

# **Talaham Player's Guide**

A reference document for the Pathfinder Roleplaying System

## Introduction

Ballads speak of the lost land of Elir, where wishes and desires could shape reality and the forest stretched unchanging and eternal from horizon to horizon. Erunach, the silver Tree of Stars, grew here in a timeless summer. This was the home of fair Eiona, first born of the unicorns, mother of the gods - a creature who was both immortal and yet had a mortal's yearnings. For a time, Eiona was content. But with a mortal's sense of the passage of time, loneliness slowly crept upon her and gave way to despair. At last, Eiona rejected the mortality that tormented her so and flung herself into the sea. That was the beginning of the fabled land known today as Talaham.

Talaham is a continent enchanted. Lost somewhere in the vast Ocean of Mist, its people are a mix of mortal races native to the realm of flesh and blood but also immigrants from elsewhere. For the same act that created the mortal and changing world also created an unchanging immortal realm said to lie "on the other side of the mirror." A realm entwined with Talaham where gods and monsters and the spirits of the dead form their own strange kingdoms, called the Plane of Faerie.

### Welcome to Talaham

Talaham is a land of living legends. Here you will find horses who speak to their riders, a lake guarded by elves that contains slumbering dragons beneath its dark waters, a kingdom where music and song are as valuable as gold coins, and another where warrior clans march into battle to the call of bagpipes.

Fey creatures lie at the heart of Talaham's culture. Their presence has shaped its history since prehistoric times. Today's races and kingdoms owe their existence to the interactions between mortal and fey. Every kingdom has a different relationship to the fey. Aralynne has a formal alliance with the Seelie Courts and serves as the homeland for a race of mortals who share human and fey parents. Bonalbrun views fey creatures as invaders in a land that rightfully belongs to those born there and hunts down any fey incursions with cold iron and ruthless ferocity. Cyrthraia chronicles the lost wisdom of dragons and explores the borders between Faerie and the mortal realm from its elven monasteries. Mhorvian deliberately destroys those borders and embraces the savage power of the Unseelie Wilds with wild abandon. Innelan Mathavon is ruled by an enchantress who's very authority as a ruler draws upon the arcane secrets of Faerie, while Galadir schemes to grow ever richer off of partnerships between mortal merchants and fey investors.

The fey and their plane represent Talaham's past. But change is slowly creeping over the enchanted continent. The dragons are no more, slain upon the swords of human heroes. The golden age of the elven empire is a fading memory. The power of the gods and their servants is rising to eclipse the ancient authority of druids and witches. Arcane magic is being codified into a form of study called wizardry that will one day make it accessible to anyone with the intelligence to learn it. In another century, the fey may find their traditional relationships with mortals cast aside, and Talaham may find itself facing a tempest of supernatural wrath.

### Inspiration

The Talaham setting draws heavily upon the myths and legends of the Celtic peoples for inspiration. Talaham's history, cultures, gods and geography all have their starting point in this rich tapestry of ancient stories. This was done in an attempt to preserve the 'mythic' feel of a true high fantasy setting, so that the actions of your characters and the choices they make take on a larger and more symbolic significance than the average dungeon crawl.

Because this is a true high fantasy campaign setting, your character may one day become the

stuff of legends herself, inspiring whole future generations to take up the cause of goodness and nobility, and I encourage you to think of your character in this way from 1st level. If you've ever wanted to know what it would feel like to be Beowulf as he faced down Grendel, or King Arthur as he drew the sword from the stone, or Robin Hood fighting to free the land from tyranny and save his true love, then Talaham is the realm for you.

In addition to high fantasy literature and Celtic mythology, the Talaham setting also takes inspiration from the unique symbolic logic of classic fairy tales. By "fairy tales," I do not mean those reinterpreted by Disney, but to the original stories upon which those movies are based. These include both the Victorian-ized Grimm's fairy tales familiar to most in the Western world and also their darker and edgier predecessors. This sometimes makes the setting diverge from a strictly Celtic cultural motif, but in doing so helps to create a richer world that I hope you will enjoy losing yourself in with your party and your GM.

Specific sources of inspiration that can help you to get into the spirit and mood of the setting include:

### Literature

Blood and Iron by Elizabeth Bear

The Chronicles of Narnia by C.S. Lewis

The Chronicles of Pyrdain by Lloyd Alexander

The Dark is Rising sequence by Susan Cooper

Grimm's Fairy Tales

Ivanhoe by Sir Walter Scott

The Merry Adventures of Robin Hood by Howard Pyle or the retelling by Roger Lancelyn Green

The Hobbit by J.R.R. Tolkien

The Once and Future King by T.H. White

### Film

*Braveheart* dir. Mel Gibson. Starring Mel Gibson, Patrick McGoohan, and Sophie Marceau

*Camelot* (TV Mini-Series) Starring Joseph Fiennes, Jamie Campbell Bower, and Tamsin Egerton.

*Dragonheart* dir. Robert Cohen, starring Dennis Quaid and Sean Connery

*First Knight* dir. Jerry Zucker, starring Richard Gere, Julia Ormond, and Sean Connery

*Kingdom of Heaven* dir. Ridley Scott, starring Orlando Bloom, Liam Neeson, and Eva Green.

*The Last Unicorn* dir. Jules Bass and Arthur Rankin Jr. Starring Jeff Bridges and Mia Farrow

*The Mists of Avalon* (TV Mini-Series) dir. Uli Edel. Starring Anjelica Hutson, Julianna Margulies, and Joan Allen.

*Rob Roy* dir. Michael Caton-Jones. Starring Liam Neeson, Jessica Lange and John Hurt.

*The Spiderwick Chronicles* dir. Mark Walters, starring Freddie Highmore and David Strathairn

### Poetry and Music

*The Ballad of Tam Lin*, traditional. Recommended versions by Fairport Convention and Steeleye Span  
Altan

Angels of Venice

Blackmore's Night

The Chieftains

Enya

Faun

Loreena McKennitt

Medieval Baebes

*Swan Lake*, Pyotr Illych Tchaikovsky

*Tristan and Isolde*, Richard Wagner

*Riverdance* and *The Lord of the Dance*, Bill Whelan

The works of William Butler Yeats and Lord Alfred Tennyson, especially "The Lady of Shalott."

### A Brief Overview

This short overview of the setting is intended to help orient you in preparation for character creation, so that you have a good idea about what Talaham offers and what might not be appropriate to play.

**Talaham At a Glance:** The continent of Talaham lies within the Ocean of Mists. Its climate is generally cool and temperate, largely dominated by forests, swamps, and grassland with two major mountain ranges. There are six major kingdoms with their own distinct culture and racial makeup.

*Aralynne:* Northwest kingdom known for its music and artisans. It has the strongest connection to the sidhe race and to the Seelie Courts of Faerie.

*Bonalbrun:* Northernmost kingdom subdivided into a southern mountain valley and a northern highland region, dominated by war-like human clans. It boasts the largest concentration of warriors and barbarians.

*Cyrthraia:* Western coastal kingdom of the elves. The core of a former empire that dominated most of Talaham, Cyrthraia is known for its mighty castles, ancient knightly traditions and draconic lore.

*Galadir:* Southernmost kingdom of humans and gnomes. Mostly warm sunny grasslands, it is both Talaham's breadbasket and the source of its finest horses. An urbanized, highly cultured kingdom of merchants.

*Inellan Mathavon:* The human homeland, an island kingdom that lies within Selchie Bay. Ruled by a mysterious and powerful enchantress and known for both its maritime trade and piracy. Located just west of Aralynne.

*Mhorvian:* Easternmost kingdom made up of primal chiefdoms ruled over by druids. A dark and dangerous wilderness haunted by nightmarish denizens of the Unseelie Wilds whom the savage humans worship and revere.

### **A Brief History**

Talaham's prehistory was dominated by the discovery of the Plane of Faerie by half elf explorers. When the two planes joined, fey races immigrated to settle in the mortal realm and Talaham's intimate relations with the fey began to form. Talaham's first major civilization was the Nemetanen Empire that rose out of the Galadrin region to conquer almost all of Talaham. This was later supplanted by the birth of the elven Pyraion royal line who established the High Kingdom, which absorbed the declining Nemetanen Empire and brought about what is considered Talaham's golden age. Mhorvian treachery and internal political conflicts eventually brought about the destruction of the High Kingdom some 200 years ago. The Elven War that followed was partially an elven civil war and partly a war between elves and humans for independence. It was during the Elven War that the last of the true dragons was slain by human mercenaries. The modern era begins with the signing of the Clanshed Compact by the last true Pyraion queen, which formally disbanded the High Kingdom, establishing the realms of Cyrthraia, Aralynne, and Galadir.

Talaham today is a continent of smaller independent kingdoms seeking to establish a new relationship with each other that is largely peaceful. However, the schemes and treachery of evil lurking in the shadows threatens to plunge Talaham back into the chaos of war. At the same time, new

developments in magical study promise a future where one need not be born into magic, but where magic can be a talent and a trade like any other.

### **Talaham and the Plane of Faerie**

The Enchanted Continent would not be what it is without Faerie. The Plane of Faerie is an amalgam of what is usually a number of different planes in other settings. It is the plane of immortals, in contrast to the mortal, material plane of races like humans and elves. Its denizens include all fey creatures to be found in the Pathfinder monster manuals as well as any number of powerfully magical and unusual creatures such as elementals, magical beasts, or monstrous humanoids. It is also the plane where the gods make their home, the plane from which mortals obtain their dreams every night, and contains the mortal afterlife. While it is by nature a chaotic, ever-shifting plane, it does follow its own consistent logic. It is subdivided into the more civilized Seelie Courts and the savage Unseelie Wilds. These two regions serve to counterbalance each other. They represent Faerie's two equal extremes as a land of both dreams and nightmares.

Mortals can enter the Plane of Faerie by finding a "trod," a natural gateway between one plane and the other. The most well-known trods are quite large - sometimes as big as an entire forest - and very old. Many more trods exist which are much smaller and more fickle - opening and closing depending on what conditions are met. For example, a trod might form where a circle of mushrooms sprout in a farmer's field, only to vanish if the mushrooms are picked.

There is no single attitude toward Faerie or its denizens. Some mortals are fascinated by the fey, others are terrified and repulsed. Some view the fey as messengers of the gods, others as their enemies. The fey are neither universally good or evil. In fact, it is more helpful to view them along a "lawful vs chaotic" continuum than by a traditional good vs evil dichotomy.

