

**FEY  
CONSTRUCTOR  
MATRIX**

## FEY CONSTRUCTOR MATRIX

Within sylvan glades and watery deeps they lurk – elusive spirits of nature with deceptive powers and inhuman motivations. The Fey are eternal revelers in the splendor of life and beauty unending. Deep within secretive vales, no sage can guess what unseen varieties may yet exist; unknown and undreamt of by man. A trip to the Planes of Faerie will likely reveal unimagined beings to confound, convolute, and bedevil mere mortals. For when one's life is like the lives of the Stars, how can you comprehend the tragic frailties of the mortal coil, or of the consequences magical powers may have upon those that are mere flesh and blood?

Fey are nature spirits that often have elements of humanoid appearance, but their immortal, spiritual nature is wholly unlike that of mortal man. Amongst themselves, who know what extraordinary varieties may exist, as different breeds mingle with each other and with mere mortals. The DM now has a powerful tool to randomly generate capricious immortals that will leave his players always guessing.

- \* Fey always possess d6 Hit Dice
- \* Base attack always equals ½ Hit Dice
- \* Good Reflex, Good Will saves
- \* Skill points: 6 + Int. mod. (x 4 at 1st Hit Dice)
- \* Low-light vision
- \* Proficient with simple weapons

**Table 1-1**

**Gender:** It is not unusual for races of Fey to be only one gender or the other; not all species possess members of both sexes. (1d8)

TABLE 1-1 GENDER

1-5	All female
6-7	Both sexes
8	All male

**Table 1-2**

**Physical Texture:** Many Fey appear fleshly, but they may be composed of unique essences and still remain just as alive as any mortal. (1d6)

TABLE 1-2 PHYSICAL TEXTURE

1-2	Humanoid Flesh
3	Translucent Flesh, Fey becomes incorporeal being, gains Incorporeal traits, can become material at will
4	Swarm of Butterflies confined within fleshly exterior, Fey gains Swarm traits, ½ damage from slashing/piercing (+1 CR)
5	Crystalline Dust confined within fleshly exterior, Fey gains Elemental traits (+1CR)
6	Leaves and Plants confined within fleshly exterior, Fey gains Plant traits (+1CR)

**Table 1-3**

**Anatomy:** Fae are often humanoid in shape, but sometimes are minglings of impossible creatures. (1d20)

TABLE 1-3 ANATOMY

1-5	Humanoid Form
6	Humanoid with Tufted Tail
7	Humanoid with Goat-Hooves for Feet
8	Fur-Clad Goat Legs (1 attack, 1d4 Natural Weapon, 20 crit. x2)
9	Humanoid with Antennae Above Eyebrows ( <i>detect magic</i> at will)
10	Humanoid with Avian Feet (Bird)
11	Equine Lower Body (+20 base speed, 2 attacks, 1d4 Natural Weapon, 20 crit. x2)

12	Antelope Lower Body (deer/gazelle, +30 base speed, 1 attack, 1d4 Natural Weapon, 19-20 crit. x3)
13	Humanoid with Hair replaced by Flowers if female, Leaves if male
14	Cricket/Grasshopper Lower Body (will always possess dragonfly wings, Perfect, 120 feet, Jump +20)
15	Piscean Lower Body (Fish) (will always possess Water Domain)
16	Six Humanoid Arms (Extra Standard Action per round, +1 CR)
17	Humanoid Body with Goat-Like Horns on Head (Improved Bull Rush)
18	Entire Body Quadruped with Paws (+10 base speed, 2 attacks, 1d6 Natural Weapon, 19-20 crit x2)
19	Entire Body Quadruped with Hooves (+20 base speed, 2 attacks, 1d4 Natural Weapon, 20 crit x2)
20	Avian Lower Body (will possess Bird-Like Wings, Good, 100 feet)

**Table 1-4**

**Size:** Vast ranges exist. (1d6)

**TABLE 1-4 SIZE**

1-2	Medium
3-4	Small (+1 AC, -2 strength, +2 dexterity)
5	Tiny (+2 AC, -4 strength, +4 dexterity)
6	Large (-1 AC, +2 strength, 10/10 feet reach)

**Table 1-5**

**Wings:** All sorts are possible. (1d6)

**TABLE 1-5 FEY ATTRIBUTE**

1-2	No wings
3-4	Butterfly/Moth wings
5	Avian wings (Bird)
6	Dragonfly wings

**Table 1-6**

**Bond:** Some fey are infused with some natural force or element that defines them and their role in nature. Those that do gain a bond can use associated domain spells 1/day. Every two Hit Dice equals one domain spell level. Bonded Fey add +1 to their CR. (1d10)

