquity as a metaphysical concept, planes can be a difficult thing to visualize. On a basic level, this difficulty concerns things lacking a tangible metric by which to describe their relationship. How do you define and differentiate two infinite spaces? How do you explain metaphysical distance as opposed to physical distance? These aren't easy things, yet in fantasy literature, in real world religion and philosophy, and in the many worlds of role-playing games, they appear again and again. Both the idea of planes and some notion of distinction and distance between the mortal world and a place or multiple places beyond it, are commonly accepted and rarely dithered over.

One linked concept that we often see is a connection between the mortal world and another plane, be it a doorway, a point of tangential connection, or a region of overlap between them. Some of these points of connection or overlap can be described as a thinness between the planes. In such places, transit between the two distinct worlds becomes possible, and the proximity of both realities may result in one or both influencing the other. We see this concept across myth and literature, with a common usage being the identification of physical locations in the real world as doorways to another, usually with holy (or unholy) associations, and statuses as sites of religious pilgrimage. In especially hallowed or unhallowed locations, the presence of the gods becomes especially poignant to the point of tangibility, and their servitors may watch or mingle there with mere mortals.

Especially in the case of real world religions, specific physical locations and their particular traits demarcate points of thinness between the mortal realm and another plane entirely. Deep forests isolated from civilization, high holy mountains, open stretches of far ocean, and deep cave systems have engendered religious reverence and an association with the divine or the profane. The caves at Cumae/Avernus gained the attention of the wider Roman religious world and especial reverence in the Orphic mysteries as the literal mouth to the Underworld.

Such thinness might not be constant, however, and even when linked to specific places, the metaphysical closeness of two planes might depend on other causes as well. Metrics could include such factors as astronomical alignments of the planets and stars, time of year and seasonality, and specific calendar dates predicated on historical or liturgical events. The closeness of worlds could cause effects of their own. Magic might be influenced by the orbit of real, physical moons linked to given divinities, tangibly observed and felt as much as the tug of a moon on the tides, or by a system wherein a more abstract constellation of "orbiting" planes influences the world's magic, weather, and future events like the gravitational tug of distant, possibly unseen, planes..

In the preceding examples, the closeness of the planes occurred within a system that could be observed and predicted. These planes drew near or far on their own trajectories regardless of the actions or status of any individual, barring the will of a deity or similarly powerful entity. In some mythologies, however, the relative proximity of a plane matters less on the plane itself and more on the nature of the person seeking to go there from the mortal

THE CONCEPT OF FEY: WESTERN VERSUS EASTERN TRADITIONS

Much of the conceptualization of fey in popular RPGs derives from a distinctive Western and Central European literary tradition, with an occasional infusion of Slavic mythology. Eastern European traditions are equally as rich, however, as are the mythological analogs of the European fey present in Chinese and Japanese traditions, and elsewhere.

The kami in Japanese mythology and the concept of a spirit realm correspond, roughly speaking, with western fey and a fey realm. An entertaining exploration of this folklore is Hayao Miyazaki's animated film, *Spirited Away*, which serves as a very good introduction to fey analogs in East Asian mythology; it also features an excellent example of a major fey impulse, as described in this product. While a full exploration of this mythology falls outside the scope of this supplement, a wide variety of resources exist to explore the rich animism-influenced tales of kami, talking animals, and monsters beyond the western-centric RPG milieu.

world. Could a plane be more or less accessible—“nearer”—for someone of a given alignment? A given character class? A specific sorcerer bloodline? A character’s in-game lineage or nobility?

One example of such variable proximity is found in the Russian legend of Kitezh. No longer extant, the city’s people prayed to God for salvation against the invading Mongols. In response to their faith and prayers, they vanished beneath the waves of Lake Svetloyar, denying the approaching armies of Batu Khan their prize of conquest. Whatever its historicity, the city lives on in legend, and only those of the purest hearts may reach it wherever it now exists, locked away beyond an invisible road or sheltered below the waves. Kitezh yet influences the world from beyond its veil, providing ephemeral glimpses of its reflection in the waters as if it still stood upon the shore, echoes of chiming bells heard distantly beneath the waves, and visions of the lights of religious processions at night where no city remains in the mortal world.

Even when a metaphysical gulf separates a place from the mortal realm, it may yet influence in subtle ways beyond its own borders. Drawing from these various examples, and especially from those relating to a world of the fey (or by whatever name a given mythology applies to the concept), we hereby present the concept of the fey impulse.

FEY IMPULSES

Sudden intrusions of magical faerie influence that warp the environment and creatures therein, fey impulses blur the lines between the mortal realm and that of the fey like the sudden surge of an invisible tide pushed forward by the waxing and waning of distant, unpredictable moons. Fey impulses may herald ephemeral storms of altered reality intruding into the mortal realm and produce wildly varying changes.

A fey impulse might occur when and where the boundaries between the Material and Faerie planes have an inherent instability and have thinned, either as a result of the ebb and flow of fey influence in that location, or from the actions of a powerful fey creature, artifact, or spellcaster that has frayed the border between the worlds. A fey impulse can also result from years of psychic residue left in a location by extreme emotions from ancient and powerful fey. Whatever their cause, they pose a significant challenge since these impulses can sweep living creatures into an emotional wake, causing them to temporarily lose control of their own responses.

Effects on Faerie Creatures: In addition to their effects on non-fey creatures described below, the closeness of the fey realms caused by a fey impulse energizes fey creatures and inflames their natural passions. This applies to fey that are within the area of the impulse, as well as those within a 10 feet times the challenge rating of the fey impulse. These effects apply not only to actual fey creatures, but also to creatures native to the fey realms, the fey ancestry trait, the archfey patron, as well as any other creature with a close connection to the realms of faerie, such as a faerie draon. Such creatures are never harmed by fey impulse and gain a +2 bonus on ability checks to see through illusions created by a fey impulse.

Types of Fey Impulses: There are three types of fey impulse: *rumors*, *ripples*, and *ruptures*. Each type of fey impulse has one or more effects similar to an existing spell—typically an enchantment or illusion. A fey impulse that has an effect not identical to an existing spell is certainly possible, but this requires designing a new spell effect. Any abilities or protections that apply against the spells of fey also apply against fey impulses.

Rumors create false sensations, or change a subject’s sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear. Because rumors are not real, they cannot produce real effects the way that other types of fey impulses can. Rumors cannot cause damage to objects or creatures but can be effective in confusing and confounding them, and making other dangers more difficult to overcome. When required, a rumor’s AC is 10. Rumors infuse affected creatures with delight and contentment, granting them a +2 bonus on saving throws against enchantments and against the charmed and frightened conditions.

Ripples are usually similar to illusions or enchantments. Whereas rumors are purely atmospheric, with little or no direct game effect, ripples involve subtle changes in the fabric of reality. As fey influence begins to push at and exert pressure upon the veil between the worlds, the veil becomes increasingly porous, allowing for overtly physical effects and actual fey creatures to manifest within the mortal world. Like a rumor, a ripple can create images that others can see, but these images can also affect the minds of those who see them or are caught in them. Ripples can also create mental images that only the subjects can perceive—these are personalized mental impressions, not something that they actually see. Third parties viewing or studying the scene don’t notice these phantasmal effects of a ripple. Ripples can force subjects to act in some manner or change the way their minds

work. All ripples are enchantment effects.

Ripples subtly alter the reality experienced by fey and related creatures, causing fate to bend in their favor. Such creatures gain the benefit of a *bless* spell. However, the disturbed ripples in reality also inflame the intensity of their emotions, causing the benefit to become a penalty like *bane* for the purpose of Wisdom saving throws. Creatures using a Charisma check to influence the behavior of a fey creature within a ripple have disadvantage on the check, and if the check fails the fey creature becomes immediately hostile and attacks. In addition, if a fey creature within a ripple is attacked while under the effects of an enchantment, consult the following table.

d% roll	Effect
01-25	The enchantment continues unchanged.
26-50	The enchantment is replaced with <i>confusion</i> for 1d4 rounds.
51-75	The enchantment is replaced with <i>heroism</i> for 1d4 rounds.
76-00	The enchantment is replaced with simultaneous confusion and heroism for 1d4 rounds.

Ruptures: The effects of thinning between the mortal realm and the bright lands generally range from the subtle, either barely noticed or often dismissed, or of trifling consequence, to the severe. A fey impulse of sufficient severity, however, can do more than simply thin the boundary between the planes: it can rupture it. These ruptures can cause a region of the mortal and fey realms to partially transpose; fully swap small regions on a temporary or permanent basis; produce a porous boundary allowing effects and creatures to pass between the realms in an unpredictable manner; and in some extreme cases, produce actual permanent portals and a spreading, creeping emergence of the fey realm in the mortal world. Above and beyond the mechanical effects and appearance of lesser fey through the veil, once the boundary between the planes has been breached, reality itself begins to shift and transpose with that of the fey realms. These breaches comprise the most powerful and pervasive of fey impulses.

Ruptures can be similar to illusions and curses. A rupture can manifest something that is partially or wholly real from the faerie realm. Ruptures can have real effects, and damage dealt by a rupture is real. Ruptures fill fey and similar creatures with towering confidence and resolve, granting them the benefit of both a *bless* and an *aid* spell as long as they remain within it.

USING FEY IMPULSES IN PLAY

Fey impulses can function like hazards or traps, and serve a similar role in adventure design. Fey impulses can infuse an area similar to, but not restricted, its associated spell. They are difficult to detect since they cannot be easily observed until the round in which they trigger. When a fey impulse is triggered, all creatures in the vicinity roll initiative and the impulse rolls initiative with a +5 bonus. All characters in the fey impulse's proximity can attempt to notice the fey impulse at the start of the first round (by making the relevant ability check named in the description). Characters who fail to notice it are surprised and don't get to act that round.