### **Talahamese Culture**

When considering what sort of character you might want to play, bear these general facts in mind:

1) Talaham exists at an Iron Age level of technology, equivalent to Europe circa 600 CE. As such, certain items found in the standard Pathfinder setting have not yet been invented. Notable examples include wizardry, the printing press, the crossbow, and gunpowder. Complex mechanical devices such as astrolabes or spyglasses will also be extremely rare to non-existent. Expect even major highways to be made of nothing more than packed earth. The population is also much lower, with true cities few and far between. The majority of the continent is still untamed wilderness. A party who finds itself in need of a place to stay or in major trouble while traveling will often have to live off the land and fend for themselves.

2) The Talaham setting includes a Medieval political structure more in keeping with historical fact than fantasy literature. The vast majority of the continent's population are commoners, little more than peasants who work the land on subsistence farms with tithes paid to a local lord in exchange for military protection. There is no middle class to speak of. Merchants and artisans are either talented commoners who live in cities or low-level aristocracy who cater to high born clientele. It is only possible to move up in station through marriage or patronage to one of higher social and political station. At 1st-2nd level, a party of adventurers are still considered commoners, but by 3rd level are already considered lords in their own right and will be treated as such, especially as their reputation grows. Another fact to keep in mind is that the concept of a nation state has not yet been created. The average person considers himself a member of a specific family first, and a citizen of a specific village or city next. There are no national symbols or flags. Individual powerful lords and monarchs all have their own coat of arms to identify themselves. Those who bear such an emblem will be assumed to

either be a member of the lord's own family or acting on his behalf.

3) Talaham's most common landscape is cool forest. Like ancient Europe, forests cover thousands of square miles of the Enchanted Continent. While Talaham's forests can vary considerably from northern Bonalbrun to southern Galadir, it is well worth your while to consider the fact that your character will likely be spending a good deal of time in woodland environments.

4) Remember Talaham's Celtic cultural influences. Talaham's culture places a special emphasis on the arts as a virtue. Music is especially important. Since the common folk are illiterate, they obtain their learning and keep their history through songs and ballads.

Besides the importance of music, you should also expect to find a boisterous and healthy sense of humor prevalent in most places. Hospitality to strangers is often akin to a point of honor, and a potential host will feel insulted if an adventuring party turns them down, no matter how polite they are.

Finally, the idea of a heroic adventurer as a "lone wolf," without any ties to a family or a lord to whom he answers, is a foreign concept on Talaham. Talahamese look upon their family ties as their greatest source of strength. A man is defined by his family first and his individual deeds second. Any fortune that befalls him is reflected back upon his kin, and any crimes he commits will reflect badly upon his parents, siblings, spouse, and children. In Celtic lore, the family bond can also be a source of magical power, such as the special bond shared by twins or the mystical seventh son of a seventh son. What does this mean for players? Every player should consider what sort of family ties he wishes to have. Unlike in many Pathfinder campaigns, in a Talaham campaign it is entirely possible for your character to be married, or to have siblings who may themselves be adventurers. If you honestly want to play a character who is a loner, then consider including a patron lord as a part of your backstory - someone who either trained you or whom you serve - from whom you can obtain money and supplies.

The Talaham campaign setting includes a wealth of campaign traits that will assist you in giving your character a definite place within the tapestry of Talahamese society. Consult your GM for a list of these campaign traits.

### Races of Talaham

Three races - humans, elves, and their half-elven kin - are native to Talaham. This gives them a special relationship and a shared history together. It also means they are the most numerous and politically powerful.

Since the ancient joining of Faerie with the mortal realm, other races have permanently crossed the border to settle in the lands of humans and elves. Today, the three native races share their home with unscrupulous goblins, regal sidhe, mischievous pucas, noble Animal Folk and incorrigible gnomes. Their kind can be found in every kingdom of Talaham, but each of the fey races has higher populations in those regions that first welcomed them. Over the centuries, the long interaction of mortal and fey races has blended once-separate cultures into a new and unique fusion, making the mannerisms and attitudes of each race very different from one kingdom to the next.

**Humans:** Also known as the Children of Lughenos. The human clans of the ancient past have now solidified into formal kingdoms, each with its own relationship to Faerie. Humans are renowned for their mastery of metal and feared for their discovery of cold iron. Humans use the racial statistics found in the *Pathfinder Core Rulebook*.

Racial Variants: Players who wish to make use of the variant racial options found in the *Advanced Race Guide* are restricted to character origins from specific regions:

*Aralynne*: Dual Talent, Eye for Talent. Aralynne artistry is legendary, widely regarded as the finest in Talaham.

*Bonalbrun*: Heart of the Mountains, Heart of the Snows. Bonalbrun is rocky, cold, and windswept.

*Cyrthraia*: Adoptive Parentage, Focused Study, Mixed Heritage. The homeland of the elves fosters intellectual virtues, and is the place where one is most likely to find humans with unusual backgrounds who don't fit in well.

*Galadir*: Heart of the Fields, Heart of the Slums, Heart of the Streets, Silver Tongued. Galadir is the most urban of Talaham's kingdoms and also serves as the continent's breadbasket. In addition, Galadrin humans have sharp wits from their constant interaction with gnomes.

*Inellan Mathavon*: Heart of the Sea, Heroic. Inellan Mathavon has the strongest maritime culture on Talaham. It also contains descendants of humans who served the ancient imperial Pyraion line.

*Mhorvian*: Heart of the Wilderness. Mhorvian is home to human tribal bands.

**Elves:** Also known as the Highborn and the Children of Lan Valyr. Elves keep the memory of the mighty dragons who once roamed Talaham before their fall at the hands of humans. They are renowned for their unity with the natural world and their role as the stewards of the forest. Elves use the racial statistics found in the *Pathfinder Core Rulebook*.

Racial Variants: Players who wish to make use of the variant racial options found in the *Advanced Race Guide* are restricted to character origins from specific regions:

*Aralynne*: Woodcraft. Aralynne's ancient woods have granted its elvish population a deeper bond to the land.

*Bonalbrun*: Lightbringer. By tradition, Brunish elves act as traveler's guides across the treacherous, dark moors.

*Cyrthraia*: Arcane Focus. The elvish homeland is the only place with families old enough to produce generations of spellcasters.

*Galadir*: Fleet-Footed. Galadrin elves are fond of racing pastimes.

*Inellan Mathavon*: Envoy, Spirit of the Waters. Living in the kingdom with the strongest human presence makes Mathavish elves de facto representatives of their people. In addition, elves have adopted Inellan Mathavon's maritime culture.

*Mhorvian*: Darkvision, Dreamspeaker, Silent Hunter. Mhorvian's connection to the Unseelie makes it a dark and primal place.

The Desert Runner, Elemental Resistance, and Eternal Grudge variants have no viable source on Talaham.

**Half-Elves:** Sometimes known by the derogatory name "half-bloods," the first half-elves were the result of unions between human and elf royalty. The blood of the two races mingled further during the reign of the Dragon Kings, and today half-elves are the third most populous race behind humans and elves. Half-elves use the same racial statistics found in the *Pathfinder Core Book*.

Racial Variants: Players who wish to make use of the variant racial options found in the *Advanced Race Guide* are restricted to character origins from specific regions:

*Aralynne*: Dual Minded. Aralynne's culture fosters innovation.

*Bonalbrun*: Wary. The Brunish as a general rule frown on human-elf unions

*Cyrthraia*: Ancestral Arms, Arcane Training. Cyrthrish half-elves cleave to their elvish heritage.

*Galadir*: Sociable. Galadir has a culture focused on hospitality to strangers.

*Inellan Mathavon*: Integrated, Water Child. Mathavish half-elves cleave to their human heritage and

Inellan Mathavon's maritime culture.

*Mhorvian*: Drow-Blooded, Drow Magic. Drow on Talaham are elves touched by the power of the Unseelie.

**Gnomes**: The original immigrants from Faerie, gnomes have the longest shared history with humans, elves, and half-elves. They are the most accepted of the fae races in the mortal world. Magic plays an even greater role in the gnome culture of Talaham. Gnomes look upon themselves as the emissaries of magic to the other races and see its growth and spread as a racial duty. Gnomes use the same racial statistics found in the *Pathfinder Core Book*.

Racial Variants: Players who wish to make use of the variant racial options found in the *Advanced Race Guide* are restricted to character origins from specific regions:

*Aralynne*: Warden of Nature. Gnomes of Aralynne's deep woods enjoy a special relationship with nature.

*Bonalbrun*: Pyromaniac. Brunish gnomes are obsessed with keeping things warm, dry and bright.

*Cyrthraia*: Academician, Gift of Tongues, Magical Linguist. The intellectual heritage of the elves has rubbed off on these gnomes.

*Galadir*: Eternal Hope, Explorer. The gnome's chosen homeland emphasizes their natural high spirits.

*Inellan Mathavon*: Master Tinker. Being around so many humans, Mathavish gnomes have picked up their interest in invention.

*Mhorvian*: Bond to the Land, Darkvision, Fell Magic, Knack With Poison. The gnomes of Mhorvian migrated from the Unseelie Wilds of Faerie.

**Goblins**: Goblins were originally mischievous guides between mortals and the Fae, able to travel hidden trods between the two realms with impunity. They served no masters and honored only those promises they couldn't weasel free from. No one knows why they ultimately chose to settle in the mortal realm, but to this day, even a Fae Lord will think twice before double-crossing a goblin. Goblins use the same racial statistics found in the *Advanced Race Guide*.

Racial Variants: Players who wish to make use of the variant racial options found in the *Advanced Race Guide* are restricted to character origins from specific regions:

*Aralynne*: Eat Anything. Constantly hounded as nuisances, goblins in Aralynne learn to eat whatever they can scavenge.

*Bonalbrun*: Tree Runner. Brunish goblins learn to cling to the marshland trees to avoid the bogs below.

*Cyrthraia*: Cave Crawler. The lairs of former dragons here have become goblin breeding grounds.

*Inellan Mathavon*: Weapon Familiarity. Mathavish goblins are the most civilized of their kind.

*Galadir*: City Scavenger. Galadir's large urban population is to blame.

*Mhorvian*: Hard Head, Big Teeth; Oversized Ears. Mhorvon goblins are the most uncivilized of their kind.

### **New Race: Sidhe**

Those born of a union between a Fae and a mortal, also known as the High Fae. The Sidhe share the potent blood of Faerie and feel forever suspended halfway between one world and the other. In times past, when Fae and mortal joined, the Fae would claim the resulting child for themselves, taking the sidhe away into Faerie. However, the actions of one brave mortal woman who refused to give up her sidhe lover changed history and banished the sidhe from Faerie. The sidhe of today are the last remnants of those ancient liaisons. They represent a slowly fading race who become more human with

each generation.

**Physical Description:** Sidhe somewhat resemble elves in that they exude a supernatural beauty and grace. Their skin and hair have a slight reflective quality, making both seem to glow when exposed to light. The smallest movements of a sidhe are accentuated, so that others view their movements as if the sidhe were somehow out of sync with normal time.