**TABLE 1-6 BOND TABLE LISTING DOMAIN BONUS SPELLS**

1-3	No bond
4	Spring: Earth or Healing domains as bonus spells. +2 AC Natural Armor (Usually green or brown hair.)
5	Summer: Sun or Fire domains as bonus spells. Fire resistance 15 (Usually golden-yellow skin-color.)
6	Autumn: Trickery or Luck domains as bonus spells. +4 Dexterity (Hair-color mixed between red, gold, and orange.)
7	Winter: Air or Water domains as bonus spells. Cold resistance 15 (White hair, frost around eyes/mouth.)
8	Life: Animal or Plant domains as bonus spells. Natural Weapon increases by size: 1d3 (Tiny), 1d4 (Small), 1d6 (Medium), 1d8 (Large)
9-10	Fey is bound to a place: gains <i>true strike</i> 3/day within 5 feet of location, loses 1 Hit Dice every hour she is more than 1 mile from her bonded location (No change in CR)

**Domain Spells Chart For Bonded Fey:**

1-2 Hit Dice: 1st level	10-11 Hit Dice: 6th level
3-4 Hit Dice: 2nd level	12-13 Hit Dice: 7th level
5-6 Hit Dice: 3rd level	14-15 Hit Dice: 8th level
7-8 Hit Dice: 4th level	16-17 Hit Dice: 9th level
9-10 Hit Dice: 5th level	18+ Hit Dice: 2/day for each spell level

**Table 1-7**

**Hit Dice:** Fey gain d6 Hit Dice. Their base attack equals ½ their total Hit Dice; 1 minimum.

TABLE 1-7 HIT DICE

HIT DICE	SIZE
1-2	Tiny
3-4	Small
5-16	Medium
17-18	Large
19-20+	Huge

**\*For every 3 Hit Dice, add +2 Natural Armor bonus to AC.**

**Table 1-8**

**Spell-Like Abilities:** All Fey possess innate, magical powers, drawn from either the Bard Class list, the Druid Class list, or from the Enchantment, Transmutation, or Illusion schools. Roll to determine the number of spell levels total for choosing spell-like abilities. (1d12 = total number of spell-like abilities)

Highest spell level usable 1/day, others usable 3/day. More than 9 spells, add +1 to CR. All bonded Fey gain domain spells from the appropriate list, each usable once per day. The maximum level of the spell-like abilities selected correlates with Hit Dice. It is recommended to grant Fey with more than one spell in a certain school certain additional features described below – for storytelling effect. If this is desired, roll on Table 1-8 to narrow the focus of spell-like abilities. (1d8)

TABLE 1-8 FOCUS OF SPELL-LIKE ABILITIES

1-2	Druid Class List: Plants and blossoms may sprout wherever the Fey touches the ground.
3-4	Bard Class List: Soft music may be heard around the Fey; suppresses at will.
5	Enchantment School: The Fey, and recently touched objects may exhibit a soft glow.
6	Transmutation School: Occasionally, the Fey's anatomy may shift in subtle, temporary ways.
7	Illusion School: Eerie afterimages may follow the Fey's movement.
8	Fey gains Druid Spell Slots up to her Hit Dice (+1CR) *Caster level equals ½ Hit Dice + Cha. mod. + Wis. mod.

**Spell-Like Abilities Chart:**

1-2 Hit Dice: 1st level	10-11 Hit Dice: 6th level
3-4 Hit Dice: 2nd level	12-13 Hit Dice: 7th level
5-6 Hit Dice: 3rd level	14-15 Hit Dice: 8th level
7-8 Hit Dice: 4th level	16-17 Hit Dice: 9th level
9-10 Hit Dice: 5th level	18+ Hit Dice: 2/day for each spell level

**\*Caster level equals ½ Hit Dice + Cha. mod., + Wis. mod. Round down.**

**Fey Feats:** A suggested list of feats common to the Fey—

Alertness, Ability Focus, Deceitful, Improved Initiative, Combat Casting, Combat Reflexes, Dodge, Mobility, Persuasive, Precise Shot, Rapid Shot, Shot on the Run, Track

**Fey Skills:** Suggested list of likely skills—

Bluff, Diplomacy, Disguise, Escape Artist, Hide, Intimidate, Knowledge (Nature), Listen, Move Silently, Sense Motive, Spot, Swim

**Supernatural Attacks/Qualities:** Fey often possess unique abilities separate from spells and spell-like abilities. A Fey may not gain any more qualities than what is rolled. The DC to resist supernatural powers often depends upon Cha. or Con. All these abilities are supernatural in nature. Choose from the lists below.