During the first round, spellcasters may attempt to quell a fey impulse before it manifests by casting an enchantment or illusion spell of the fey impulse's spell level or higher. If this is done, the spell and fey impulse cancel each other, and the fey impulse does not manifest. A *calm emotions* spell cast to quell a fey impulse immediately cancels a fey impulse of any spell level that imposes the charmed or frightened conditions. A quelled fey impulse is not destroyed, and can manifest again after its reset time. Unless it is quelled beforehand, the fey impulse takes effect on its turn.

A fey impulse can fade from a location over time as the influence of the faerie realms recedes, but so can one spontaneously arise and intensify, from a rumor through a ripple to a rupture, as the bright lands continue an extrusion into the mortal world. Occasionally, a fey impulse can be permanently removed from a location by the performance of a specific act in its region. This specific act is linked in some way to the events that caused the fey impulse, and so is different for each. Frequently, however, the locations and intensities of fey impulses are linked to the seemingly random ebb and flow of the fey world's proximity.

ELEMENTS OF A FEY IMPULSE

Fey impulses are presented in the following format.

Fey Impulse Name: The fey impulse's name is listed first.

Type: This line gives the fey impulse's type (rumor, ripple, or rupture).

Area: This line gives the dimensions of the area the impulse infuses.

Challenge or Drawback: Much like for

hazards or traps, the GM can choose to award XP for overcoming a fey impulse if the party succeeds despite danger and a significant risk of failure. Fey impulses that are innate hazards include a challenge rating and XP much like monsters as benchmarks for GM who choose to award XP for them. If an impulse is not a challenge but might prove a drawback in a simultaneous or subsequent combat encounter, it is given a drawback rating to be used in adventure planning much like a challenge rating. A recommended XP award half that of an equal challenge rating is provided for GMs who choose to award XP for non-combat encounters.

Trigger: The first paragraph describes conditions that can cause the fey impulse to manifest. If a creature avoid manifesting the fey impulse, this paragraph also describes those circumstances. For example, a creature that sings a happy song as it crosses a room of fey despair might avoid triggering the impulse.

Proximity: Proximity-triggered fey impulses occur as soon as a creature enters the fey impulse's area.

Touch: A fey impulse triggered by touch does not activate until a living creature touches a specific object or location in its area.

Sense: Sense-triggered fey impulses occur whenever a living creature senses a certain thing within its area, such as hearing a specific song, seeing a discarded doll, or tasting red wine.

Emotion: Emotion-triggered fey impulses occur whenever a living creature within its area experiences a certain emotion, such as fear or anger.

Timed: A timed fey impulse periodically manifests its effects after a certain duration has passed.

Waking: A fey impulse triggered by waking activates as soon as a sleeping creature awakens in its area.

Sleep: A fey impulse triggered by sleeping activates as soon as a creature falls asleep in its area.

This paragraph also describes any act needed to permanently remove the fey impulse from the area, if applicable, as well as any set of conditions under which the fey impulse becomes ready to trigger again. If a fey impulse resets automatically, that means that it will

automatically manifest every time a living creature enters its area, or after a timed interval. Unless noted otherwise, the fey impulse manifests only once and then dissipates.

Notice: The second paragraph indicates the ability check and DC required to notice the fey impulse in the round before it manifests. The sensory input for what a successful check notices—such as a faint laughter, a smell of roses, or twinkling sun beams—is also described.

Effect: The third paragraph details the fey impulse's exact effects, including a description of how the fey impulse manifests. Unless otherwise stated, most fey impulses have a duration of instantaneous; once triggered, they have their effect and then stop functioning (although the consequences of the effect may last for some time). Some fey impulses have a duration measured in rounds or longer. Such impulses continue to have their listed effect on their turn each round.

CREATING A FEY IMPULSE

To make a fey impulse like the examples below, follow these steps.

Step 1—Determine Base Challenge Rating: A fey impulse's base challenge rating is equal to 1 + the level of the spell it duplicates. Add an additional +1 if the spell is 6th- or 7th-level, or +2 if it is 8th- or 9th-level.

Step 2—Determine Actual Challenge Rating or Drawback Rating: Select the elements you want the fey impulse to have and add up the adjustments to its challenge rating to arrive at the fey impulse's final challenge rating (see Table 1: Challenge Rating Modifiers of Fey Impulses). If the impulse inflicts no lasting harm or penalties, its challenge rating is replaced with an equivalent drawback rating and its XP award is halved relative to that challenge rating.

Step 3—Determine Spell Level: A fey impulse's spells are cast at a spell level at least equal to half its actual challenge rating. Note that this might be below the spell's usual minimum.

Step 4—Calculate Attacks and Save DCs: A fey impulse's attack modifier (if one is needed) is equal to 2 + the level of the spell. If a fey impulse's spell effect allows a saving throw to resist or negate the effect, the save DC is equal to 10 + the level of the spell.

Table 1: Challenge Rating Modifiers of Fey Impulses

Feature Type	Challenge Rating Modifier
<i>Notice DC</i>	
12 or lower	-1
13-15	+0
16-18	+1
19-21	+2
22-24	+3
25+	+4
<i>Reset Time</i>	
1 minute	+2
1 hour	+1
1 week	-1
<i>Bypass</i>	
Common	-2
Uncommon	-1
<i>Trigger</i>	
Triggered by touch	-2
Triggered by sense or emotion	-1
<i>Damage</i>	
Damaging effect	+1 per 10 points of average damage
No negative effect	-1 per spell level

Note: If a fey impulse presents no legitimate challenge or danger to PCs, encountering it should bring no experience points. Even a non-combat encounter should only provide XP if there was significant risk of failure and failure posed a danger, directly or indirectly.

RUMORS

REFLECTIONS OF THE FEY WILDS

Rumor

Area: 10-foot-radius pool

Trigger: touch

Drawback: 1/4 (25 XP)

Once the surface has been touched, a character can notice a flash of bright color on the surface of the pool with a successful DC 10 Wisdom (Perception) check.

The reflections of the immediate surroundings shift to show the sky and terrain on the other side of the veil between the mortal world and the faerie realm for 1d3 minutes. Creatures that succeed at a DC 11 Intelligence (Investigation) check recognize the effect as illusory, as per the *silent image* spell. Creatures that fail their saves have disadvantage on Wisdom (Perception) checks for 1d3 rounds.

The rumor resets automatically after 1 day.

ENCHANTING ECHOES

Rumor

Area: 5-foot-radius around old campfire

Trigger: proximity

Challenge: 1/2 (50 XP)

Once anyone approaches the campfire, a character can notice a growing sense of excitement with a successful DC 15 Wisdom (Insight) check.

All creatures that approach the old campfire and fail a DC 10 Intelligence (Investigation) check hear the music of pan-pipes echoing from deeper in the forest, as per the *minor illusion* spell. Creatures hearing the echoes are effectively deafened for 1d3 rounds on a failed save, as they hear nothing but the pipes.

The rumor does not reset.

BRIDGE TOLL

Rumor

Area: 50-foot-radius of moss-covered bridge

Trigger: proximity

Challenge: 1 (200 XP)

Once anyone begins to cross the bridge, a character can notice a faint giggling with a successful DC 15 Wisdom (Perception) check. Throwing a gold coin into the stream quells the fey impulse and prevents it from activating again while the thrower is on the bridge.

Unattended objects of creatures in the area that fail to pay the toll are thrown into the stream. This continues to occur while creatures remain in the area unless an attack destroys the *unseen servant* effect. The fey impulse attempts an attack (+3 bonus) against each creature that crosses the bridge and does not pay; a successful hit steals a random item from the creature's inventory and hurls it off the bridge.

The rumor resets automatically after 1 day.

UNSEEN PRESENCE

Rumor

Area: 15-foot-radius of forest glade

Trigger: proximity

Drawback: 1 (100 XP)

Once anyone enters the glade, a character can notice a profound feeling of being watched from the forest with a successful DC 10 Wisdom (Insight) check.

All creatures within the forest glade that succeed on a DC 10 Wisdom (Perception) check begin noticing



flashes of movement, and the sounds of rustling leaves, snapping twigs, and tiny running feet at the forest edge around them for 1d3 minutes. Any creature that hears the sounds, or inspects the trampled grass at the tree line can make a DC 12 Intelligence (Investigation) check to realize that these effects are illusory, as per *minor illusion* cast as a 2nd-level spell. The distraction provided by these swiftly moving enemies causes creatures to suffer disadvantage on attack rolls for 1d3 minutes if they failed their ability checks.

The rumor resets automatically after 1 hour.

WAKING FEYSCAPE

Rumor

Area: 100-foot-radius of an old ash tree

Trigger: proximity

Drawback: 2 (225 XP)

When anyone wakens within 100 feet of an old ash tree, a character can notice a strong smell of flowers with a successful DC 10 Wisdom (Perception) check.

Creatures that awaken in the area find themselves surrounded by brightly-colored mushrooms. The vegetation around them has grown in size, and is unusually colored. For the next 8 hours while creatures remain in the area, strange floral scents assault their senses and trees droop with bizarre-looking fruits that nevertheless taste amazingly good if eaten. Creatures that interact with this strange terrain and succeed at a DC 14 Intelligence (Investigation) check recognize the effect as illusory, as per the *hallucinatory terrain* spell.

The rumor resets automatically after 1 day.

WORLD WINDOWS

Rumor

Area: 30-foot-cube painting gallery in rural mansion

Trigger: proximity

Drawback: 3 (350 XP)

When a creature enters the gallery, a character can notice a warm breeze against the skin with a successful DC 10 Wisdom (Perception) check.

Wooden objects in the area, including the doors, furniture, picture frames, and any carried or worn wooden items, appear to sprout leaves and flower buds. For the

next 6 minutes, the paintings in the gallery shift their scenes and begin to move in their frames as if they are windows into a different world. Creatures that succeed at a DC 15 Intelligence (Investigation) check can recognize these effects as illusory but the illusion that controls the scenes in the paintings truly reflects what is occurring in the faerie realm at that place. This illusion functions as *programmed illusion* except it is a 5th-level spell.