**Society:** Sidhe are too rare to have a true society of their own. However, Aralynne has the highest sidhe population by far, and this has blended with Aralynne's human culture so that the common person tends to view sidhe society as synonymous with Aralynnish society. In other kingdoms, a sidhe's natural talents draw them to professions in the arts or the pursuit of magic. Sidhe tend to be underestimated as combatants, but can be every bit as skilled and fierce in combat as their human ancestors. Selfish or corrupt sidhe use their fey talents for political intrigue that spans both worlds or to become thieves and spies. Areas with a high sidhe population are brought closer to Faerie from their sheer presence, and often seem like slightly enchanted places to visitors.

**Relations:** Sidhe are most comfortable in human societies, since their mortal heritage comes from that race. No one knows the fascination that the Fae have for humanity. Perhaps it is because elves are so like the Fae themselves that it is the sheer variety humans offer that tempts them. Nevertheless, a sidhe's magical beauty and grace let them hold their own among the elves easier than humans do. Gnomes as a general rule revere the sidhe for their intimate connection to magic, while that same connection makes goblins and pucas avoid sidhe. Sidhe prefer to live in secluded areas close to known Fae trods or in small, rural communities. The abundance of metals in human cities makes urban sidhe a rarity.

**Alignment and Religion:** The Fae blood in the sidhe make most some form of neutral or chaotic, since the Fae themselves exist beyond the boundaries of mortal conventions and laws. Sidhe are no more or less religious than humans or elves. Some embrace their Fae heritage and try to live up to their reputation as the High Fae. Others reject the wild, chaotic nihilism of Faerie in favor of their human blood, and it is these who are most likely to be lawful. Being a sidhe is living a life in a delicate balance. Too much indulgence in Fae can lead to madness, yearning for that which is forever denied them, while holding too close to humanity can lead to a mindless devotion to human conventions and an urge to quash all things magical.

**Adventurers:** The adventuring life suits a sidhe well. It satisfies their Fae thirst for change and exploration as well as their human need for companionship and recognition. As a result, many sidhe spend at least a small portion of their lives as shiftless wanderers before settling down to raise a proper family and put down roots. Enchantresses are the most obvious choice for sidhe (see the section on classes for more information on this new base class), as well as druids or bards. Sidhe with a more martial bent are usually rangers or rogues.

**Names:** Sidhe names often blend a Sylvan first name with a human family name.

Male First Names: Adhan, Banaghar, Cael, Dair, Emanh, Failin, Gell, Lorcan, Marbh, Naomh, Toralh

Female First Names: Ayin, Bildea, Ceara, Dydrea, Ea, Faolen, Gallagha, Leanyyn Magi, Nevean, Teagh

### **Sidhe Racial Traits**

**+2 Wisdom, +2 Charisma:** A sidhe's Fae heritage grants her unusual insight and inhuman beauty.

**Native Outsider:** Sidhe are outsiders with the native subtype.

**Medium:** Sidhe are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Sidhe have a base speed of 30 ft.

**Fae Blooded:** Sidhe count as both fae and humans for any effect related to race.

**Vulnerable to Cold Iron:** Sidhe suffer an extra 50% damage from cold iron weapons.

**Heart of Faerie:** A sidhe does not suffer from any of the detrimental effects of the Plane of Faerie, as if

under a permanent *planar adaptation* spell.

**Trod Sense:** Sidhe receive a +2 bonus on Perception checks to potentially notice the presence of a local trod. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

**Exiled:** Sidhe are cursed never to return to the Plane of Faerie. A sidhe cannot remain on Faerie longer than a number of hours equal to her total Hit Dice.

**Languages:** Sidhe begin play speaking Common and Sylvan. Sidhe with high Intelligence scores can choose from the following bonus languages: Aquan, Auran, Gnome, Ignan, Terran, or Undercommon.

### **New Race: Pucas**

A skulking race of dark trickster fae, immigrants from the Unseelie Wilds, pucas are chaotic and amoral. They delight in all manner of mischief - from practical jokes to theft - and most underestimate a puca's pranks until one of them turns gruesomely deadly. More than one lord has come to rue the day he insulted the "irritating little horse-headed imps." Yet, pucas are not inherently evil. They care for and watch out for children, protecting them through the night in many households without the parents ever aware of their presence. To those they befriend, one often finds small menial chores or simple repairs mysteriously completed in the morning. Pucas don't play random tricks without reason. Their antics are their chief means of expressing themselves. Those who can understand and accept this can form genuine friendships with a puca.

**Physical Description:** Pucas are dark-skinned creatures the size of halflings. Their forms are a bizarre blend of humanoid and equine characteristics - muzzled faces with horse nostrils, goat-like ears, luminous yellow eyes, and cloven hooves in place of feet. They sport short, unruly black manes, and males sometimes have a small pointed beard. Their builds are slight, almost skeletal, and pucas wear nondescript dark clothing, often including a hood. These clothes are always stolen, since pucas don't have the patience or concentration necessary to do more than patch up a torn sleeve. As such, their clothes are often threadbare and ragged.

**Society:** Pucas live in collective, winding warrens beneath the ground. Males, females, and kits make little distinctions between their sexes, family ties, or relative social standing amongst themselves. If a particular puca comes up with an especially brilliant trick to play, others will readily join in and follow his orders, but pucas have no concept of a permanent leader. On the other hand, pucas have clear notions of friend and foe. Those who please, amuse or aid a puca will always have their kindness returned. The same goes for taunts and attacks. The longer a non-puca behaves in a certain fashion towards the local pucas, the more elaborate their response becomes. Puca warrens are generally found in swamps and bogs, beneath graveyards, at crossroads, and along lonely stretches of country roads. Urban warrens are found beneath slums and orphanages, since pucas are attracted to children.

**Relations:** Pucas get along best with gnomes and humans. Both races are versatile enough to take a puca's nature in stride. Indeed, many gnome communities are actually an intertwining of a daytime gnome population and a nocturnal puca one. Gnomes employ the local pucas as nighttime guardians of their market stalls and storehouses. Pucas will even hunt and harvest for gnomes in exchange for sweets. Human settlements aware of the presence of a puca warren nearby will often perform small daily rituals they believe appease or cater to pucas. These include leaving out saucers of milk at dusk, placing small trinkets in the rafters of barns, or hanging tiny silver bells above the cribs of babies in the hopes that a puca will be attracted to act as a guardian. The Animal Folk tolerate a puca warren nearby with relative indifference, though if given the option, they will avoid contact to the point of moving out of the area. Elves have the most trouble relating to pucas. Their culture and attitudes are too formal and serious to tolerate puca mischief for long, and pucas cannot resist pulling pranks on a race who consider themselves so noble.

**Alignment and Religion:** Always some form of chaotic. Pucas are tricksters by nature. Chaotic good pucas use their trickery to instruct, entertain, provide aid and harry evil foes. Neutral pucas give their services to whomever most pleases them, and evil pucas enjoy undermining carefully-laid plans or playing terrible pranks to spread misery. Religious puca are rare, but not unheard of.

**Adventurers:** Only the most daring or impractical of pucas ever venture out on their own, away from the safety of a warren. These misfits work hard to prove their worth in the eyes of their companions. More often than not, a puca follows in the wake of a stranger who showed them kindness. The sense of duty this generates in pucas is remarkable, and they will stop at nothing to repay such debts.

**Names:** Puca do not seem to use names with each other. This presents a problem when dealing with outsiders. Typically, a puca will adopt a word or phrase like a nickname that others may call her.

Male Names: Edwin's Puca, Good-For-Nothing, Hallow, Jabber, The Puca of Redfern, Whiskey

Female Names: Cackles, Feather, Heather, Jingle Jangle, Midnight, Shadow o' the Grave

### **Puca Racial Traits**

**+2 Dexterity, +2 Intelligence, -2 Strength, -2 Charisma:** Pucas are naturally swift, nimble, and clever. But their bodies are physically weak and they have a notorious reputation.

**Native Outsider:** Pucas are outsiders of the native subtype.

**Small:** Pucas are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks. This bonus stacks with the bonus granted by blend with shadows.

**Dark Vision:** Pucas can see in the dark up to 60 ft.

**Fleet of Foot:** Pucas have a base speed of 40 ft.

**Nocturnal:** Pucas are naturally nocturnal creatures. A puca who remains awake during the day must succeed at a DC 15 Will save or be fatigued until he gets 8 hours of undisturbed daytime rest.

**Cunning Prankster:** Pucas gain a +2 racial bonus on Craft (Trapmaking) checks and Disable Device checks, and both skills are always class skills for them.

**Puca's Mischief:** Pucas with Intelligence scores of 11 or higher gain the following spell-like abilities: 1/day - *ghost sound*, *open/close*, *mage hand*, *mending*, and *spark*. The caster level for these effects is equal to the puca's level. The DC for these spells is equal to 10+the spell's level+the puca's Intelligence modifier. These spell-like abilities automatically fail if anyone (other than their own kind) sees a puca using them.

**Warren Sense:** Pucas receive a +2 on Perception checks to potentially notice any hidden underground entrances or passageways, including secret doors. They receive a check to notice such features whenever they pass within 10 feet of them, whether they are actively looking or not. In addition, pucas receive a +4 racial bonus on Survival checks to locate the nearest exit to the surface whenever they are underground.

**Blend With Shadows:** As a move action, a puca can magically blend into the local shadows or darkness to become nearly invisible. So long as the puca does not move or take any actions, he gains a +10 circumstance bonus to Stealth checks. This bonus replaces their normal size bonus to Stealth. Creatures that have darkvision, or who can detect creatures by other means than sight will not be fooled by this ability.

**Speak With Shadows:** Once per day as a free action, a puca may speak with the local shadows in a given area. This ability functions like a *speak with animals* spell, but applies to any shadows within 20 feet. The information that shadows can impart is limited to vague impressions. A puca could not, for instance, ask the shadows about the contents of a conversation they overheard, but would be able to find out that two figures had a whispered conversation in their presence several hours ago.

**Languages:** Pucas begin play speaking Common and their choice of Sylvan or Undercommon. Pucas

with high Intelligence scores may choose Gnome, Goblin, Sylvan, Terran, or Undercommon as bonus languages.