Roll 1d6-1 for total number of supernatural attacks, and 1d4 for total number of supernatural qualities. Fey with more than 5 qualities/attacks gain a +1 CR. To add more qualities/attacks beyond 7, add +1 CR for each extra quality/attack. Note: Challenge Rating and Energy Resistance increases always stack, but Damage Reduction and Natural Armor does not.

**Table 1-9  
Supernatural Attacks**

TABLE 1-9 SUPERNATURAL ATTACKS

1	Song of Secrecy: All within a 150 ft. spread are affected as if by <i>major image</i> on failed save (DC is Cha. mod. + ½ Fey's Hit Dice)
2	Sleep Poison: As the spells, can be applied to weapons, lasts for 1d4 hours unless disturbed (Con. based DC)
3	Natural Weapon with Rending damage: two attacks using highest base attack bonus with 2d4 + Fey's Hit Dice as bonus damage
4	Blood Drain: 1d4 points of Constitution drained per round (Improved Grapple) Fey heals 5 hitpoints.
5	Ability Drain: Touch Attack (temporary)
6	Ability Drain: Touch Attack (permanent) (+1 CR)
7	Stunning Glance: As Nymph creature
8	Lullaby: Sleep effect with 150-foot spread (DC is Cha. + ½ Hit Dice)
9	Beguiling Song: As Harpy creature
10	Charm Person: Gaze Attack 30-feet
11	Dominate Person: Gaze Attack 30-feet (+1 CR)
12	Spell-Like Abilities: Gain 1d4 abilities from any one arcane school
13	<b>Polymorph Touch*</b> : New ability, see below (+1 CR)
14	Spell-Like Abilities: Gain 1d4 usable at will, at lowest spell-level (+1 CR)
15	Confusion: Gaze Attack 30-feet (+1 CR)
16	Fascinate: As Bard cantrip, DC is Cha. bonus + ½ Hit Dice
17	Forgetfulness: As <i>modify memory</i> spell, Touch Attack, can be applied to weapons as a poison
18	Flickering Ray: <i>Otto's irresistible dance</i> as Ranged Touch Attack
19	Sweet Breath: 30-foot cone, all living creatures make DC 10 + Fey's Con. mod. + ½ Hit Dice Fortitude save or fall asleep for 1d4 rounds (+1 CR)
20	<b>Lure of the Fey*</b> : New ability, see below (+1 CR)

\*For Special Attacks, DC is Modifying Attribute + ½ Hit Dice

**Table 1-10  
Supernatural Qualities**

TABLE 1-10 SUPERNATURAL QUALITIES

1	Damage Reduction 5/ iron
2	Unearthly Grace: Add Cha. mod. to savings throw bonuses
3	Frightening Aura: 30-feet as <i>fear</i> spell
4	Darkvision 60 ft.
5	Blinding Beauty: 30-foot radius aura as Nymph creature
6	Telepathy 100-feet, communicate with any creature with an intelligence score
7	Woodland Stride: As Druid class skill
8	Amphibious: Survive on land or water
9	Energy Resistance 5 (Any one type)
10	Damage Reduction 10/ iron (+1 CR)

11	Regeneration (+1 CR)
12	Spell Resistance 11 + fey's Hit Dice (+1 CR)
13	Natural Armor +8 (+1 CR)
14	Energy Resistance 10 (Any one type) or Resistance 5 (Any two types) (+1 CR)
15	<b>Summon Wealth*</b> : New ability, see below
16	Fast Healing 3/round
17	Dazzling Beauty: 30 ft. radius (-1 to all attacks while within radius)
18	Alternate Form: Humanoid form only
19	Trackless Step: As Druid class skill
20	Immortality: Fey re-spawns when killed in 1d4 hours unless slain by iron (+1 CR)

\*DC is Cha. Based + ½ Hit Dice (unless otherwise noted)

### **Descriptions of New Creature Features (Special Qualities/Attacks)**

**Lure of the Fey:** If the Fey has the ability to *charm* or *dominate* a humanoid, they can place a *geas/quest* on mortal victims of the opposite sex as the spell. This power only works on those already under a mind-affecting compulsion of the Fey – who will be filled with an emotional attachment to the Fey and be placed under a *lesser geas* to fulfill the Fey's whims. The victim must be *charmed* or *dominated*, and must be of the opposite sex of the Fey. This supernatural ability can be used 1/day.