The rumor resets automatically after 1 hour.

RIPPLES

FAERIE PASSION

Ripple

Area: 30-foot-radius deep forest glade

Trigger: proximity

Challenge: 2 (450 XP)

When a creature enters the glade, a character can notice the sound of bird song and the buzzing of

bees with a successful DC 12 Wisdom (Perception) check.

All creatures within the hidden glade hear fey creatures in the throes of passion all around them, and must succeed at a DC 12 Wisdom save or be charmed with a single creature within sight as a 2nd-level *charm person* spell for 1 round. Each charmed creature must attempt spend its movement and action approaching and passionately kissing or caressing the object of this desire. If the target would not normally have lustful feelings toward any creature within sight, it has advantage on its saving throw.

The fey impulse resets automatically after 1 day. Casting *calm emotions* during the onset period or duration of the effect and succeeding at a DC 12 spellcasting ability check permanently removes the ripple.

FORD WARD

Ripple

Area: 60-foot-radius river ford

Trigger: proximity

Challenge: 3 (700 XP)

When a creature enters the ford, a character can notice a shimmering in the air with a successful DC 15 Wisdom (Perception) check.

The area becomes warded against objects made of steel or iron that isn't silvered for 1 hour. Attempting to cross running water while carrying steel or iron that isn't silvered causes the water to rise up in an eruptive wave, pushing the creature back 5 feet and knocking it prone (DC 12 Strength save negates). Plants reach out and snag creatures carrying steel or iron that isn't silvered, functioning as *entangle* (DC 12 Strength save) that affects only creatures carrying steel and iron. Steel or iron objects that aren't silvered within the ripple burst into showers of oddly colored sparks every 1d6 x 10 minutes. These objects sizzle and burn the flesh of creatures touching them in a manner similar to *heat metal* (DC 12 Constitution save partial) that deals damage for 3 rounds, though with an equal chance of dealing acid, cold, fire, or lightning damage (determine randomly).

The fey impulse resets automatically after 1 day.

HAUNTING MELODY

Ripple

Area: 60-foot-radius forest stone circle

Trigger: proximity

Challenge: 3 (350 XP)

When a creature enters the stone circle, a character can notice a brief singing of a musical scale DC 15 Wisdom (Perception) check.

For 3 minutes, a beautiful voice sings an eerily familiar tune (with lyrics in Sylvan) that listeners cannot place. Following the voice leads them in circles, drawing nearer and then further away at random. Those who sit and listen to the song for its duration gain a +1 bonus on ability checks and on Constitution saves for the next day. Whenever an affected creature attempts a Wisdom saving throw during that day, it must roll d4 and subtract the result from the saving throw. Treat this impulse as a 3rd-level spell.

The fey impulse resets automatically after 1 day.

JOYOUS REVELRY

Ripple

Area: 30-foot-radius abandoned ballroom

Trigger: proximity

Drawback: 3 (350 XP)

When a creature enters the ballroom, a character can notice the sound of distance music and laughter with a successful DC 15 Wisdom (Perception) check.

All creatures in the abandoned ballroom suddenly find themselves in the midst of a dance, with couples whirling around them while delightful music plays. Creatures that watch the dance for at least 1 round must succeed at a DC 12 Intelligence (Investigation) check to recognize the effect as illusory, as per the *major image* spell, and resist the accompanying *enthrall* spell. Creatures failing the check are also compelled to dance or celebrate, and can move no farther than half their speed each round. Attacks against these creatures have advantage. Each creature can end the effect on itself as a reaction each round with a successful DC 12 Wisdom save.

The fey impulse resets automatically after 1 day. Casting *calm emotions* during the onset period or duration of the effect and succeeding at a DC 12 spellcasting ability check permanently removes the ripple.

PRIMAL POOLS

Ripple

Area: 30-foot-radius mud pools

Trigger: proximity

Drawback: 3 (350 XP)

When a creature enters the glade, a character can notice a feeling of deep relaxation with a successful DC 12 Wisdom (Insight) check.

Wounds heal quickly due to the infusion of primal, vital energies from the other side of the veil. For 1 hour, living creatures in the affected area increase their current and maximum hit points by their level, and automatically become stable if reduced to 0 hit points. Animals, fey, plants, and creatures with fey blood (including sorcerers descended from fey) or special connections to the fey (such as foundlings, warlocks with the archfey patron, and clerics of fey gods) also regain 1 hit point every round for 1 hour. However, these primal energies also inflame unstable passions and cloud reason and planning for 1 hour in the area. Creatures within the impulse are have disadvantage on saves against enchantment spells and against being charmed or frightened. When the Help action is used on a creature in the impulse, that action has only a 50% chance of working. Treat this impulse as a 3rd-level spell.

The fey impulse resets automatically after 1 day.

(choose one ability randomly in a tie). Creatures that succeed at the check recognize the images as illusory. Creatures that are immune to the frightened condition are immune to the penalty.

The fey impulse resets automatically after 1 day.

TERROR OF THE FORSAKEN

Ripple

Area: 30-foot-radius of elven graves

Trigger: proximity

Drawback: 5 (900 XP)

When a creature approaches within 30 feet of the elven graves, a character can notice a subtle unnatural chill in the air with a successful DC 18 Wisdom (Perception) check. Any creature holding an elven arrow does not trigger the fey impulse.

All creatures in the area must succeed at a DC 14 Wisdom save or become frightened, as per the *fear* spell (4th-level version). The hallucinations are of the elven slaughter that occurred at this site.

The fey impulse resets automatically after 1 day.

HANGING TREE

Ripple

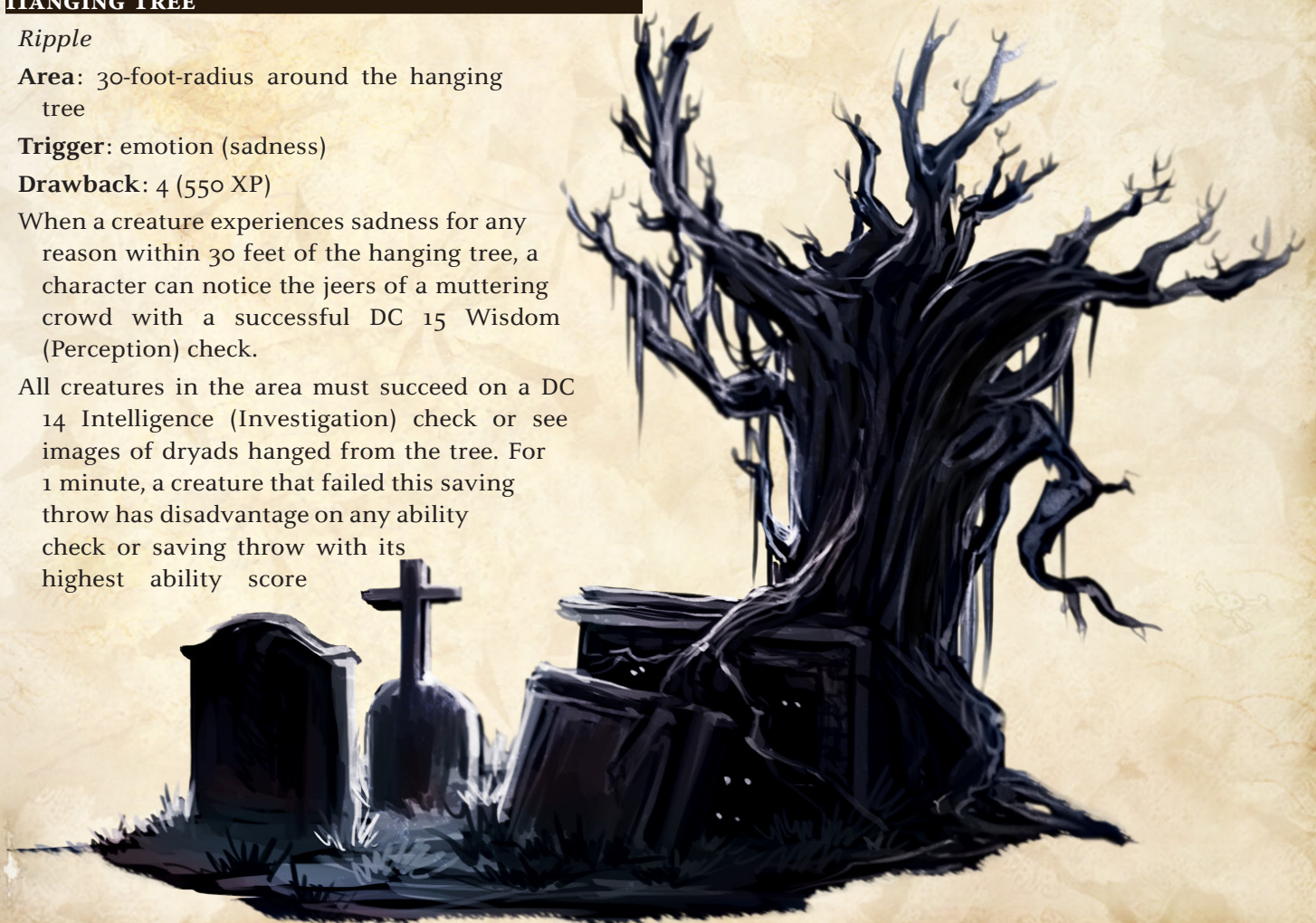
Area: 30-foot-radius around the hanging tree

Trigger: emotion (sadness)

Drawback: 4 (550 XP)

When a creature experiences sadness for any reason within 30 feet of the hanging tree, a character can notice the jeers of a muttering crowd with a successful DC 15 Wisdom (Perception) check.