### **New Race: Animal Folk**

Since their first appearance thousands of years ago, the phenomenon of animals awakened to sentience by exposure to raw Fae magic has become an accepted part of Talaham life. The fact that any animal a man might meet could be a potential colleague or an enemy has reshaped the way animals in general are regarded and treated across Talaham. There are a wide variety of traditions in place to ensure a constant level of respect is given to all animals. For instance, in Galadir, it is customary to stable one's horse and greet the horses of the manor house before the human lord of the manor. Hunters in Mhorvian follow an ancient code of chivalric predator and prey with the deer of the forest. In Aralynne, every proper aristocrat has a talking animal as a nanny or a companion while growing up. Bonalbrun is renowned for it's 'bear bars' - taverns run by bear Folk that produce the strongest ale on Talaham. And in Inellan Mathavon, there are sea wolves who live and die upon the waves beside their human shipmates. Animal Folk, or "the Folk," as they refer to themselves, are the rarest of Talaham's races. Yet, their presence has influenced almost every aspect of Talaham life.

**Physical Description:** Animal Folk do not look any different than an ordinary member of their species. Some swear that an Animal Folk's eyes have the bright light of intelligence within them, but this is considered an old wife's tale. Discerning people might be able to tell a member of the Folk by the deliberate purpose to its movements, driven as they are by thought instead of instinct. Animal Folk universally scorn clothing, but many enjoy wearing jewelry.

**Society:** Animal Folk are too rare in most places to form a culture and society of their own. They most commonly represent a subculture within a larger two-legged population. As adaptable as any human, the Folk are quick to find a unique niche for themselves. Although some Animal Folk do live their lives in the wild like their bestial kin, the vast majority prefer the company of other thinking and talking beings. Larger species typically use their superior stamina and strength for agriculture, transportation, or in a martial capacity. Smaller species rely on their intellect and novelty to make a living, taking up professions like minstrel, translator, foreign emissary, or even magistrate. They take their lack of tool use in stride, often selecting one or a small handful of close friends as "right hand" men or women, serving as their hands when the need arises.

**Relations:** Animal Folk vary so widely in type, appearance, and temperament that there are some to be found living among every other race on Talaham. Generally more reasonable and personable than the average two-legger, the Folk make friends quickly wherever they go. Indeed, most people are so thrilled at the novelty of a talking animal companion that they will go out of their way to see to the Folk's comfort and happiness. It is considered very bad luck to insult a member of the Folk. Humans bond most easily with Folk who are members of domestic species, especially canines and horses. Elves are more attractive to wild Folk such as deer, owls, eagles or ravens. Fun-loving gnomes find smaller species to be natural companions, from badgers and weasels to mice and house cats. Spellcasters who make use of animal companions consider it the highest honor to have the service of the Folk in this capacity.

**Alignment and Religion:** Animal Folk can be of any alignment or temperament. The Folk pay homage to any or all of the gods, with special attention to the deity who best symbolizes their particular species. For example, Horse Folk universally revere Eilidh as the Sacred Mare. Some Folk are even priests or clerics.

**Adventurers:** The Folk turn to a life of adventure for the same reasons that humans do. Proudly independent creatures, Animal Folk often enjoy proving themselves every bit as effective at what they do as a two-legger, even to the point of generating playful rivalries between themselves and a two-

legged friend with similar skills. Most of the Folk become some form of spellcaster, since magic helps to offset their inability to use weapons. Druids and bards are particularly common. Smaller species use their natural stealth to become rogues, while larger species train most often as rangers, but sometimes as fighters. Animal Folk knights are almost always horses, while Animal Folk barbarians are usually bears or wolves.

**Names:** The Folk have the most whimsical names of any race. One might expect one of the Folk to be insulted by being given a "pet's name," but the opposite is the case - Animal Folk take to the names bestowed on them by two-leggers with enthusiasm. If they like a name, they stick with it all their life.

Male Names: Bear, Courage, Duke, Hunter, Jumper, King, Pride, Redtail, Strong Ben, Wagonwheel

Female Names: Alleybrat, Brandey, Dancer, Goldenwing, Heather, Lily, Maiden, Princess, Tumbles

### **Animal Folk Racial Traits**

"Animal Folk" is an inherited template that can be added to any creature of the animal type, hereafter referred to as the "base animal." Animal Folk retain their base animal's size, natural senses, natural armor bonus, all forms of base speed, natural and special attacks.

The following animals may be selected as Animal Folk base animals:

*Bestiary:* Bat, Bear (Grizzly), Boar, Dog, Dog (Riding), Cat\*, Eagle, Hawk\*, Herd Animal (Aurochs), Horse (Standard, Heavy, or Pony), Owl\*, Rat\*, Raven\*, Toad\*, Weasel\*, Wolf, Wolverine

*Bestiary 2:* Badger

*Bestiary 3:* Fox\*, Goat\*, Herd Animal (Elk or Large Elk), Otter\*, Owl (Great Horned), Pig\*, Porcupine, Raccoon\*, Skunk

\*Use the stats listed under "Familiar."

Animal Folk receive the following characteristics:

**Racial Ability Scores, Bonuses, and Penalties:** The racial ability bonuses and penalties of a Folk can vary widely depending on the base animal. Roll ability scores as you would for a humanoid character and then consult the following guide for each base animal:

Bat/Rat/Toad/Raven: +4 Dex, +2 Wis -2 Str -4 Con

Bear: +4 Str, +2 Con, -2 Dex -2 Int -2 Cha\*

Badger/Boar/Wolverine: +4 Con -2 Dex, -2 Int, -3 Cha.\*

Dog (Riding)/Wolf: +2 Str, +2 Dex, -2 Cha\*

Cat/Dog/Fox/Otter/Weasel/Raccoon: +2 Int +2 Cha -2 Str, -2 Con

Eagle/Hawk/Owl: +3 Wis, +2 Cha, -2 Str, -2 Con

Herd Animal: +3 Str, +2 Con, -2 Int, -2 Wis, -2 Cha. Elks replace the bonus to Strength with Dexterity.

Horse: +2 to any two ability scores

Goat/Pig/Porcupine/Skunk: +2 Con, +2 Wis, -2 Dex, -2 Cha

\*Charisma penalty does not apply to Intimidate checks.

**Hit Points:** Animal Folk gain none of their base animal's hit points. They gain hit points from class levels as a humanoid creature would instead.

**Primal Awareness (Ex):** Animal Folk retain their base animal's bonus to Perception (minus the base animal's Wisdom bonus), as a racial bonus to their Perception.

**Animal Instinct:** The skills listed for a Folk's base animal are always considered class skills for them.

**Natural Weapon Mastery (Ex):** Animal Folk can substitute their natural weapons when selecting any feat, class ability, or spell that calls for a melee weapon. This includes requirements for specific weapons or weapon groups, as well as requirements for one-handed or two-handed weapons, and simple or martial weapons. The natural weaponry of Small-sized Folk is considered light. The natural weaponry of Large-sized Folk is considered heavy. Use the size of the base animal when determining the size category of the Folk's natural weaponry.

**Primal Magic (Su):** The Fae magic that a Folk was exposed to before birth infuses their being. A Folk's natural weaponry is considered magical for the purpose of overcoming DR. A Folk's natural weaponry can be enchanted or enhanced with magic as if they were masterwork weapons. A Folk's natural weaponry cannot be destroyed by spells or spell-like abilities, and is immune to sunder or disarm attempts.

**No Hands:** Animal Folk have no hands and so cannot wield weapons or manipulate objects in more than the most rudimentary ways. They are not considered proficient in any type of shield, nor in any weapons other than their natural weapons, regardless of class. In addition, Animal Folk may not purchase any skills that require hands - Craft, Disable Device, Ride, Sleight of Hand or Use Magic Device.

**Smith's Favor:** Animal Folk may purchase barding armor at the same cost as standard armor of the same type. They cannot don or remove their armor without the help of a humanoid ally. It takes the same amount of time for an Animal Folk to don or remove armor as a humanoid creature.

**Wild Empathy (Ex):** Animal Folk begin play speaking Common and have the ability to speak with all animals of their kind as if using a *Speak with Animals* spell at-will. Animal Folk may also use the Diplomacy skill to improve the attitude of an animal of their own kind. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills in the *Pathfinder Core Book*).

**ECL Penalty:** Because many base animals have a great deal of inherent power, a Folk character receives an ECL penalty equal to the base animal's CR, unless the base animal's CR is below 1.

**Animal Folk as Animal Companions:** It is possible for a Folk to serve as an animal companion. If the person seeking such a relationship formally asks a Folk to serve and the Folk accepts, the special bond for an animal companion is formed. This bond functions the same as a standard animal companion with the following variations:

- Create a 1st-level Animal Folk character. The normal restrictions to animal choice based on class level do not apply. The spellcaster may select any animal they wish, but once chosen, the Folk companion cannot be dismissed in favor of a new one as the result of an increase in level. The spellcaster can only select another animal companion if his Folk companion dies.
- The Folk's class level stats are given according to the chart used for an ordinary animal companion, as if "animal companion" were its class. They gain their hit dice, class skills, base attack bonus, saves, and special qualities as if they were a standard animal companion of the appropriate type. When selecting a Folk companion from a species not normally allowed, the animal companion's hit dice are granted by the adept NPC class.

**Animal Folk as Cohorts:** Animal Folk may be selected to serve as cohorts or followers using the Leadership feat. They are not considered monstrous cohorts. The ECL penalty to class levels applies

when determining what level of cohort may serve.

### Classes on Talaham

The following classes and archetypes are appropriate for this campaign setting:

#### **Barbarian**

Archetypes: Breaker, Drunken Brute, Elemental Kin, Hurler, Invulnerable Rager, Sea Reaver, Superstitious, Titan Mauler, Wild Rager

#### **Bard**

Archetypes: No Restrictions

Allowed Masterpieces: At the Heart of It All, The Cat Step, Triple Time

#### **Cavalier**

No Restrictions on Order

Archetypes: Standard Bearer

#### **Cleric**

Allowed Domains and Subdomains: See "Religion" for details on deities.

Allowed Variant Channeling: Ale/Wine, Art/Music, Battle/Wrath, Beauty/Love/Lust, Bravery/Valor, Contracts/Oaths, Dreams, Fate, Forge, Hunting, Knowledge, Luck, Magic, Nature, Revenge/Vengeance, Secrets, Trickery

#### **Druid**

Archetypes: Menhir Savant, Swamp Druid

Restricted Druid Domains: No Desert, Jungle, Monkey, or Serpent Domains

#### **Fighter**

Archetypes: Archer, Shielded Fighter

#### **Ranger**

Archetypes: No Restrictions

#### **Rogue**

Archetypes: Rake, Scout, Survivalist, Trapsmith

#### **Sorcerer:**

Appropriate Bloodlines: Accursed, Aquatic, Arcane, Destined, Draconic, Dreamspun, Elemental, Fey, Maestro, Protean, Shadow, Verdant

#### **Summoner**

Archetypes: No Restrictions

#### **Witch:**

Appropriate Patrons: No Restrictions

Archetypes: No Restrictions

*New Druid Archetype: Druid of the Seasons:* Some druids of Talaham specialize in following the sacred wheel of the seasons, and are granted their magic directly from the prevailing conditions of each season. The powers a druid of the seasons can call upon shift with the cycle of the year, but by surrendering some control over his powers, a druid is able to gain greater versatility as a spellcaster.