**Polymorph Touch:** As a touch attack, the Fey can transform any animal or humanoid into another animal or humanoid of equal, or any smaller size. The DC to resist is a Fortitude save of DC 10 + the Fey's Cha. mod. The duration of the transformation is 1d4 days, and this supernatural ability can be used 3/day. Some Fey will keep their victims polymorphed by using this power before the duration expires, leading to tales of permanent transformations into animals.

**Summon Wealth:** The Fey can summon 2d20 gold pieces from random locations on the Material Plane once per day as a free action. Some accumulate this money into great pots of wealth. Most Fey care little for mortal luxuries, and despite ardent efforts, mortal spellcasters are unable to duplicate this supernatural effect.

# Fleurette

## Tiny Fey

**Hit Dice:** 1d6+2 (5 hp)

**Initiative:** +5

**Speed:** 20 ft.

**AC:** 20 (+5 Dex, +2 size, +3 deflection), touch 20, flat-footed 15

**Base Attack/ Grapple:** +0/-9

**Attacks:** Dagger +5 melee, dagger 1d4-1, Bow 1d3-1

**Space/Reach:** 2-½ ft./0 feet

**Special Attacks:** Spell-like abilities

**Special Qualities:** Contact poison, damage reduction 10/iron, darkvision 60ft., fast healing 3/round, floral symbiosis (bond), polymorph touch, swarm traits (½ damage slash/pierce), unearthly grace, woodland stride

**Saves:** Fort +5\*, Ref +10\*, Will +6\*

**Abilities:** Str 8, Dex 20, Con 14, Int 12, Wis 14, Cha 17

**Skills:** Bluff +7, Diplomacy +7, Knowledge (Nature) +5, Listen +6, Move Silently +9, Perform +7, Spot +4,

**Feats:** Weapon Finesse

**Climate/Terrain:** Any temperate

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always chaotic good

**Advancement:** 1-4 HD (tiny)

*It appears that the flower is dancing; in fact it is a very small, slender woman, of human proportions, though in height she does not even rise above your boots. She has a pink blossom on her head, where her hair should be, and her elfin features are tiny and delicate, yet much like those of a humanoid female in the full flower of her beauty.*

The Fleurette is a tiny, seemingly helpless fairy creature symbiotically linked with a patch of flowers. Despite their benign appearance, they are exceedingly difficult to kill and employ potent spell-like abilities in defense of their Patch. They are essentially good, and are helpful sources of information for those that respect and flatter their appearance.

The Fey are exceedingly vain, attempting their fascinate ability on any intelligent creature within sight – and this vanity often brings them trouble, for most humanoids would simply pass by the patch of flowers, until they realize a Fleurette lives among them.

Among the Good, Fleurettes can be sources of needed healing. They are also capable of magic that enlarges themselves, while using a spell that shrinks others, so that intimacies can be exchanged on more even footing. Fleurettes are highly prized by Kings and the very wealthy for the beauty they bring to any garden, but the risks of confining such a creature is tremendous. But when her own self-aggrandizement attracts enemies, she has means to repel them.

## COMBAT

Fleurettes will use *fascinate* to draw attention to either themselves or a nearby flower they may have danced upon, those that smell her flowers are subject to an inhalation poison, this makes them more vulnerable to her Stunning Glance. If attacked by multiple targets use their Entangle ability quickly, followed by *color spray*. If an evil creature desires to slay one, it is best to attack the flowers directly, for the Fleurette is highly resistance to normal damage, and can transform into a swarm of tiny butterflies when struck, further frustrating attackers.

**Floral Symbiosis: (Su)** While her life-force is bound to one flower, the Fleurette can transfer her life-force to any flower within 60-feet as a Movement action. She dies within 1 hour if she is more than a mile away from her bonded flower. Within 5 feet of it, she can cast *truestrike* 3/day. Caster level 1st.