All creatures in the area must succeed on a DC 14 Intelligence (Investigation) check or see images of dryads hanged from the tree. For 1 minute, a creature that failed this saving throw has disadvantage on any ability check or saving throw with its highest ability score



DREAM FEAST

Ripple

Area: 100-foot-radius stone circle

Trigger: sleep

Drawback: 6 (1,150 XP)

When a creature falls asleep in the stone circle, a character in the area can notice a brief lightheadedness with a successful DC 18 Wisdom (Insight) check.

Strange dreams plague characters when they sleep within the stone circle. They find themselves the center of attention at a grand banquet attended by all manner of fey creatures who encourage them to partake of the food and drink. Those who indulge awaken refreshed and recall an important message delivered to them by one of the guests. Those who shun the food insult their hosts and become objects of mockery. They find themselves dressed as court fools and paraded before ever more ghastly creatures that pelt them with the same food and wine they refused. Such targets must succeed at a DC 15 Wisdom save, or awaken tired, scuffed, and bruised from tossing and turning in their sleep, affected as per the nightmare mode of the *dream* spell.

The fey impulse resets automatically after 1 day.

SICKENING SPECTRUM

Ripple

Area: 60-foot-long mirrored hall

Trigger: proximity

Drawback: 7 (1,450 XP)

When a creature enters the hall, a character in the area can notice a brief lightheadedness with a successful DC 18 Wisdom (Insight) check.

Rainbows leap between the mirrors that line the hall before the strands of light begin to interact in a nauseating, alien fashion for 1 minute. All creatures that see the display must succeed at a DC 15 Wisdom save, or lose their actions each round for 1d4 rounds and then suffer disadvantage on attack rolls and ability checks for as long as they can see the veil and for 1d4 rounds thereafter. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 minute.

WILD WEAVE

Ripple

Area: 30-foot-radius abandoned elven watchtower

Trigger: proximity

Drawback: 7 (1,450 XP)

When a creature enters the watchtower, a character in

the area can notice a dull ache at the back of the head with a successful DC 18 Wisdom (Insight) check.

Magic works differently, and in strange, unpredictable ways for spells cast from one chosen school of magic for 7 hours after any creature enters the watchtower. Whenever a spell of that school is cast, there is a 30% chance it is replaced by a random spell of that school and level (which could be the same spell) aimed at a random appropriate target or area within range. The effective spell slot level of any other non-cantrip spell from that school fluctuates; roll 1d4 2 and add the result to the spell's slot level (if this reduces spell slot level below the minimum for that spell, the spell is negated). Cantrips can be replaced with other cantrips this way, but cannot have their spell slot level changed. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 day.

THE LAUGHING MIRROR

Ripple

Area: 150-foot-cube abandoned elven prison

Trigger: proximity

Drawback: 7 (1,450 XP)

When a creature enters the prison, a character in the area can notice jagged multicolored lines at the edge of her vision with a successful DC 18 Wisdom (Insight) check.

Spells become easy to reflect in the area for 7 hours after any creature enters. Any spell targeting a single creature whose target succeeds on its save either rebounds upon the spell's caster (50% chance) or is deflected toward another target within 10 feet of the caster (25% chance) or within 10 feet of the original target (25% chance). Determine the new target randomly if multiple eligible targets are present. When this ripple occurs, the air shimmers and howls of laughter echo for several rounds and the original target of the spell is affected as *hideous laughter* cast as a 5th-level spell. A successful Wisdom save against DC 15 negates the laughter.

The fey impulse resets automatically after 1 day.

RUPTURES

GRASPING SHADOWS

Rupture

Area: 30-foot-radius forest grotto

Trigger: proximity

Drawback: 4 (550 XP)

When a creature enters the grotto, a character can notice shadows moving independently with a

successful DC 18 Wisdom (Perception) check.

Each round for 4 rounds, creatures within the luminescent grotto suddenly see their shadows writhe and reach out for them. Any creature that fails a DC 12 Wisdom save is snared by its own shadow, which tethers the creature's leg to its current square for 4 rounds. Moving farther than 5 feet from the tether point requires the target to use the shove option of the Attack action and succeed at a Strength (Athletics) check against DC 12. Treat this impulse as a 2nd-level spell.

The fey impulse resets automatically after 1 day.

HARBINGER OF DOOM

Rupture

Area: 1-mile-radius of a river crossing

Trigger: proximity

Drawback: 7 (1,450 XP)

When a creature enters the area, a character in the area can notice a fleeting sense of exhaustion with a successful DC 18 Wisdom (Insight) check.

All characters in the area have fleeting glimpses of an old, skinny woman in black. A successful DC 15 Wisdom (Perception) check reveals that she has only one eye, and a successful DC 15 Intelligence (Nature) check reveals her as a likho, an immaterial harbinger of impending doom, misfortune, or ill fate. When the likho finally manifests, all creatures within the rupture that see it must succeed at a DC 15 Wisdom save or be affected by a *bestow curse* (5th-level version) that permanently causes the subject to treat all water as rough water while swimming and imposes disadvantage on its Strength (Athletics) checks to swim. Whenever cursed creatures attempt to swim, they see the likho appear next to them, and push them beneath the water. Unaffected creatures in the water within the radius of the rupture that attempt to help the cursed target must succeed at a DC 16 Wisdom save each round or be similarly cursed.

The fey impulse resets automatically after 1 day.

can notice the whinny of horses with a successful DC 18 Wisdom (Perception) check.

Creatures that touch the drawbridge, such as by stepping onto it, see a formation of mounted knights in gleaming armor charging towards them from the courtyard beyond. All creatures on the drawbridge and on the castle road within 60 feet of the drawbridge are trampled by the shadowy illusions and must attempt a DC 15 Dexterity save. On a failed save, a creature takes 8d8 (36) cold damage. On a successful save, it takes half as much damage. Treat this impulse as a 5th-level spell.

The fey impulse resets automatically after 1 day.

SACRIFICIAL SATING

Rupture

Area: ruined castle

Trigger: proximity

Challenge: 8 (3,900 XP)

When a creature enters the castle, a character can notice the slapping of something wet on stone with



LAST CHARGE OF THE LOST

Rupture

Area: 30-foot-square drawbridge of a ruined castle

Trigger: touch

Challenge: 7 (2,900 XP)

When the drawbridge is touched, a character

a successful DC 15 Wisdom (Perception) check.

The characters in the castle are ambushed by a group of three bloodthirsty green hags and an ettin. Their leader, Gisfridja of the Welcoming Grin, who has a disturbingly wide mouth filled with broken mirror shards instead of teeth, offers to hold back her brethren if the characters volunteer one of their own to be dismembered and devoured. If the characters refuse, Gisfridja and her compatriots scream and attack. In the unlikely event that the characters agree, the green hags and ettin slay the victim and the rupture does not trigger again for 1 week. The green hags are, in fact, only partially real as if produced by a 6th-level illusion spell and fade again after 1 minute. Their hit point maximums are half those of the creatures they appear to be. They can be revealed as illusory by any means that foils a simulacrum spell.

The fey impulse resets automatically after 1 day (or 1 week, if a character was sacrificed).

ANGUISH OF UNREQUITED LOVE

Rupture

Area: a grand hall

Trigger: sense

Drawback: 9 (2,500 XP)

When a creature sees the portrait of Lady Yraine, a character can notice the sound of anguished weeping with a successful DC 18 Wisdom (Perception) check.

Any creature in the grand hall still looking at the portrait of Lady Yraine when the impulse manifests must make a DC 16 Wisdom saving throw. A creature who fails is wracked, body and mind, with the anguish and suffering of every bitter failure it will ever experience, imposing disadvantage on all its ability checks permanently. This is otherwise effectively a 6th-level bestow curse spell. Characters immune to the frightened condition are immune to this effect. A creature who succeeds at the Wisdom saving throw reduces the duration to 1 round.

The fey impulse resets automatically after 1 day.

MAZE WITHIN A MAZE

Rupture

Area: center of the hedge maze

Trigger: proximity

Drawback: 10 (2,950 XP)

When a creature reaches the center of the hedge maze, a character in the area can notice a feeling of isolation with a successful DC 12 Wisdom (Insight) check.

Any creature reaching the center of the hedge maze is affected as per the maze spell, and transported

to an enclosed labyrinth of carved wood within the faerie realm. All manner of animals and fey creatures run through the maze, including on the walls and the ceilings, each exhorting the subjects to follow them to escape and to ignore the others. Subjects who follow another creature cannot make an Intelligence check to escape the maze that round.

The fey impulse resets automatically after 1 day.

FEY-INFLUENCED EVENTS

While fey impulses provide a wealth of options for introducing the warping and shifting of reality when the realms of faerie overlap those of mortals, a campaign involving the fey should also include a variety of **events** featuring the intrusion of the fey, sometimes in the residue that they leave behind and sometimes when they are wholly, vividly present. Some of these events can be purely atmospheric and are provided here as a resource for adding flavor and texture to the campaign. Others are essentially encounters, setting the scene for an encounter with the fey that is simultaneously weird, wild, and wonderful.

If an event is not a challenge but might prove a drawback in a simultaneous or subsequent combat encounter, it is given a drawback rating to be used in adventure planning much like a challenge rating. A recommended XP award half that of an equal challenge rating is provided for GMs who choose to award XP for non-combat encounters.