**Wheel of the Year (Ex):** The druid forms a bond with the cycle of the seasons. Depending on the current season, the druid is granted a number of bonus spells that he can cast spontaneously. The number of times per day each bonus spell can be cast is equal to the total number of spells the druid is normally granted at the bonus spell's given level. For example, a 4th level Druid of the Seasons would be able to cast *burning hands* - a first level spell - three times per day during summer days. This ability replaces Nature's Bond.

Spring: (1) *entangle* (2) *speak with plants* (3) *command plants* (4) *commune with nature* (5) *plant shape 1* (6) *plant shape 2* (7) *waves of ecstasy (Ultimate Magic)* (8) *irresistible dance* (9) *world wave (Advanced Player's Guide)*

Summer: (1) *burning hands* (2) *flaming sphere* (3) *flame arrow* (4) *fire trap* (5) *song of discord* (6) *sirocco (Advanced Players' Guide)* (7) *delayed blast fireball* (8) *sunburst* (9) *fiery body (Advanced Player's Guide)*

Autumn: (1) *cause fear* (2) *whispering wind* (3) *fly* (4) *fear* (5) *nightmare* (6) *shadow walk* (7) *shadow conjuration, greater* (8) *horrid wilting* (9) *shades*

Winter: (1) *obscuring mist* (2) *fog cloud* (3) *sleet storm* (4) *ice storm* (5) *cone of cold* (6) *freezing sphere* (7) *control weather* (8) *polar ray* (9) *polar midnight (Ultimate Magic)*

### The Classes on Talaham

**Barbarians:** Talaham has many regions of untouched wilderness where individual wildmen and even whole tribal societies can thrive. The days before the discovery of metal are not that far gone. Some of the oldest elves currently living still remember them. Barbarians are most common among the druidic chiefdoms of Mhorvian and the warrior clans of Bonalbrun.

**Bards:** On Talaham, it is the bard rather than the wizard who commands the most powerful magic. Every town and hamlet has its local minstrel, while the courts of kings pay enormous fortunes for ballads in their honor. The most powerful bards are as famous as royalty themselves. Some are honorary dukes with their own lands and serfs. Others are the grand masters of entire musical academies with students and journeymen who practice, copy, and disseminate their compositions.

Bards have a unique relationship with Faerie, one that even an enchantress can't match. Of all mortals, it is bards the fey consider equals. From a stray pixie to one of the Lords Immortal, a bard is seen as a kindred spirit on a deeper level than even one of the sidhe.

**Cavaliers:** Knights command an enormous amount of political power and respect on Talaham. They hold equal legal status with an earl or other minor aristocracy, and their testimony is legally admissible as evidence in a trial. A knight's conduct reflects upon his lord and upon the order to which he belongs. Aralynne, Cyrthraia, and Galadir have the strongest knightly traditions. Knights of Cyrthraia are especially held to their aristocratic status.

**Clerics:** Not every priest can channel the gods' power. Those that cater to the spiritual needs of a congregation must make do with their personal virtues and what signs the gods send. At most, an especially pious priest might be granted the ability to create minor miracles on par with the spells of an adept. The true miracle-workers - those who can heal the sick and injured with a touch or call souls back from the gates of Athmar's grim fortress - are much rarer. True clerics are only able to command such power because they have divine blood in their veins. They represent the mortal children of divine unions. Talaham has many legends about the gods walking the mortal world and Faerie in disguise to observe and pass judgment. In some cases, an encounter with an extraordinary mortal can move the god to love them, and bless them with a child. Talahamese clerics have little choice in the god they serve, but in most cases, the divine parent of an individual cleric is the god they would have chosen to serve anyway. But clerics are only human, and sometimes fall from grace or lose their faith. Fallen clerics are disowned by their divine parent, becoming ordinary mortals. Clerics who convert to serve another god also lose the right to channel divine power, becoming ordinary priests with no magic to call upon.

**Druids:** Druids are regarded as living bridges between the worlds of civilization and wilderness and between mortal and Faerie. Born in one world, but serving another. Some druids are born and raised in cities, and may even come from wealthy backgrounds. But they forsake their worldly blessings for a more primal life. Others are born to tribes deep in the wilderness or even raised by Animal Folk parents, and act as the voice of nature when dealing with visitors from civilization. Still others have

even stranger backgrounds, growing up on the other side of the mirror in the borderlands of Faerie, with access to strange magic as a result.

**Enchantresses:** Enchantresses are mortals who explore the ways of Faerie in order to learn its secrets. As such, they are typically far removed from ordinary society. They live alone or with an apprentice close to a local trod and make frequent sojourns deep into Faerie, gleaning what they need or desire from the pacts that they forge there.

**Fighters: Talahamese** fighters come from almost any background. They may be formally trained soldiers, self-taught sell-swords, the squires of knights, or common thugs. Most fighters come from urban backgrounds and live in cities. Others make their home within the barracks of a castle. Mhorvian is the only kingdom without a large presence of fighters in some fashion.

**Rangers:** Rangers fulfill a wide variety of roles. Elven rangers patrol the border of mystical Yandalanvar on Inellan Mathavon. Shapeshifting primal sidhe stalk prey in and out of Faerie within the dark woods of Mhorvian. Urban rangers hunt down wanted men through the sprawling sewers of Teraunios in Galadir. They may be part of a royal hunting party, the scout for an army, a master huntsman, or just someone who prefers the company of Animal Folk to his own kind and has learned to live off the land.

**Rogues:** Rogues are most numerous in Cyrthraia and Galadir. Indeed, the city of Jublane in Cyrthraia is practically run by them. Rogues of the more rural kingdoms adapt themselves to the roles of highwaymen and forest outlaws. True cities are uncommon, so competition between local established rogues can be fierce enough that local rogues will band together to keep out interlopers.

The presence of rogues give cities a reputation for being untrustworthy places amongst the common people. Visitors to cities are more on their guard than they might otherwise be. Most are always armed or escorted. Rogues who become too brazen will find even common farmers and workmen uniting together to stop them rather than relying on law enforcement, and even a simple farmhouse may be watched over by a guard dog fully capable of speech, thought, and memory who can testify against a thief.

**Sorcerers:** The sidhe were born from the union between a mortal and a Fae, but there are other, lesser denizens of Faerie who sometimes dally with mortals as well. The result is a sorcerer.

Talaham has sorcerers, but the idea of wizardry is still in its infancy. The arcane schools of magic were only codified within the last 100 years. Magic in general is still regarded as an art with no systematic learning process or standardized theory.

When a child is discovered to be a sorcerer, they must be taken to the mage palace of Caer Ebyl in Cyrthraia where they are apprenticed to a master until they reach journeyman status and have enough discipline to be trusted to control their magic.

Those who do not or cannot make this pilgrimage must learn to control their powers on their own as best they can. Common folk often mistake them for witches and hunt them down, or they may flee deep into Faerie in search of their inhuman parent, never to be seen again.

**Summoners:** Faerie holds many strange creatures who have a fascination for mortals. Besides the Lords Immortal and the lower denizens of the plane, there are also small, shapeless beings called "dreamlets." They live as mayflies - born from the stuff of mortal dreams to cavort with their dreamers' sleeping souls only to die when the dreamer reawakens.

However, sometimes the dream becomes vivid enough to be lucid, making it possible for a bond to form between the dreamer and her dreamlet strong enough to save its life and allow the dreamlet to enter the waking world. Such an event changes the dreamlet into an eilodon, and a new summoner is created.

**Witches:** A witch's patron is a powerful alien being who rules one of the many ever-shifting regions of Faerie, able to shape the very landscape to their whims. Less than gods, but greater than all other fey

creatures, these Lords Immortal are the living embodiments of the powers they impart to the witch.

A witch's familiar is not truly a living creature. It is a small mote of pure magic placed within an intricately stitched-together container made to resemble flesh and blood to serve the patron as its instructor, emissary, and spy upon a mortal who has entered into its service. If the patron becomes displeased, it is the familiar that metes out its punishment. Lords Immortal are covetous, jealous beings. A witch who dares to try forsaking her pact to pursue a different class must first confront and survive the wrath of her patron.

### **New Base Class: The Enchantress**

The Land of Faerie is the ultimate source of all magic. Enchantresses are spellcasters who draw directly upon the power of Faerie to beguile their foes. They can summon forth allies from Faerie to their aid, weave glamours to fool their enemies, and gaze into the future. Enchantresses also have a unique, secret lore about the True Names for things, and by invoking such Names and other Words of Power, they gain command over the world around them and all things within it.

**Role:** Enchantresses live alone, in secluded isolation typically in areas which straddle the border between worlds. There they are visited by mortal and fae alike and grant favors upon those they find worthy. While not a requirement, most enchantresses are female.

**Hit Die:** d6

#### **Class Skills**

The enchantress's class skills are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge: Arcana, History, Local, Nature, the Planes (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks Per Level:** 3+Int Modifier

(To access Table 1-1, go to: <http://www.pdf-archive.com/2013/12/30/enchantress-table/> )

### **Class Features**

The following are the class features of the enchantress.

**Weapon and Armor Proficiency:** Enchantresses are proficient with the dagger, sickle, quarterstaff, and spear. They are not proficient with any type of armor or shield. Armor interferes with an enchantress's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83 of the *Pathfinder RPG Core Rulebook*).

**Spells** An enchantress casts arcane spells drawn from the enchantress spell list (see pages 28-29 ). An enchantress must choose and prepare her spells ahead of time. To learn or cast a spell, an enchantress must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an enchantress's spell is 10 + the spell level + the enchantress's Charisma modifier. An enchantress can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1-3 of the *Pathfinder RPG Core Rulebook*). An enchantress may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep in order to reconnect with Faerie through her dreams. While dreaming, the enchantress decides which spells to prepare.

**Cantrips:** Enchantresses can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1-1 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for

example, are expended normally.

**Spontaneous Casting:** An enchantress can channel stored spell energy into enchantment spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any spell of the enchantment school of the same level or lower.