**Polymorph Touch: (Su)** When threatened, (or insulted) A Fleurette can deliver a touch attack 3/day that will transform any animal or humanoid into a healthy, delicate flower. The creature becomes an object, with hardness 0, hitpoints 2. The DC to resist is Fortitude 13. This transformation lasts 1d4 days, but the Fleurette often re-applies the attack if an evil enemy becomes an exceptionally beautiful blossom; Fleurettes feel that

for many evil humanoids, this is a dramatic improvement. If she wishes, the Fleurette can use flowers created this way for her Floral Symbiosis.

**Spell-Like abilities:** 1/day—*charm person, color spray, cure light wounds, enlarge person, entangle, reduce person*. Caster level 6th.

**Swarm: (Su)** While appearing to be a woman of flesh and blood, a Fleurette is actually composed of a swarm of tiny butterflies bound together into a humanoid exterior. She temporarily dissipates when struck, allowing her to ignore ½ damage from piercing and slashing damage. She can enter any space passable by a creature using *gaseous form*. She cannot be grappled, pinned, or moved against her will, except by an effect that could confine a *gaseous form*.

**Sweet Breath: (Ex)** The Fleurette can lace any flower she touches with an intoxicating scent that induces a crippling euphoria in mortal targets. Those that smell any flower applied with this ability fall asleep for 1d4 rounds. The Fleurette can launch this attack as a Breath Weapon in a 30-foot cone, Fortitude DC 13.

**Unearthly Grace: (Su)** A Fleurette adds her Cha. modifier to all her saves, and as a deflection bonus to her AC.

# Man Hopper

## Medium Fey (Animal Bond)

**Hit Dice:** 5d6+6 (21 hp)

**Initiative:** +4

**Speed:** 30 ft./ Flight: 120 ft. Perfect

**Armor Class:** 16 (+4 Dex, +2 Natural), touch 14, flat-footed 12

**Base Attack/Grapple:** +3/+5

**Attack:** Barbs +5 melee (1d4+2)

**Full Attack:** Barbs +5 melee (1d4+2), or Spear +6 Melee (1d8+2)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Natural weapons, spell-like abilities

**Special Qualities:** Standard fey qualities, alternate form (humanoid), blood drain, immortality, sleep poison, spell-like abilities

**Saves:** Fort +3, Ref +8, Will +13

**Abilities:** Str 14, Dex 18, Con 14, Int 10, Wis 10, Cha 16

**Skills:** Bluff +9, Craft (Sculpture) +9 Diplomacy +8, Disguise +5, Escape Artist +8, Listen +8, Speak Language: Common, Spot +3, Survival +2

**Feats:** Fly-By Attack, Hover

**Environment:** Temperate

**Organization:** Scout or Swarm, 30-100-1,000

**Challenge Rating:** 4

**Treasure:** Double standard (artwork only)

**Alignment:** Always chaotic evil

**Advancement:** 3-6 Hit Dice (Small), 7-10 Hit Dice (Medium)

**Level Adjustment:** –

*The Great buzzing din in the skies is not truly a swarm of locusts —or is it? The creatures from afar seem to be gigantic grass-hoppers, as large as men; or in this case women. Yet instead of an insect's head, there rises from the creature the belly, torso, arms and head of an amazingly attractive humanoid female. Her hair is wild and green, yet her elegant eyes and delicate features are contorted in an ictus of murderous rage. The beautiful, awful fairy notches an arrow...*

The Fey known as Man Hoppers have proudly embraced the derogatory title, and the role that comes with it – that of the locusts of mankind. As normal locusts prey upon vegetation, Man Hoppers prey upon men themselves. Periodically, these horrible, spiteful fairies fly forth in great swarms from the deep woods, setting upon rural villages and feasting upon all that dwell there.

Part of the reason for the Man Hoppers undying hatred of civilization and the civilized is that while they are Fey, their existence depends upon humanoids. The only food that can nourish a Man Hopper is the fresh blood of mortal men. Their all-female species cannot replace numbers lost in war and violence without capturing mortal men as breeding stock. Their feelings of superiority, combined with these limitations produce a great bitterness.

The culture of the Man Hoppers reflects this anger; they are great artists and sculptors, their themes invariably dealing with the downfall of civilization, and wholesale slaughter of humanoids. They prepare sumptuous, yet horrific viands from the fingers, eyes, and organs of their mortal victims, though they cannot survive without fresh blood. The only reason they do not attack more often is that the chaotic creatures have difficulty organizing around any single leader, and even when they do, powerful lieutenants are needed to hold the Swarm together; almost any endeavor begun by Man Hoppers dissolves into murderous treachery.