FEY NIGHT

Environment: arctic, coast, forest, grassland, river/lake, mountain, or swamp

Challenge: 0 (0 XP)

While not immediately obvious to most, the cycle of the moon begins to vary. With no clouds in the sky to block its light, the sky is darkened with a new moon that lasts four days without interruption before abruptly resuming its normal three-quarter phase. Similar aberrant lunar phenomena occur without rhyme or reason, though the actual moon itself and the planets have not altered their orbits. The answer is that the night sky is not that of the mortal world, but that of the fey realm superimposed on it. Vary the nightly appearance of the sky, including but not limited to varying the color of the sky on moonlit nights, and creating images in back-lit cloud cover as if some deific artist had warped the skies to fit their whimsy. Vary the images to fit the campaign mood: everything from images of laughing, dancing pixies and animals, to images of a horned rider and wolves

hunting down representations of the PCs. Druids associated with the moon treat any spell they cast at night as being cast at the next higher spell slot level for the duration of this planar phenomenon. The spell not take a higher spell slot and cannot exceed the highest level of spell she can normally cast.

SATYR CATCALLS

Environment: forest

Challenge: 0 (0 XP)

Catcalls from a band of satyrs following the party (making little or no regard for character gender when determining the object of their attentions, but favoring characters with higher Charisma). The voices can be interacted with, but no physical effects transpire with the exception of interaction within the characters' dreams if they choose with the level of merriment or darker interaction depending on the tone of the campaign. Everything from drunken somnambulant revelry in the real world, or the same entirely within a shared dreamscape, to something approaching

the opening events of the classic horror tale 'The Great God Pan' at the very darkest.

MARKED COMPANION

Environment: arctic, coast, forest, grassland, river/lake, mountain, or swamp

Drawback: 1 (100 XP)

One of the PCs' animal companions, familiars, or trained animals (including mounts, pack animals, guard dogs, etc.), vanishes during the night without a sound. In the morning nothing remains except the trampled patch of grass where it slept, and a fairy ring of brilliant azure mushrooms. The animal reappears precisely where it had been 1d6 hours later with a strange mark or tattoo. If the return event happens during the day, have each such creature make a Wisdom save (DC 10 + 1d6); one creature that fails its save disappears in the same fashion. If more than one creature fails its save, the creature with the lowest result on its Wisdom save disappears.

SPRITE EXCHANGE

Environment: forest

Challenge: 1 (200 XP)

Small objects are stolen or exchanged by a troupe of three sprites at dawn or dusk if the PCs make camp in the wilderness. Nothing worth more than 10 gp is stolen and anything worth more than 5 gp is exchanged for a worthless but pretty polished stone, flower, or grass woven into a tiny circlet.

VULPINE SCOUNDREL

Environment: forest

Challenge: 1 (200 XP)

A brilliantly-colored fox bursts out of the woods wearing a wildly jangling money-pouch around his neck, laughing like a human and mocking "dumb hounds and dumber sprites." One minute later, a trio of hounds bursts out of the woods, with the hounds asking each other and the PCs alike where the "vulpine scoundrel" went. Each of the hounds (treat as jackals) is dressed like a horse with delicate green and golden studded leather barding (AC 14). Finely-dressed sprites in hunting gear sit atop two of them (neutral male sprite), and a crowned pixie wearing a dress sits



sidesaddle atop another (neutral female sprite with bardic inspiration d6 1/day).

The sprites introduce themselves briefly, stating that they hunt a dangerous criminal, highwayman, and thief. They demand aid from the PCs (whom the sprite princess addresses as gentle commoners) but offer an ample reward. At this, from out of the woods, the fox (treat as a chaotic neutral spy with the form, size, special traits, and bite of a jackal) calls out that the pixies have no gold at all, but that he does, and he offers some to the PCs if they will teach his pursuers some manners. If the PCs refuse either offer, the refused creature(s) become hostile.

DOMESTIC SPIRITS

Environment: any

Challenge: 2 (450 XP)

House spirits take notice of the PCs the next time they camp or stay at an inn or home. Clothing is moved, washed, dried, even mended if necessary, and placed folded at the foot of their beds the next morning. Any objects dropped on the floors are placed in a pile on a flat surface such as a table or counter. Floors are swept and furniture dusted all by the work of invisible, intangible hands inferred only by the imprint of their touch on objects they handle. Any repeated attempts to stop the invisible domestic help result in the same objects being hurled at the PCs. The house spirits have an attack bonus of +4, dealing 1d4 points of damage on a successful hit with random, small objects. If the PC apologizes or takes more than 10 damage, the attacks relent, but any helpful activity ceases. If PCs do not leave an offering of some sort for the house spirits, they become angry and call upon a troupe of three friendly sprites to annoy the target creature at a critical juncture (perhaps using the Help action on enemies in combat) or even burn some of its possessions.

FRUITS OF THE SIRIN

Environment: forest, grassland

Challenge: 3 (700 XP)

The PCs enter a small and apparently deserted hamlet. The villagers appear to have dropped whatever they were holding and abandoned whatever work they were doing to simply wander off. Distantly, all non-lawful PCs hear the beautiful voice of a woman singing. If they follow the sound, they find its source and the missing townsfolk. Perched atop an apple tree double the size of the others in an orchard on the edge of town is a large, golden-colored hawk with

the head of a human woman. Her alien, honeyed words (sung in Sylvan) have gathered the townsfolk to her, where they do little but sit fascinated at the base of the tree. The tree itself now bears fruit in a bizarre, alien array of colors. Each fruit acts as a goodberry, but each fruit eaten also clouds the eater's mind, resulting in a cumulative -1 penalty per fruit to saves against enchantments and the frightened and charmed conditions (to a maximum of -5. The ground at the tree's base is covered with purple moss and blue-hued grass that is soft and restful, affecting creatures sitting or lying on it as an enthrall spell (DC 12 Wisdom save negates).

The creature in the tree is a sirin, a variant form of harpy native to the fey realms; as such, she speaks Sylvan (rather than Common). If she observes PCs approaching she continues her song unless asked to stop or asked to continue out of range of the village (requiring a DC 15 Charisma [Persuasion] check if PCs speak to her in Sylvan; she ignores requests she cannot understand). Lawful creatures cannot hear the sirin's song, and if they come within 60 feet while she sings she becomes aware of their nature. She becomes hostile if lawful creatures try to interrupt her singing or if they attempt to harm, rob, or otherwise molest the sirin or any creatures she has enthralled; a number of lawful-aligned townsfolk have already been beaten senseless by their fellows for interfering with the sirin's song. She also becomes hostile if the Charisma check asking her to stop singing or to move elsewhere fails by 5 or more. If PCs attack the sirin, 2d6 commoners leap to her defense.

LAUGHING HARIONNA

Environment: coast, forest, grassland

Challenge: 3 (700 XP)

The PCs encounter a woman with long dark hair, either wandering the road from the other direction, or sitting atop a rock and combing her hair. The "woman" is a harionna, that laughs and flirts with any PCs that strike her fancy (generally any character with a Charisma of 15 or higher), but otherwise makes no comment, nor responds if questioned. Those that return her laughter trigger her attack under cover of her *mislead* ability.

MISCHIEVOUS LEAVES

Environment: forest

Challenge: 3 (700 XP)

Local farmers, trappers, and woodsmen complain about frequent minor annoyances and apparent pranks: tools are misplaced or stolen, traps sprung,

snared animals released, and cottages pelted with spoiled vegetables in the dead of night. Suspecting either a gang of local children, or perhaps a local druid taking an ineffectual but annoying revenge against civilization, the victims are largely content to ignore it for the moment, but of late the pranks have escalated. At the same time, some farmers have also reported lost cattle being returned to them by unknown benefactors at night, including a lost pregnant mare tended to through her birth and returned along with her calf neatly washed and groomed. A mischievous but otherwise friendly band composed of six awakened shrubs and an awakened tree are together responsible for all of the assorted pranks as well as the numerous beneficial acts. Having appointed themselves as protectors of the local forests, pastures, and the animals therein, they have a peculiar view on the proper place of man and the wild, and it's up to the PCs to either do away with them, or try to seek something of a rapport between them and the locals.

DRAMATIC TERRAIN

Environment: forest, mountain

Drawback: 4 (550 XP)

As time passes, the terrain itself begins to undergo dramatic changes. Without any transitory period, forests become thicker, hills steeper, and mountains ever more jagged and perilous. Thickets grow tangled and nearly impassable, brambles grow in spiraling patterns, and even insects move in curious, almost choreographed motions as if part of a dance for the amusement of fairy nobles. Increase any Wisdom (Survival) check DC by +5, and double the penalties for movement across any difficult terrain. In addition, the landscape becomes increasingly disturbing, and more akin to that on the other side of the veil between the mortal world and the realm of the fey as described elsewhere here.

Characters with land's stride as a class feature are unaffected by the terrain changes caused by this magical event. Additionally, they gain advantage on their Wisdom (Survival) checks within a region affected by the impulse.

DRYAD TRIAD

Environment: forest

Challenge: 4 (1,100 XP)

Local farmers approach the PCs asking for their help, claiming that they've been driven from their own fields by a group of dryads. The farmers state that the tree-dwelling fey have demanded payment

for fruit stolen from "their" orchard. The farmers insist that the farms have been in their families for generations, and in fact the fey were never present in any of the trees in various orchards that make up the farmlands' holdings. While they would prefer to handle matters peacefully, they have little to offer the fey in exchange, and since they've been unable to attend to their fields for nearly a week, things are growing urgent.

Occupying a gnarled oak, lightning-scorched elm, and unnaturally tall plum tree respectively, the dryads Alma, Klara, and Ilona are as different as their trees. Each tree spirit wants radically different things, and each despises the other two as both an inferior and poor example of their kind. Alma (chaotic good dryad) desires money not for its worth, but as an example of the farmers contrition and devotion to their farms' fruits. Klara (chaotic evil dryad) wants nothing from the farmers except to see her sisters' trees chopped down and burned to ashes to satisfy her own vanity. Ilona (chaotic neutral dryad) wishes the farmers to each devote a parcel of land on their farms to grow fallow and return to the wild, and in addition to plant one of her tree's plum pits in the north corner of their farm, allowing her to outshine her sisters. Convincing each dryad to reveal exactly what she wants requires a DC 17 Charisma (Persuasion or Intimidate) check.