**Spell Immunity:** An enchantress is immune to mind-affecting spells or spell-like abilities.

**Spell Weaving (Su):** Beginning at 2nd level, the enchantress can attempt to weave a spell she has prepared into a more innocuous action, such as verbally persuading an angry mob or trying to calm a panicked horse. The actions and words involved in performing the act substitute for the verbal and somatic components of the spell. This ability can be applied to any Charisma-based skill check. To weave the spell into the check, the enchantress chooses which spell she is attempting to cast and then makes the skill check as normal. The DC for the skill check is increased according to the level of the spell (+1 DC for a 1st level spell, +2 for a 2nd level spell, etc). In addition, the difficulty of weaving a spell this way takes its toll on an enchantress's concentration, making more advanced spells more difficult to weave. The level of the spell to be woven is therefore considered one higher when attempting to spell weave. Apply this rule before determining the increase to the skill check's DC.

**Words of Power:** Enchantresses learn a number of secret mystical Words that are tied to the very creation of the world. These Words affect the world around them in temporary, but powerfully fundamental ways. The enchantress learns her first Word of Power at 3rd level and gains a new Word every third level. Unless otherwise noted, the enchantress can specify any target she can personally discern when casting a Word. Different Words can be combined into *wordspells* in order to stack their effects. Each Word can be used once per day. Casting a Word only requires the enchantress to speak it aloud, and thus it is a free action. If a Word is used against a living target, the target may be entitled to a saving throw against the enchantress's spell save DC (a Word's spell level is equal to the minimum class level required to use it). If a save against a Word is successful, the Word's use is wasted and the target cannot be affected by any other wordspells for 24 hours. Words of Power are not spells and thus cannot be affected by metamagic feats or magic such as counterspelling attempts. Unless otherwise specified, the effects of a wordspell last as long as the enchantress successfully maintains her concentration. If the enchantress's concentration is broken - by being attacked, for example - her current wordspell immediately ends. The maximum number of Words an enchantress can maintain in a single wordspell is equal to her Constitution modifier. Identical effects generated by the wordspells of multiple enchantresses upon the same target do not stack.

**Counterspelling Words of Power:** If an enchantress is attempting to counter another wordspell, she can make a Spellcraft skill check as normal to identify the Words as they are being invoked and then invoke identical Words to counter them. This means that the opposing enchantress must know all the Words being invoked and either have an identical Word or an appropriate Word with a dispelling effect. If the wordspell contains multiple Words, but the opposing enchantress only knows one of the Words, the opposing enchantress can still attempt to counter the wordspell, but this functions as if using *dispel magic* upon a normal spell and does not guarantee success. The opposing enchantress must make a dispel check to counter the wordspell. She must still expend a wordspell at the same level or higher containing at least one Word of the wordspell to be countered.

### Types of Words of Power

**Target Word:** These Words name a specific range, a form of manifestation, or the targets to be affected. Wordspells can never contain more than one target Word. If the enchantress designates an area, the Word effects all valid targets in the area defined by the target word. It does not differentiate between friend and foe.

Words of Power are normally cast with a target of self or a single designated target within the enchantress's line of sight. Target Words replace the target of another Word with the target specified in by the Target Word. For example, if an enchantress casts "Forbid" as normal, she might target herself so that a horde of goblins cannot approach her. However, by casting "Barrier Forbid", she changes the target into an area of the terrain instead, thereby allowing her to protect her fellow party members as well.

*Barrier:* A wordspell using this Word creates a 10 ft by 10 foot barrier in a shape designated by the enchantress, centered on any location the enchantress can see. Creatures touching or passing through the barrier are subject to its effects. Creatures are not inhibited from passing through the barrier unless otherwise noted under a different Word's effects. Creatures occupying a space within the barrier as it forms are subject to its effects. The barrier's thickness is determined by the enchantress, but can never be thicker in feet than 5x her Charisma modifier. The enchantress must be at least 6th level before learning this Word.

*Burst:* A wordspell using this Word affects everything in a burst radius equal to the enchantress's Charisma modifier x10ft, centered on any space the enchantress can see.

*Cone:* A wordspell using this Word affects everything in a cone shaped burst. The range of the burst is equal to the enchantress's Charisma modifier x10 ft.

*Line:* A wordspell using this Word affects everything in a straight line, starting at a point the enchantress can see. The range of the line is equal to the enchantress's Charisma modifier x 10 ft.

*Named:* A wordspell using this Word affects only the target specifically named. To affect a named target, the enchantress must know the target's real, given birth name and must either be able to see the target or possess an item that belongs to the target. Use of aliases, false names, titles or names altered by marriage cause the wordspell to fail. Casting this Word via an item requires that item be of some significance to the target: the target's True Name, the familiar of a spellcaster; a piece of the target's hair, blood, sweat or spit; a family heirloom; or a unique object of masterwork quality created by the target are the only valid options.

**Meta Word:** Meta words modify the effects of Words of Power, spells, spell-like abilities, or the triggered powers of magic items and traps. A wordspell can contain more than one meta Word, even if such effects would normally contradict each other. Once the targeted effect ends, the meta word ends as well. In the case of permanent or constantly active magical effects, the enchantress must concentrate to maintain the power of the Word she casts.

*Boost:* The numerical effects of the target are increased, as if under the effects of the Empower Spell metamagic feat.

*Distant:* This Word increases the target's range. If the target is a close range effect, it increases to medium (100 ft +10 ft/level). If the target is a medium range effect, it increases to long (400 ft +40

ft/level). This Word has no effect on targets with a ranged effect other than close or medium.

*Irresistible:* The magical power of the target becomes especially hard to avoid. All saving throws made against the target's effects must be rolled twice, and the worse result taken. The enchantress must be at least 9th level before learning this Word.

*Lengthy:* The magical power of the target lasts longer, as if under the effects of the Extend Spell metamagic feat.

*Malicious:* This Word alters the saving throw type called for to resist the target's effects. The enchantress decides which saving throw - Fortitude, Reflex, or Will - the target must now roll to resist. The enchantress must be at least 12th level before learning this Word.

*Penetrating:* The controller of the targeted magic may roll twice to overcome the effects of spell resistance and take the better result. The enchantress must be at least 9th level before learning this Word.

*Shrouded:* The magical power of the target is disguised, increasing the DC of all rolls made to detect or counter its effects. The DC for such a roll becomes equal to that of the saving throw for the enchantress's highest possible spell slot.

*Simple:* The spell targeted by this Word can be used without the need for one of its usual components - material, somatic, or verbal as if under the effects of the Eschew Materials, Silent Spell, or Still Spell feat. The enchantress must choose which effect this Word grants when invoking it.

**Effect Word:** Effect Words determine the overall outcome of the wordspell. A wordspell can contain more than one different effect Word - even if such effects would normally counteract each other - but cannot contain more than one effect listed under the same Word. The enchantress must specify the exact results of the effect Word she wishes to invoke, as described below. The results of all effect Words used in the wordspell happen in the order in which the enchantress specifies when the wordspell is first cast.

*Acquire:* This Word adjusts the strands of Fate so that specific items or events come into contact with each other.

- *Acquire Direction:* The exact location of the enchantress becomes a fixed point. For the duration of the wordspell, the enchantress always knows the direction and distance to the point where this wordspell was cast. If this Word is cast again, the original casting immediately ends. This effect does not instruct the caster on how to reach the point, but rather merely indicates the direction to the point, even if that direction leads through solid objects and other hazards.
- *Acquire Friend or Foe:* The target of the wordspell must move toward the caster as quickly and directly as possible, provoking attacks of opportunity as normal. The target avoids obvious hazards, such as fire, pits, or traps that it is aware of (other creatures do not count). The target can resist with a successful Will save. The enchantress must be at least 6th level to invoke this effect.
- *Acquire Language:* The target of the wordspell can read text written in one particular language, including the language of magic, or can speak one particular language in which another is conversing. For the duration, the target can read or speak that language as if fluent in it. If the

caster chooses magic as the language, the target can decipher scrolls, glyphs, and other magic writing without triggering them. a wordspell with this effect automatically imparts the ability to determine what a given language is based on its appearance or sound. The enchantress must be at least 6th level to invoke this effect.

- *Acquire Magic:* The enchantress can target a spellcaster to steal spells from the target and add them to her list of spells for the day. Once the wordspell is cast, the enchantress can steal a prepared spell or a spell known from another creature with a touch attack as a standard action for as long as she concentrates on maintaining the wordspell. The target receives a Will save (DC 10+1/2 the enchantress's level+the enchantress's Cha bonus) to negate the effect on each attempt. The spell stolen is random, but it is always of the highest level the enchantress can cast, if possible. The target loses the prepared spell or spell known, and the enchantress adds it to her list of spells for the day. She retains these spells even after the wordspell ends until they are cast or until she prepares new spells at the start of a new day, after which all stolen spells are lost. Spells stolen this way cannot be lost in favor of a spontaneous enchantment spell. Spells stolen with effects dependent on caster level are cast as if by a spellcaster of the lowest possible who could cast the spell. The enchantress cannot have more spells than she is normally allowed to cast per day. If necessary, she must sacrifice one of the spells she has prepared in favor of the stolen spell. The enchantress must be at least 15th level to invoke this effect.
- *Acquire Servants:* Summons a creature to do the enchantress's bidding. This creature attacks her opponents to the best of its ability each turn if able. If she can communicate with the creature, she can direct its attacks or instruct it to perform other actions. A wordspell with this effect Word summons one creature from Table 10–1 on pages 351–352 of the *Core Rulebook* from the 1st-level list that is appropriate to the current area (unless Boosted). A summoned creature cannot summon or conjure other creatures, nor can its use teleportation or planar travel abilities. Creatures summoned using Acquire cannot use spells or spell-like abilities with expensive material components. If the enchantress combines this Word with any other effect Words, the summoned creature is the only target for these Words. If the target Word is Boosted, a wordspell with Acquire summons 1d4+1 of the chosen creatures.
- *Acquire Sight:* Allows the enchantress to see invisible creatures and objects. The enchantress can sense that the objects and creatures are hidden in this way, but she can still see them normally. The enchantress can see through illusions, see the true form of polymorphed creatures and objects, and locate creatures protected by spells and effects that grant concealment. The enchantress must be at least 9th level to invoke this effect.
- *Acquire Thoughts:* Allows the enchantress to detect the surface thoughts of one creature she can see.. The enchantress must be otherwise aware of the creature to focus on it. A Will save prevents the enchantress from reading the creature's thoughts with Acquire for the duration of the wordspell. If the target has an Intelligence score at least 10 higher than the enchantress and it makes its Will save, it can instead read the surface thoughts of the enchantress for the duration of the wordspell with Acquire, while the enchantress receives no insight. Each round, the enchantress can focus on a new creature if she desires.
- *Acquire Time:* The target of the wordspell can take one additional move action each turn. This move action can come before, after, or between other actions, but not during a full-round action. If the target takes a full-attack action, it can, instead of taking an extra move action, make one additional attack at its highest attack. The enchantress must be at least 12th level to invoke this effect.