They are often more successful alone. Using their supernatural powers to transform themselves into young women, they travel freely, gaining tactical information about communities to raid, and using feminine charms to dupe foolish mortals into breeding the next generation of Man Hoppers, and their own destruction. These horrors can grow to be a terrible menace; and thanks to unwitting men, they breed almost as fast as the insects they resemble. Mortal men come to regret such liaisons, for the unspeakably cruel fairies take sadistic delight in returning with their sisters in force, and slaying their former lovers; to avenge their pride at depending upon mortals for survival.

## COMBAT

Man-Hoppers prefer to travel in great swarms as they boil forth from their sylvan lairs to lay waste to civilization. They begin with their *invisibility* spell, so that even while their swarm might be heard, witnesses will not be certain of the danger as the invisible fairies fly forth to despoil their target. They arrange themselves above the village of their choosing, and fire their sleep-poisoned arrows at the people below. Those mortal men that survive both the arrow-wounds, and resist the sleep magic are hunted relentlessly in efforts to capture them alive, for these men are considered the heartiest breeding stock. The remainder of the victims are usually drained on the spot, for their blood does not long provide nourishment if stored.

**Alternate Form (Su):** Man-Hoppers infiltrate communities by using a variant of Polymorph Self, but limited only to female humanoid shapes. They can be either medium or small-sized. In larger cities, some remain in their guises as women for years at a time, working lies and exulting in treachery.

**Blood Drain (Ex):** Man-Hoppers cannot survive unless they consume the fresh blood of mortal men. To sustain themselves, Man-Hoppers often attack their humanoid prey, attempting to drain their blood while the target still lives. When doing so, they make a grapple check as though they possessed the Improved Grapple feat, if successful, tiny fangs extract large volumes of blood from the victim, resulting in the loss of 1d4 points of constitution each round until the Man-Hopper is removed. They cannot use Improved Grapple in any other attack.

**Immortality (Ex):** Even more insidious, the unprepared have little hope of true victory against a Man-Hopper swarm. Even when slaughtered utterly, or disintegrated, their magical nature causes them to rematerialize, returning to life in 1d4 hours, unless killed by iron weapons.

**Sleep Poison (Ex):** Man-Hoppers naturally produce a poison that induces sleep in humanoid targets. This poison can be applied to weapons, and is usually applied to shortbow ammunition. Anyone suffering damage from a Man-Hopper's natural weapon, or her arrows must succeed at a DC 13 fortitude save or fall asleep for 1d4 hours unless disturbed.

**Spell-Like Abilities:** 3/day—*faerie fire* 1/day, *invisibility*, *sleep*. Caster level 4th.

# Cacanaugh

## Medium Fey (Autumn Bond)

**Hit Dice:** 14d6 +28 (70 hp)

**Initiative:** +6

**Speed:** 30 ft.

**Armor Class:** 24 (+6 Dex, +8 natural), touch 16, flat-footed 18

**Base Attack/Grapple:** +7/+10

**Attack:** Longsword +10 melee

**Full Attack:** Longsword +10/+5melee

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Domination gaze, lure of the fey\*, song of secrecy, Wis. drain, spell-like abilities

**Special Qualities:** Damage reduction 10/cold iron, immortality, spell resistance 25

**Saves:** Fort +5, Ref +13, Will +7

**Abilities:** Str 16, Dex 22, Con 14, Int 15, Wis 10, Cha 24

**Skills:** Climb +11, Hide! +16\*, Move Silently +12, Spot +9

**Feats:** Improved Initiative, Weapon Finesse, Weapon Focus (Longsword)

**Environment:** Rural

**Organization:** Solitary

**Challenge Rating:** 15

**Treasure:** Goods, Artwork, (double standard)

**Alignment:** Always chaotic neutral

**Level Adjustment:** –

*The man is both dashing and roguish, wearing a sterling outfit of mail and weapons, which suggests a refined martial training, yet with no indication of military hierarchy. His features are smooth and refined, his hair blond with a shock of auburn red – yet his twinkling eyes seem to conceal an air of barely restrained mischief.*

The Cacanaugh is among the more powerful of the Fey, with predilections and abilities that make them terribly menacing to most humanoid settlements, unintentionally of course. They are creatures obsessed with fame, adoration, and the approval of a society or culture. Among the capricious fey, many of which possess extensive magical powers, any such adulation is as scarce as an elven coal-miner.