WATERFALL OF THE FOSSEGRIM

Environment: river/lake

Challenge: 4 (1,100 XP)

A string of bodies float down a river, all of them travelers drowned in a region with only one minor fall where traders can easily portage small boats around it. None of them show signs of obvious violence, and all possess their valuables, ruling out the actions of common brigands. The body of a local woman is then found and her husband goes missing, prompting the couple's adult children to beg the PCs to investigate. Following the river, they find a strangely handsome man sitting in a tree at the riverside. He is muddy, has a melodious voice, and is toying with the strings of a lute missing from the drowned woman's possessions. A fossegrim, Gargamo, stares appraisingly at male PCs, but only speaks with any real attention to those with Charisma 15 or higher. Directly below the water fey, and visible to the PCs, the missing man silently pounds on the underside of the river's surface, screaming and pleading soundlessly for help.

GREEN SASHA

Environment: river/lake

Challenge: 5 (1,800 XP)

Appearing as an old man with a bushy green beard dressed in ragged peasant clothing, Green Sasha the vodenjak (as described in *Beasts of Legend: Boreal Bestiary* from Legendary Games) operates a small skiff, offering to transport PCs across a body of fresh water. *True seeing* reveals his lack of clothing, gills, and luminous red eyes, as well as the fact that the skiff is nothing more than a half-sunken log covered in algae and river muck. He casually chats with the PCs and offers passage across the water in exchange for a small sum of gold or token object for passage; however, Green Sasha has a prickly and unpredictable temper and must be plied with great courtesy, requiring a successful Charisma (Persuasion) check with a DC equal to 10 + 1d20. PCs can use the Help action to aid each other, and the Charisma (Persuasion) check gains a +1 bonus for every 10 gp of value of the tokens they offer. If the PCs fail the check, then in the midst of their journey Green Sasha overturns his skiff, plunging them into the water, though they can grab hold of the algae-slicked log with a successful DC 20 Dexterity save. Green Sasha himself dissolves into running water with a bubbling laugh and merges with the river or lake, churning the waters with turbulence proportional to his anger, with a base Strength (Athletics) DC of 15, plus 1 for every point by which the PCs failed their Charisma (Persuasion) check. Any PC failing the Strength (Athletics) check by 10 or more suffer disadvantage on Strength and Dexterity checks while in the water.



them in Sylvan. They use tree stride (which for them also works on the surface of their home and secondary structures) to escape if seriously threatened. If the PCs attack the house spirits, the farmer shouts for them to stop, going to fetch neighbors and returning with 2d6 angry commoners 1 minute later. After two rounds, PCs can calm the house spirits with a DC 18 Charisma (Persuasion) check.

HOUSE SPIRIT PREJUDICE

Environment: farm in forest or grassland

Challenge: 5 (1,800 XP)

Walking across a pasture, the PCs encounter a quartet of house spirits (treat as Small dryads) busily going about various chores, much to both the dismay and appreciation of a nearby farmer. If the PCs have any white animals, including familiars or even a garment made from white fur, the house spirits become incensed and start hurling farm implements, rocks, manure, and anything else at hand at the PCs, and especially (but not only) at the white creatures or garments in question. Play up the absurdity of the event, though bewildered PCs can attempt a DC 15 Intelligence (Nature) check reveals house spirit's strange prejudice against white animals. If PCs become aggressive in response, the house spirit casts *entangle* to prevent the PCs from approaching while they continue throwing things at them and cursing

UNPREDICTABLE WEATHER

Environment: any aboveground

Drawback: 6 (1,150 XP)

Weather becomes highly unpredictable and prone to sudden, swift changes every 1d6 hours, using the chart below.

d%	Weather
01-50	Normal mild weather
51-70	Significantly colder or warmer than usual (50% chance of either)
71-85	Light or heavy rain or snowfall according to season
86-95	Light winds and heavy precipitation
96-100	Strong winds and heavy precipitation

In addition, each time you roll to determine the

weather, roll 1d6; if the result of the die roll is an odd number, the next period of fey-influenced weather within the area is peculiar, strange, and otherworldly, such as purple storm clouds cut by rings of green lightning, luminescent snowfall, lavender-scented winds in the desert, languorous rains of *feather falling* frogs or mice, or clouds split by sunbeams that produce musical notes when entered by living creatures. The more thematically whimsical the better. If the result of the d6 roll is a 1, this peculiar weather turns hazardous, increasing the challenge rating by 2. Effects such as frozen animals falling from the sky (effect as a natural hail storm, with a 10% chance per hour of intensifying into the equivalent of *ice storm* cast as a 5th-level spell throughout the area, with save DC 18), alcoholic fog (DC 18 Constitution save required every 10 minutes to avoid gaining a cumulative level of exhaustion), or sparkling, floating seed pods bearing multicolored pollen that clings only to individuals carrying steel or iron weapons that aren't silvered, dazzling such creatures for 1d4 hours and blinding them (DC 18 Constitution save negates blindness only) for an identical duration.

VODENJAK TEACUPS

Environment: river/lake

Challenge: 6 (2,300 XP)

The PCs come across a small mound of mud in the center of a river, covered in an array of small porcelain tea cups. Each appears carefully cleaned of mud, with small Sylvan numerals and characters that a fluent reader (or creature using *comprehend languages* or making a DC 15 Intelligence check) can determine are indicators of rank or importance. A DC 15 Intelligence (Nature) check reveals that these cups contain the souls of creatures drowned in the waters of a vodenjak (as described in *Beasts of Legend: Boreal Bestiary* from *Legendary Games*), and disturbing the cups will release the trapped souls. Coming within 5 feet of the cups alerts the vodenjak to their presence, and it appears by magic one round later with a hostile attitude. If not placated with apologies with a successful DC 15 Charisma (Persuasion) check, the vodenjak attacks.

NATURE'S GIANTS

Environment: forest, river/lake, swamp

Drawback: 8 (1,950 XP)

Mundane plants are affected as *plant growth* (as if cast as an action) and mundane animals are affected as *enlarge*, with normally skittish animals becoming unafraid and territorial. Ducks double their normal size compete with gigantic carp, while



deer of incredible height denude local trees of their fruit, and so on. Roving animals that are normally noncombatants cluster together in crowds that are 5 x 1d6 feet across (treat as difficult terrain). Influencing the movement of these animal crowds requires the use of Wisdom (Animal Handling). Animals that are normally aggressive (including herbivores like aurochs and elephants) are generally hostile. All animals within the area also gain advantage on attack rolls against opponents that do not have all their hit points.

At the same time, rosebushes become dangerous as they spread across roads while streams clog with the bulk of giant lily pads and reeds as thick and tall as trees, causing local flooding. In addition, any creature falling prone in the area is restrained (DC 15 Dexterity save negates); if restrained, a bower of thorns 5 feet thick grows over the top of the creature equivalent to a *wall of thorns* cast as a 5th-level spell filling his square. If a restrained creature is unable to escape the *wall of thorns*, at the beginning of his next turn the thorns expand to fill all adjacent squares (including vertically), and they expand by an additional 5 feet on the following round if the creature remains within. They do not grow beyond this thickness.

Creatures affected by this event may exit the affected area. Creatures entering it later are not affected by it. After 24 hours, all affected animals and plants return to normal, though at the GM's discretion the same effect may occur on subsequent days in the same place or nearby. PCs with the land's stride class feature can move through these magically-affected areas (unlike the standard limitations of this ability).

BLIND VENGEANCE

Environment: forest

Challenge: 8 (3,900 XP)

A young man stumbles into the PCs' camp one evening, blind and bleeding. He begs for help, and states that he had to leave several of his friends behind when they were attacked by a witch in the forest as they were fishing for dinner. Following his clues, the PCs can find the source of the man's blindness: a nymph sitting at the riverside, as well as four men tied to the ground by a *shambling mound*. Treat the nymph as a challenge 3 (700 XP) *druid* with Charisma 17 that permanently blinds any humanoid looking at her from within 30 feet as a 2nd-level spell (successful Wisdom saving throw against DC 13 negates; onlookers can avert their eyes unless they are surprised by accepting disadvantage on attacks against the nymph for that round).

As it turns out, the four men—far from being helpless woodsmen—are *veteran* poachers and highwaymen who stumbled upon the nymph and attacked her, thinking her a wandering and naïve elven woman. Permanently blinded, they've paid a price for their callous brutality, but the nymph has yet to decide their ultimate fate. Do the PCs leave them blind and bound to their fate? The howling of wolves in the distance as night approaches suggests they likely won't survive to see the dawn. Or do the PCs intervene on the brigands' behalf at the risk of offending the nymph who only defended herself? The nymph is hostile but not violent, yet a DC 22 Charisma (Persuasion) check convinces her to remand the poachers into the custody of the PCs; a DC 17 Charisma (Persuasion) check convinces her to allow the PCs to defend the poachers through the night, and if they survive she will release them to the PCs. If their Charisma (Persuasion) check is 16 or less, the nymph demands that they leave and let the poachers receive the cold justice of the wild. If they refuse to leave, she unleashes her blinding beauty upon them. If the PCs defend the poachers or take them into custody, they are attacked by 8 *dire wolves* one hour later. If one PC shows exceptional bravery or eloquence (including a Charisma check of 23 or greater), the nymph may offer her favor to that character in the form of *eyes of charming*. If the *eyes of charming* are stolen from her, they become cursed, blinding anyone who attunes to them as long as they are attuned.