*Entwine*: This Word allows two effects or conditions to occur simultaneously. The enchantress must be at least 6th level to learn *Entwine*.

- *Entwine Life and Death*: Targets the corpses of dead creatures the enchantress can see. These creatures rise as either skeletons or zombies, as decided by the enchantress. These undead follow the enchantress's commands to the best of their limited ability. They remain undead creatures until destroyed. The enchantress can create at most 2 Hit Dice worth of undead per caster level with each casting of a wordspell with *Entwine*. The enchantress can control no more than 4 HD per caster level of undead creatures. If additional undead are created, the enchantress chooses which undead to lose control of to get back under the limit. The enchantress must be at least 6th level to invoke this effect.
- *Entwine Magic*: The target of the wordspell can lose one prepared spell to cast two spells whose total level is equal to or less than the lost spell simultaneously. These spells must be ones the target has already prepared and cannot be lost in favor of any spontaneous spell the spellcaster could normally use. The enchantress must be at least 12th level to invoke this effect.
- *Entwine Mortal and Faerie*: The wordspell creates a temporary *trod*. While this *trod* is open, creatures, spells, effects, and objects from either plane can freely pass between the planes through the *trod*, which takes a form specified by the enchantress. The enchantress cannot control the destination on the opposite side. The enchantress must be at least 15th level to invoke this effect.
- *Entwine Near and Far*: The wordspell teleports a willing target or an object the enchantress can see to another location within line of sight of the enchantress. The enchantress must be at least 12th level to invoke this effect.
- *Entwine Souls*: For the duration of the wordspell, the enchantress creates a bond between herself and another creature. Each round at the start of the enchantress's turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and the enchantress takes 5 hit points of damage. The enchantress can have only one bond active at a time. If the bonded creature or the enchantress dies, the other party of the bond dies as well unless it makes a Fortitude save in order to fall unconscious at -1 hit points instead. The target of the bond can negate this effect with a Will save, and receives another Will save to free itself at the start of each of its subsequent turns. The enchantress must be at least 9th level to invoke this effect.
- *Entwine Space*: The wordspell teleports a willing target or object along with the enchantress to another location on the same plane of existence. The destination must be a place she has visited in the past. The enchantress must be at least 15th level to invoke this effect.
- *Entwine Targets*: The enchantress may cast spells with a target of "you" on the target of *Entwine* (as a touch spell) as well as on herself. The enchantress may cast spells on the target even if the spells do not normally affect creatures of the target's type (i.e. magical beast). The target of *Entwine* can negate this effect with a Will save, and receives another Will save at the start of each of its subsequent turns. The enchantress must be at least 6th level to invoke this effect.

*Forbid*: This Word blocks some aspect of reality from interacting with its surroundings as it normally would. Note that this Word can also be cast to counter another enchantress's wordspell.

- *Forbid Alignment*: The target is protected from a specified alignment chosen at the time of wordspell. So long as the wordspell is active, the target receives a +2 deflection bonus to AC against attacks made from creatures of that alignment and a +2 resistance bonus on saving

throws made against spells or magical effects from creatures of that alignment.

- *Forbid Death*: The target automatically stabilizes if brought below 0 hit points and remains at -9 hit points even if the target has sustained enough damage to slay it. Unless its hit points increase during the duration of the wordspell, the target dies once the wordspell ends. The enchantress must be at least 15th level to invoke this effect.
- *Forbid Energy*: The target gains immunity to one energy type (acid, cold, electricity, fire, or sonic), chosen at the time of wordspell. The target still suffers any other side effects that might accompany the energy damage. The enchantress must be at least 9th level to invoke this effect.
- *Forbid Energy Drain*: The target cannot gain any negative levels while the wordspell persists, but any existing before the wordspell is cast remain. The enchantress must be at least 9th level to invoke this effect.
- *Forbid Entrance*: Causes one unattended object to close, such as a door, chest, or book. The object is also magically locked, even if it does not possess a lock. Defeating the lock requires a Disable Device check with a DC equal to the enchantress's spell save DC.
- *Forbid Light*: The wordspell obscures all sight, including darkvision, beyond 5 feet from the enchantress, as the *deeper darkness* spell. Creatures 5 feet away have concealment, whereas creatures farther than 5 feet away have total concealment.
- *Forbid Magic*: The target of the wordspell gains SR 25 against spells. The enchantress must be at least 12th level to invoke this effect.
- *Forbid Magic, Mass*: The wordspell creates an area up to 10 ft per caster level in size in which magic does not function. All magical effects - including wordspells- are suppressed while inside the area. As a result, this Word cannot be combined with other effect Words. Magic effects cannot cross through the area. Time spent within the field counts against the duration of the suppressed effects. Summoned and incorporeal creatures cannot enter the area and are immediately forced to the nearest edge if inside the area when it forms. Objects still maintain their function while in the area, so a sword still cuts, even if it loses its magical properties. This effect cannot be invoked in Faerie. The enchantress must be at least 15th level to invoke this effect.
- *Forbid Movement*: The target cannot be approached or attacked by enemies without a Will save. The enchantress must be at least 9th level to invoke this effect.
- *Forbid Notice*: The targeted object, creature, or person of the wordspell becomes invisible. If the target attacks or otherwise takes an offensive action, the effect ends. The enchantress must be at least 6th level to invoke this effect.
- *Forbid Sight or Sound*: The wordspell's target becomes blinded or deafened, chosen at the time of the wordspell's casting. A successful Fortitude save negates this effect. Any creature that currently has 200 or more hit points will be unaffected. The enchantress must be at least 12th level to invoke this effect.

*Halt*: This Word stops some aspect of reality which is currently in motion.

- *Halt Creature*: The target of the wordspell stops moving and takes no other action on this turn, although it is not considered flat-footed or helpless. The target can negate this effect with a Fortitude save. The enchantress must be at least 9th level to invoke this effect.
- *Halt Foes*: The wordspell targets an area up to 10 ft per caster level in size. Creatures that attempt to pass through the area treat it as difficult terrain and must make a Strength check. Failure indicates that the creature cannot pass through the targeted area this round, but may try again in future rounds. The enchantress must be at least 6th level to invoke this effect.

- *Halt Gravity*: Stops the target from falling, as if under the effects of a *feather fall* spell.
- *Halt Grip*: The target of the wordspell immediately drops whatever it is holding and does not pick up anything else this round. It can otherwise act normally. Targets can resist with a successful Will save.
- *Halt Magic*: The enchantress unravels all of the magic effects affecting the target of the wordspell, including other wordspells. The enchantress must make a caster level check. The result of this check is compared to the caster level +11 of every spell affecting the target. If successful, that spell effect immediately ends. The target can make a Will saving throw. If successful, Halt only attempts to unmake the highest-level spell affecting the target. The enchantress must be at least 12th level to invoke this effect.
- *Halt Objects*: The targeted ranged weapon automatically misses, with the exception of large missiles, such as giant-thrown rocks and siege weapons. The enchantress must be at least 9th level to invoke this effect.
- *Halt Person*: The target of the wordspell becomes paralyzed and cannot move if it fails a Fortitude save. It is aware and can breathe normally, but cannot take any actions. At the end of each of the target's turns, it can attempt a new saving throw to end the effect. Flying creatures that rely on wings to fly fall, and swimmers cannot swim and may drown. The enchantress must be at least 12th level to invoke this effect.
- *Halt Suffering*: The target of the wordspell is cured of the shaken, sickened, or fatigued condition, chosen at the time the wordspell is cast. The enchantress must be at least 6th level to invoke this effect.
- *Halt Thoughts*: Causes a living creature to become stunned, whether or not the creature can hear the wordspell. The target can negate this effect with a successful Will save. Any creature that currently has 150 hit points or more is unaffected. The enchantress must be at least 6th level to invoke this effect.
- *Halt Time*: Time around the target of a wordspell comes to a stop, allowing the target to take 1d4 standard actions before time resumes. All other creatures and objects are immune to the target during these additional actions. Other creatures cannot even be targeted while time is stopped in this way. The target can cast spells and use items on his person at the time of the casting as normal. The enchantress must be at least 18th level to invoke this effect.

*Strengthen*: This Word increases the potency of some aspect of reality.

- *Strengthen Body or Mind*: The target of the wordspell receives an enhancement bonus to one ability score equal to the enchantress's base Charisma modifier, chosen at the time the wordspell is cast. The enchantress must be at least 12th level to invoke this effect.
- *Strengthen Energy*: Strengthen increases elemental/environmental damage in a specified area by a number of points equal to the enchantress's class level. The enchantress must be at least 9th level to invoke this effect.
- *Strengthen Hardness*: The target of the wordspell with receives an enhancement bonus to its AC equal to the enchantress's Charisma modifier. The enchantress must be at least 6th level to invoke this effect.
- *Strengthen Magic*: Strengthen causes a spell to be cast as if under the effects of the Maximize Spell metamagic feat. The caster of the targeted spell may make a Spellcraft check to negate this effect. This Word cannot be used to affect other Words of Power. The enchantress must be at least 9th level to invoke this effect.
- *Strengthen Resolve*: The target of the wordspell receives a bonus to all saving throws equal to

1/2 the enchantress's caster level (to a maximum of +5 at 10th level). In addition, the target receives a number of temporary hit points equal to its Hit Dice. These hit points are lost once the wordspell ends.

- *Strengthen Speed*: The target of the wordspell has its base land speed increase by 5 ft x the enchantress's Charisma modifier.
- *Strengthen Wounds*: If the target of the wordspell is wounded, it takes 1 additional hit point of bleed damage. This bleed damage increases by 1 additional point for every 3 caster levels the caster possesses. The enchantress must be at least 9th level to invoke this effect.

*Unmake*: This dreaded Word utterly destroys some aspect of reality forever. The enchantress must be at least 12th level to learn *Unmake*.

- *Unmake Life*: Slays one living or undead creature, whether or not the creature can hear the wordspell. Any creature that currently has 100 hit points or more is unaffected. The creature can resist with a successful Fortitude save to take 3d6+1 damage per caster level instead. Animal companions and eidolons use their owner's stats for the resistance roll or their own, whichever is higher. Creatures slain this way can only be resurrected by a *miracle* or *wish*. The enchantress must be at least 15th level to invoke this effect.
- *Unmake Magic*: *Unmake* permanently destroys all magic from within specified target. If used against an object, that object can never be made magical again. If used on a spellcaster, the spellcaster must succeed at a Will save or receive a number of negative levels equal to the enchantress's Charisma modifier. If used on a specific spell, the caster of the spell must succeed at a caster level check. The result of this check is compared to the enchantress's caster level+Charisma modifier. If the check fails, the spell is permanently erased from the caster's list of spells per day or spells known. If used against a creature's spell-like ability, the creature makes a Will save instead or permanently loses the specified ability. The enchantress must be at least 18th level to invoke this effect.
- *Unmake Object*: Destroys the target or construct of HD equal to or less than the enchantress's caster level. Magic and intelligent items, including constructs, can resist with a successful Fortitude save to take 3d6+1 damage per caster level instead. Artifacts are immune to this Word.