Invariably, Cacanaugh are irresistibly drawn to those creatures that can and will give them the praise they rightly deserve – mortals. And mortals typically revere no one so much as the person that has saved them from great peril, and if no such peril is immediately in evidence, the Cacanaugh has no qualms about creating it. Their preferred tactic is to find a rural village where a wedding is imminent; and if the bride is a comely lass, the Cacanaugh will use his *shadow conjuration* ability to menace the settlement with horrific monsters, totally disrupting the ceremony. They prefer only to kill those who seem armed and capable, so that the people will be ever more desperate for defenders. The comely mortal bride is spirited away by the magical phantasms, usually without inflicting much harm to the groom. But the Cacanaugh has no regrets over mortals accidentally slain by its faux onslaughts; their deaths only make the people appreciate a hero all the more.

Clever illusions will create a false prison of deadly dangers to hold the bride in place whilst the Cacanaugh presents himself as the salvation of the people. They have little use or interest in money, but they enjoy beautiful gifts; and most of all, they yearn for the adulation of the populace. The refusal of money for their services often further endears them to the people they have threatened. Soon enough, the damsel will be 'rescued', then charmed, then the Cacanaugh will use its *lure of the fey* ability to ensure the love of the mortal female. Children born from the inevitable union are always Cacanaugh. Even if all goes well, and the bride is safely returned, she will lose all interest in her husband, and waste away with tragic yearning for her fairy lover, who may or may not return.

## COMBAT

The Cacanaugh prefers to use summoned minions for heavy fighting, and will always use *shadow conjuration* to disrupt a wedding ceremony. He may cast *alter self*, to disguise himself as some orc, or some

despicably ugly warlord. After a comely mortal bride is safely in hand, it will use its *song of secrecy* ability to create illusions in the terrain both to hinder the woman's escape and to confound pursuers.

When pressed by meddlesome adventurers that do not recognize his true glory, the Cacanaugh will attempt to *dominate* his enemies should they close in. He will employ a variety of deceptive spell-like abilities such as *invisibility* and *confusion* from afar. If these measures fail, he wades into melee, for his longsword can be used for his *Wis. drain* attack, lowering the will saves of his enemies. He will then attempt to *dominate* a weakened enemy again, all the while singing a glorious ballad of valor and courageous victory. Should this tactic fail, he will attempt to flee for the fairy creature has no true desire to perish in battle.

**Domination Gaze (Su):** The Cacanaugh can attempt to *dominate* any humanoid within 30 feet as a standard action. The DC to resist is 24. This is a supernatural ability.

**Lure of the Fey (Su):** Once a target, usually a comely mortal woman, has been dominated, the Cacanaugh can make a touch attack, imposing the *Geas/Quest* effect on a female target. While there is normally no save for the spell, the Cacanaugh can only use it on those that he has dominated. Most often, the Cacanaugh gazes deeply into the woman's eyes (using *dominate person*), then inflicts the *Geas/Quest* with a kiss while promising his eternal devotion. The command is usually open-ended, such as: 'Love me forevermore,' or perhaps: 'Forsake your husband and family for me.' The *Geas* may make impossible demands upon the mortal; and more than one rescued bride has rejected her husband, withering away from the effects of the spell in furtive yearning for the fey's affection. Female rangers and druids are in great danger from such a creature, who will certainly attempt to compel female enemies to fall in love with him to save himself. This supernatural ability can be used 1/day.

**Song of Secrecy (Su):** The Cacanaugh can sing an enchanted melody as a free action. Those that fail a DC 24 will save will be subject to the effects of *Major Image*, and will perceive whatever terrain the Cacanaugh desires. If affected, the voice of the fey will be disguised as some ambient sound appropriate to the illusory setting. The Cacanaugh will pretend to be a villainous creature, capture a maiden, and use this ability when traveling to ensure that she will not know her way back to the village. This supernatural ability can be used at will, to a range of 150 feet.

**Spell-Like Abilities:** At will—*confusion, disguise self, dominate person, false vision, freedom of movement, invisibility, mass hold person, mislead, nondetection, polymorph any object, screen, shadow conjuration, song of discord* 1/day, *summon nature's ally IV* 1/day. Caster level 14th.

**Wis. Drain (Su):** The Cacanaugh may make a touch attack, or use his longsword to drain 1d4 Wis. points from an opponent that fails a DC 24 will save. This drain is permanent unless reversed with a *restoration* spell or effect.