INADVERTENT TRESPASS

Environment: forest

Drawback: varies

At dawn a tiny sprite dressed in green and silver livery steps out of a shaft of sunlight and addresses the PCs, flanked a moment later by two other sprites garbed in similar but less elaborate dress. Declaring himself as the Fairy King's Herald, he informs the party that they stand upon land newly claimed by his liege, and in return for the inadvertent trespass, a token of their fealty is required, else they be considered as invaders and treated as such by those loyal to the fey sovereign. The sprite doesn't state an actual price, and the PCs can give what they consider of value be it words, money, physical objects, or something more abstract and intangible. The herald desires an expression of submission to the coming authority of the fey, and the amount of the bribe is less important than the gesture.

If the PCs humor the herald, they are free from hostile

random encounters with fey creatures for the next week, and any PC that offers him an offering worth at least 50 gp (including any magic item) is blessed by the fey and gains a permanent +1 bonus on Charisma (Deception), Charisma (Persuasion), and Wisdom (Insight) checks involving fey. If they deny payment to the herald, he coldly accepts their response but declares them outlaws on the king's land. For one month, any fey encountered by the PCs within the territory claimed by the Fairy King (GM's discretion) have a hostile (though not necessarily violent) attitude. If the PCs become violent, the pixie's first inclination is to flee, but he will fight if necessary (treat the herald as a sprite fighter 4, and his attendants as standard sprites).

BOVINE BEWILDERMENT

Environment: grassland

Challenge: varies

A local farmer's pasture vanishes, replaced with an immense, acres-wide thicket of thorn bushes shaped like a mad titan's bizarre turf labyrinth. The thicket walls block out sunlight and obscure any attempts to see within, but the distant mooing of cattle is heard deep within. The farmer begs the PCs to investigate and if possible rescue his wayward herd.

Creatures flying above the hedge are telekinetically dragged straight downward. They must make a contested skill check against the force's Strength (Athletics) check (+12 bonus). The creature can contest with Strength (Athletics) or Dexterity (Acrobatics). If the force wins, it drags the creature downward a number of feet equal to the difference. Any creatures drawn within 10 feet of the hedge are subject to an additional drag attempt as described above by reaching vines and thorns. If this second drag attempt succeeds against a creature, that creature becomes grappled by the hedge. This effect also applies to creatures falling into pits and trying to use flight to exit.

The hedge can be navigated with a successful Wisdom (Survival) or Intelligence check against DC 15 each minute. A total of 10 successful checks are required to reach the interior of the maze, but each time a check is failed this number increases by 1. The interior is awash with frightening topiary projections from the surrounding hedge, shaped like hungry beasts or people dragged into the hedge and turned into plants, as well as a giant topiary in the shape of a three-headed troll at the very center of the maze. The topiary troll radiates magic, but its sole enchantment is an

illusion of subtle movement (appearing to look around and shift its position) and to roar like a ravening beast at irregular intervals. However, the hedge is also prowled by awakened trees and cackling, giggling sea hags, and to make matters worse the hedge is laced with traps. Every minute spent inside the hedge, roll percentile dice to see whether a dangerous encounter occurs:

d%	Result
01-50	no encounter
51-60	terrifying roar from the center of the maze (all creatures inside the hedge must succeed at a DC 15 Wisdom saving throw or become frightened by the walls of the hedge maze for 1 minute).
61-70	awakened tree
71-80	trap
81-90	trap with 1d3 sea hags
91-00	trap, awakened tree, and 1d3 sea hags

If a trap is indicated, roll 1d6 and use the result below:

d6	Result
1.	1d4 poison darts traps.
2.	1d4 falling nets.
3.	Fire-breathing statue.
4.	1d3 hidden pits (30 feet deep).
5.	1 locked pit with poisoned spikes.
6.	1d2 poison darts traps with wyvern poison instead.

MOONBOUND MANSION

Environment: urban

Challenge: varies

An overgrown mansion of a style several centuries old appears on the edge of town after a night of terrible storms. Bone dry despite the torrential wind and rain, the grand manse is odd and off-putting, even above and beyond the circumstances of its appearance, or reappearance as it happens. According to town records, it once stood on that very same spot, but vanished on a full moon taking with it the elderly recluse who was mistress of the manse, the Lady Valentina (neutral good female human noble), and her mysterious young daughter, Elexis. Some locals called her a witch while others called her age-addled and senile. Of minor noble birth, Valentina pined half her life away for a man the townsfolk weren't sure actually existed, since Valentina claimed he only appeared to her on moonless evenings, dressed in formal clothing, with hair like moonbeams and

skin of translucent jade as was appropriate for the faerie courts. Most considered her deranged until, forty years of her elaborate, possibly delusional stories later, she gave birth to a daughter with silver hair and fey-like features. She raised the girl alone until both vanished along with her estate on a late summer's evening during a pronounced storm, much like the one that recently struck, returning the manse with it.

Did her faerie husband indeed return and whisk her and their estate away into the realms of the fey? What of her daughter? Was she a changeling left by the fey, or the true seed of Valentina and her mysterious lover? What does the return of their home portend, and what awaits within? The answers to many secrets could be found within by PCs choosing to investigate.

BUYER BEWARE

Environment: urban

Challenge: varies

A gilded wooden door frame with living roses emerging from its surface appears overnight in the center of a town market with no explanation, leaving the



locals curious and cautious at the same time. The door frame defies any and all attempts to remove it, and on moonlit nights a door appears, welcoming any to "Enter and Purchase That Which Delights and Entices", with a subtitle in Sylvan stating "Buyer Beware". Several locals report entering a fabulous bazaar of meandering rows of stalls, lit by floating jars filled with enormously overgrown lightning bugs, staffed by beautiful and hideous fey of many types offering fantasies made reality as well as piles of random, assorted junk. Two villagers emerge, having purchased things within. One holds a dozen rings of gold but no longer remembers his name, and neither do any of his friends or family. The other refuses to state what she purchased and what she paid, but her daughter is missing as well as her left eye, replaced with a single, stupendous pearl. Other villagers wonder just what horrific bargain she struck. They beg the PCs to investigate and potentially remove the entrance to the fey marketplace if they can.

VARIANT FAERIE CREATURES

Not every faerie creature has the fey creature type. The influence of the fey realms can be conveyed in many ways by playing with the boundaries of the natural and the supernatural, usually by exaggerating some element of nature to an unnatural extreme, or by taking the reverse tack and taking something mundanely natural and anthropomorphizing it just enough to surprise. Awakened animals and plants (or ordinary creatures of the animal or plant types) make excellent complements to ordinary fey, as do folkloric creatures that tie in well with faerie themes. Hags and lycanthropes are excellent choices, as are dragons (including faerie dragons, obviously, but also other dragons, whether brutish or clever) and magical beasts. Finally, even though many creatures of faerie have been given game statistics, myths and legends are replete with so many varied nature-spirits that there are always more to draw upon. Similar creatures may go by different names in nearby cultures, but often those different names include subtle variations on the nature of the spirit. The folklore is so rich that there is great opportunity in taking ordinary or familiar creatures and subtly manipulating or reskinning them to produce variant fey creatures.

DRYAD, BLACKTHORN

Blackthorns are the accursed offspring of dryads and those chain devils that corrupt mortals and fey alike with terrible bargains, generally involving cruelly tormenting chosen enemies. Always **female**, blackthorns have lithe, slender figures like their dryad mothers but ragged skin like blighted bark, with blackened vines of razor-sharp thorns in place of the chains of their chain devil fathers. A blackthorn's combat statistics are similar in most ways to their chain devil parent, though twisted towards a wild natural beauty gone haggard and corrupt.

Leafblighter. Blackthorns bond with a tree as a dryad does, but they are parasitic rather than symbiotic with their bonded tree, gradually withering and choking it with clinging vines over the course of 1d6 weeks. Once the host tree dies, the blackthorn is frightened of all non-plant creatures until she bonds with a new tree.

Bound by Fey Bargains. A blackthorn dryad can be summoned with *conjure fey* as if she were a fey of the same challenge rating.

BLACKTHORN DRYAD

Medium fiend, neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft.

STR	18 (+4)	DEX	15 (+2)	CON	18 (+4)
INT	11 (+0)	WIS	12 (+1)	CHA	18 (+4)

Saving Throws Con +7, Wis +4

Skills Perception +4, Stealth +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Infernal, Sylvan, telepathy 120 ft.

Challenge 8 (3,900 XP)

Special Traits

Devil's Sight. Magical darkness doesn't impede the blackthorn's darkvision.

Innate Spellcasting. The blackthorn's innate spellcasting ability is Charisma (spell save DC 15). The dryad can innately cast the following spells,

requiring no material components:

At will: druidcraft

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Magic Resistance. The blackthorn has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The blackthorn can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The blackthorn makes two attacks with its thorny vines.

Thorny Vine. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the blackthorn isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four vines, bushes, trees, or other living plants the blackthorn can see within 60 feet of it magically sprout razor-edged thorns and animate under the blackthorn's control, provided that the plants aren't being worn or carried.

Each animated plant is an object with AC 20, 20 hit points, resistance to bludgeoning damage, and immunity to psychic and lightning damage. When the blackthorn uses multiattack on its turn, it can use each animated plant to make one additional thorny vine attack (for a total of up to six attacks). An animated plant can grapple one creature of its own but can't make attacks while grappling. An animated plant reverts to its inanimate state if reduced to 0 hit points or if the blackthorn is incapacitated or dies.

Fey Charm. The blackthorn targets one humanoid or beast that she can see within 30 feet of her. If the target can see the blackthorn, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the blackthorn as a trusted friend to be heeded and protected. Although the target isn't under the blackthorn's control, it takes the blackthorn's requests or actions in the most favorable way it can.

Each time the blackthorn or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself

on a success. Otherwise, the effect lasts 24 hours or until the blackthorn dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the blackthorn's Fey Charm for the next 24 hours. The blackthorn can have no more than one humanoid and up to three beasts charmed at a time.