*Weaken*: This Word reduces the potency of some aspect of reality.

- *Weaken Body or Mind*: The target of the wordspell takes 1d4 points of ability damage of the caster's choice. The target receives a Fortitude save to resist the damage. The enchantress must be at least 15th level to invoke this effect.
- *Weaken Emotions*: The target of the wordspell becomes calm and docile. Though the target will not attack while subject to this effect, the wordspell immediately ends if the target is attacked.
- *Weaken Energy*: *Weaken* reduces elemental/environmental damage in a specified area by a number of points equal to the enchantress's caster level. The enchantress must be at least 6th level to invoke this effect.
- *Weaken Health*: The target of the wordspell is sickened unless it succeeds at a Fortitude save. They receive another save at the end of their turn, and at the end of each subsequent turn, to end this effect.
- *Weaken Health, Improved*: The target of the wordspell is nauseated unless they succeed at a Fortitude save. They receive another save at the end of their turn, and at the end of each subsequent turn, to end this effect. The enchantress must be at least 9th level to invoke this effect.

- *Weaken Health, Greater*: The target of the wordspell is staggered for the wordspell's duration unless they succeed at a Fortitude save. They receive another save at the end of their turn, and at the end of each subsequent turn, to end this effect.. The enchantress must be at least 12th level to invoke this effect.
- *Weaken Object*: Causes one object within range to lose half of its maximum hit points and gain the broken condition. Intelligent objects may make a Will save to halve the hit points lost and negate the broken condition.
- *Weaken Speed*: The target of the wordspell has its base speed reduced by half (minimum 10 feet).
- *Weaken Spell*: Causes a spell to be cast as if by a caster of lower level. The caster of the targeted spell may make a Spellcraft check to negate this effect. If the save fails, the spell is cast as if by a caster at the minimum level required to cast the spell. This Word can be used to affect other Words of Power. The enchantress must be at least 12th level to invoke this effect.

**Bonus Feat:** The enchantress gains a bonus feat every 4th level. These feats must be chosen from the metamagic or magical item feat lists.

**True Name:** As the enchantress advances in power, she learns to use the power of Faerie itself. The mystical logic of Faerie is built upon True Names, and one who possesses such a Name is able to command its owner. The enchantress gains access to one True Name at fifth level and every fifth level afterward. A True Name applies to a single, specific creature chosen when the enchantress levels. The target must be a creature of one of the following types - dragon, fey, giant, magical beast, or outsider (elemental). The Named creature can have no more Hit Dice than the enchantress has levels in this class. Once per day, she can speak the common name by which the creature is known, and the creature travels to her as if she had cast a *greater teleport* and *planar binding* upon it. It must obey her to the best of its ability, without pay or bargaining for its services, for its fear that the enchantress might release its true name to the wider world is enough to bring even the most recalcitrant of creatures to bear.

If the Named creature is within 100 ft, as a move action, the enchantress may punish it by deliberately mispronouncing its name, wracking its very essence and giving it the sickened and staggered conditions for 1 round (even if the creature is normally immune to these conditions). The enchantress cannot use True Name in an area of silence, but the Named creature does not have to be able to hear her for it to be harmed by the ability.

It is in the best interest of the enchantress to call this creature only sparingly, and occasionally reward it in some fashion to mollify its wrath. If the enchantress repeatedly fails to offer it a reward appropriate to its type and ethos, the Named creature may begin plotting ways to destroy the bond between itself and the enchantress, by plaguing her with nuisances or dangers until she vows never to call on it again, or by actively seeking to destroy the enchantress through its own devices or those of an underling. If the creature has superiors, they may even destroy it or the enchantress rather than allow her to contaminate their servant further. Worse, they may establish situations where it is necessary for the enchantress to summon this creature, opening gateways to Fae interference, in order to gain a foothold on the Material Plane.

At 10th level, the enchantress may chose a Named creature with up to 12 Hit Dice, and at 15th level, up to 18 Hit Dice and the call acts as *geas/quest* and *greater planar binding*.

**True Sight (Sp):** At 7th level, the enchantress is able to use the spell *true seeing* as a spell-like ability a

number of times per day equal to her Wisdom modifier. The caster level is equal to her enchantress class ranks. Use of this ability counts as a swift action.

**Telepathy (Sp):** At 11th level, the enchantress becomes telepathic. She is able to communicate mentally at-will with any willing creature with which she shares a language whom she has personally met as a free action. There is no range limit on this special ability so long as the individual is on the same plane. The enchantress must contact a specific individual by name, and the individual must be living and conscious. Individuals who are not telepathic in some way will be unable to respond through the mental link, but will still hear her words in their mind.

**Eternal Charm (Su):** At 20th level, the enchantress has become the stuff of legends and myths. Her words cause reality itself to shift to her whims. Once per month, the enchantress can cast any prepared spell of the enchantment or illusion school as a permanent effect. The spell remains as if under the effects of a *permanency* spell, and the enchantress need not expend the required gp cost.

### Enchantress Spells

0: *dancing lights, daze, detect magic, detect poison, ghost sound, guidance, know direction, lullaby, message, touch of fatigue*

1: *alarm, animal messenger, beguiling gift\*\*, calm animals, cause fear, charm animal, charm person, color spray, command, comprehend languages, confusion (lesser), detect fae\*, disguise self, entangle, faerie fire, hideous laughter, hypnotism, sleep, identify, memory lapse\*\*, remove fear, shield, mage armor, magic aura, mount, obscuring mist, pass without trace, ray of enfeeblement, silent image, speak with animals, unseen servant, ventriloquism*

2: *animal trance, blur, castigate\*\*, compassionate ally\*\*\*, confess\*\*, daze monster, detect thoughts, disguise other\*\*\*, dust of twilight\*\*, eagle's splendor, fog cloud, fox's cunning, ghostly disguise\*\*\*, glitterdust, haunting mists\*\*\*, honeyed tongue\*\*, hypnotic pattern, invisibility, mad hallucination\*\*\*, marionette possession\*\*\*, minor image, mirror image, miserable pity\*\*\*, misdirection, obscure object, oppressive boredom\*\*\*, owl's wisdom, perceive cues\*\*, phantom trap, scare, see invisibility, share memory\*\*\*, steal voice\*\*\*, symbol of mirroring\*\*\*, touch of idiocy, unnatural lust\*\*\*, whispering wind, zone of truth*

3: *arcane sight, break enchantment, banish seeming\*\*, borrow fortune\*\*, clairvoyance/clairaudience, deep slumber, discern lies, dispel magic, enter image\*\*, gentle repose, guiding star\*\*, invisibility sphere, major image, nondetection, phantom steed, remove curse, seek thoughts\*\*, heroism, hide campsite\*\*, hold person, rage, ray of exhaustion, reckless infatuation\*\*\*, sands of time\*\*\*, suggestion, thorn body\*\*, tiny hut, tongues, unadulterated loathing\*\*\**

4: *age resistance\*\*\*, arcane eye, bestow curse, denounce\*\*, daze (mass)\*\*\*, detect scrying, dimensional anchor, dimension door, charm monster, confusion, crushing despair, fear, geas (lesser), grove of respite\*\*, hallucinatory terrain, illusionary wall, invisibility (greater), malicious spite\*\*\*, minor creation, mnemonic enhancer, moonstruck\*\*, phantasmal killer, rainbow pattern, rest eternal\*\*, scrying, secure shelter, shadow conjuration, shadow projection\*\*, sleepwalk\*\*, solid fog, symbol of revelation\*\*\*, terrible remorse\*\*\*, true form\*\**

5: *age resistance (greater)\*\*\*, astral projection (lesser)\*\*\*, castigate (mass)\*\*\*, cloak of dreams\*\*,*

*contact other plane, curse of disgust\*\*\*, dismissal, dominate person, dream, elude time\*\*, false vision, feeblemind, hold monster, mage's faithful hound, mage's private sanctum, magic jar, major creation, mind fog, mirage arcana, nightmare, persistent image, phantasmal web\*\*, planar binding (lesser), possess object\*\*\*, prying eyes, seeming, smug narcissism\*\*\*, symbol of sleep, sending, shadow evocation, symbol of scrying\*\*\*, telepathic bond, unwilling shield\*\*, waves of fatigue*

*6: analyze dwemor, battlemind link\*\*\*, contingency, curse (major)\*\*\*, dispel magic (greater), eagle's splendor (mass), envious urge\*\*\*, eyebite, fool's forbiddance\*\*, fox's cunning (mass), geas/quest, guards and wards, heroism (greater), leashed shackles\*\*\*, legend lore, mage's lucubration, mislead, repulsion, owl's wisdom (mass), permanent image, planar binding, programmed image, serenity\*\*\*, shadow walk, suggestion (mass), symbol of persuasion, utter contempt\*\*\*, vengeful outrage\*\*\*, veil*

*7: arcane sight (greater), banishment, circle of clarity\*\*\*, create demiplane (lesser)\*\*\*, ethereal jaunt, hold person (mass), insanity, invisibility (mass), joyful rapture\*\*\*, limited wish, mage's magnificent mansion, phase door, plane shift, power word blind, project image, resonating word\*\*\*, scrying (greater), sequester, shadow conjuration (greater), simulacrum, symbol of stunning, symbol of weakness, vision, waves of ecstasy\*\*\*, waves of exhaustion*

*8: antipathy, binding, charm monster (mass), create demiplane\*\*\*, demand, dimensional lock, euphoric tranquility\*\*, irresistible dance, maze, mind blank, planar binding (greater), power word stun, prediction of failure\*\*\*, prismatic wall, protection from spells, prying eyes (greater), scintillating pattern, screen, shadow evocation (greater), symbol of insanity, sympathy, temporal stasis, trap the soul*

*9: astral projection, create demiplane (greater)\*\*\*, dominate monster, etherealness, freedom, foresight, gate, hold monster (mass), imprisonment, mage's disjunction, overwhelming presence\*\*\*, power word kill, prismatic sphere, refuge, shades, soul bind, symbol of strife\*\*\*, time stop, wail of the banshee, wall of suppression\*\*, weird, wish*

*\*: functions as detect undead but against fae.*

*\*\* : Advanced Player's Guide*

*\*\*\*: Ultimate Magic*