HAG, HARIONNA

Harionnas are a variant type of green hag that lurk in forests and hills, especially along roadsides and sometimes just outside of villages and towns (though rarely entering such settlements) in hopes of inveigling unwary travelers and murdering them. A harionna use common guile and seduction along with their magical powers to delude flirtatious men (and occasionally people of other genders) while diverting and distracting their allies so she can take her prey without interference.

Unassuming Appearance. Unusual among their kind, harionnas are not horrific to behold, but instead tend to be comely if not quite beautiful. They always have long cascades of hair, never cutting it, though they comb and braid it almost constantly. Their hair is magically prehensile, with long, barbed hooks concealed among their tresses.

HARIONNA

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	12 (+1)	DEX	18 (+4)	CON	16 (+3)
INT	13 (+1)	WIS	14 (+2)	CHA	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +6

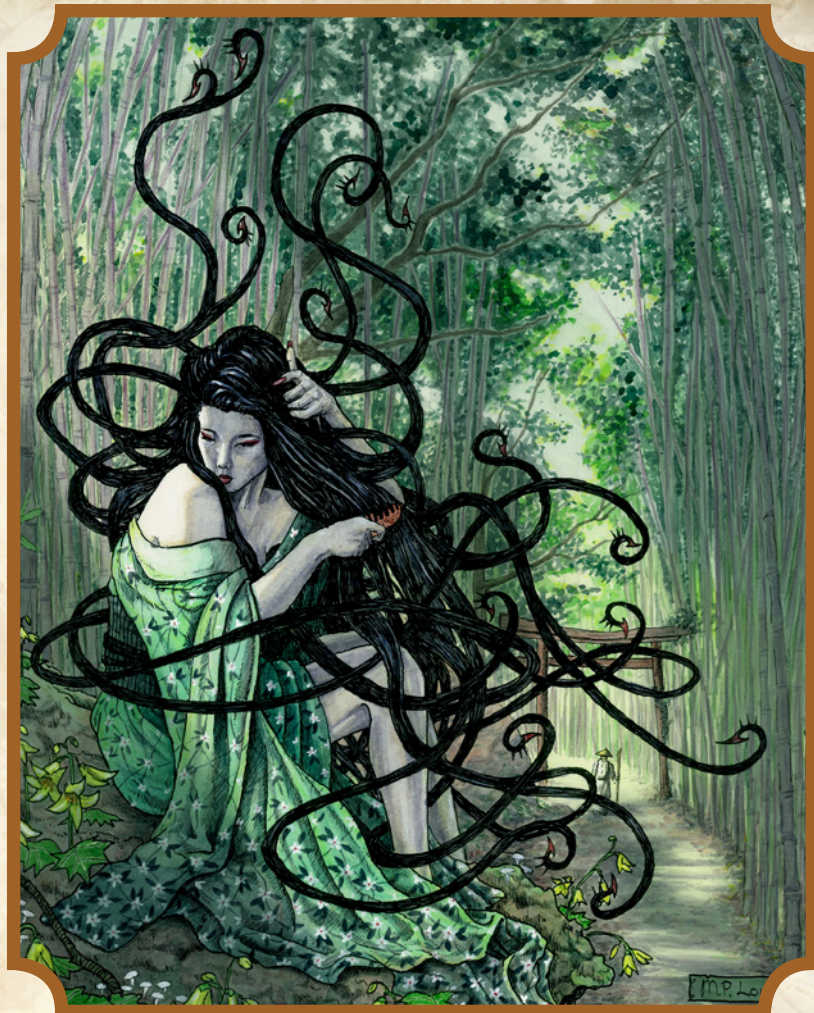
Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Special Traits

Innate Spellcasting. The harionna's innate spellcasting ability is Charisma (spell save DC



12). The harionna can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

1/day: *mislead*

Mimicry. The harionna can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Traceless. The harionna leaves no tracks or other sign of its passage.

Actions

Multiattack. The harionna makes two hair attacks.

Hair. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the harionna can choose either to take an item from the target or to knock the target prone unless the target succeeds on a DC 14 Dexterity saving throw.

Cursed Eye. The harionna imposes a curse on a target within 30 feet by glaring and cackling. Unless the target succeeds on a DC 12 Wisdom saving throw, the target suffers disadvantage on all ability checks with on all attack rolls,

saving throws, and ability checks with one ability score of the harionna's choice for 1 round. The harionna can cackle loudly as a bonus action to continue the effect each round thereafter. If a target's saving throw is successful, the target is immune to the harionna's Cursed Eye for the next 24 hours.

Illusory Appearance. The harionna covers herself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the harionna takes a bonus action to end it or if the harionna dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the harionna could appear to have short hair, but someone touching it would feel its long, writhing hair. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the harionna is disguised.

NIXIE, FOSSEGRIM

Always male, fossegrims are human-sized relatives of nixies that dwell in and around waterfalls and rushing whitewater. A fossegrim's musical voice mingles with the sound of the waters, often accompanied by a stringed instrument like a harp or fiddle. Their music is enchanting, and some fossegrims are blamed for luring women and children to their doom.

Enigmatic Patrons. Fossegrims can be kindly, and are said to grant gifts to creatures they favor or who can perform a service for them. Some fossegrims may become patrons of heroes, aiding them or even tutoring them into a greater destiny. More whimsically inclined fossegrims sometimes set brave seekers of their aid on embarrassing tasks for their own amusement, while malicious ones may set rather cruel requirements, using their powers as a lure to inveigle lovers into their arms or setting up a tragically ironic fate for those who ask their aid one too many times.

Waterfall Spirit. A fossegrim is bound to a waterfall or place of rushing waters as a dryad is to her tree, and feels calmest and quick to



recuperate near its bound site. If the waterfall is polluted or stopped up, the fossegrim is poisoned. If the water ceases permanently, the fossegrim is incapacitated and eventually fades away.

FOSSEGRIM

Medium fey, neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d8+40)

Speed 30 ft., swim 40 ft.

STR	11 (+0)	DEX	16 (+3)	CON	18 (+4)
INT	12 (+1)	WIS	13 (+1)	CHA	18 (+4)

Skills Animal Handling +8, Deception +4, Insight +3, Perception +3, Performance +6, Persuasion +6, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Sylvan

Challenge 4 (1,100 XP)

Special Traits

Amphibious. The fossegrim can breathe air and water.

Innate Spellcasting. The fossegrim's innate spellcasting ability is Charisma (spell save DC 14). The fossegrim can innately cast the following spells, requiring no material components:

3/day: *charm person*

1/day: *control water, water breathing*

Magic Resistance. The fossegrim has advantage on saving throws against spells and other magical effects.

Whitewater Blessing. A fossegrim within 30 ft. of a waterfall, rapids, or similar splashing whitewater adds its Charisma bonus to its AC and cannot be tripped or moved unwillingly.

Actions

Multiattack. The fossegrim makes two spear attacks or two longbow attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and 3 (1d6) cold damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage and 3 (1d6) cold damage, or 4 (1d8) piercing damage and 3 (1d6) cold damage if used with two hands to make a melee attack.

Luring Song. The fossegrim sings a magical melody. Every humanoid and giant within 300 feet of the fossegrim that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The fossegrim must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the fossegrim is

incapacitated.

While charmed by the fossegrim, a target is incapacitated and ignores the songs of other fossegrims. If the charmed target is more than 5 feet away from the fossegrim, the target must move on its turn toward the fossegrim by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the fossegrim, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this fossegrim's song for the next 24 hours.

Minor Wish (1/Day). A fossegrim creates a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be accomplished with any 3rd-level spell.

Water Jet (Recharge 5–6). The fossegrim sends a torrent of water 5 feet wide and up to 60 feet long in any direction away from it. Each creature in the line must succeed on a DC 14 Strength saving throw. On a failure, a target takes 10 (3d6) bludgeoning damage and, if it is Large or smaller, is pushed up to 15 feet directly away from the fossegrim and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone. The water disperses gas or vapor, and it extinguishes flames in the area and leaves creatures and surfaces sopping wet.

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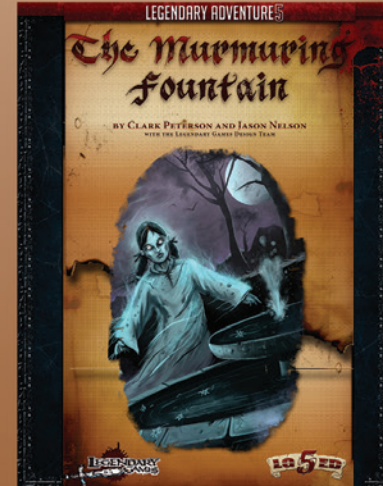
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The Wonders of Faerie

Faerie Mysteries explores the influence of fey creatures and the faerie realms on a 5th Edition campaign world. It is not so much about monsters and magic as it is about how the influence of the fey can change the feel and flow of a campaign, and it gives you a game-mechanical system for describing and representing that in-breaking of raw, untamed, primal magic that make the fey what they are. Fey do not simply walk about within the world; they carry their version of the world along with them, and make our world more like theirs with every step. The rumors and ripples and ruptures in our reality really lay the groundwork for enriching any campaign where civilization is not the only power in the world, and where the force and spirit of nature can push right back.

Like its companion product, *Faerie Passions*, this product provides a fantastic primer on the use of fey creatures in a campaign, balancing the hardcore game rules with explorations of fey creatures' mythological origins and role in real-life history and legends. What this product is really about is making fey different, to make them strange, unpredictable, and menacing in turn. They are never quite what you expect, and this product describes subtle shifts you can use to create an interesting variety of alternate creatures. The fey represent the raw and wild extremes of the life and spirit of the land and those that dwell within it, possessed of a mercurial emotionality and an integration with the natural world that flits between an impossibly saturated hyper-reality and the dreamily surreal. A campaign featuring the fey should feel different than other campaigns, and when you introduce ***Faerie Mysteries***, it will **Make Your Game Legendary!**



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