

Cait Sith Family

Cait Sith (CR 4)

This fairy takes the form of a cat and uses blind and silence on its foes, making it the worst nightmare of all who rely on physical attacks and spells.

XP 1,200

N Medium Fey

Init: +7; **Senses** Low-light vision; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +3 natural, +1 dodge)

hp 28 (5d6+10)

mp 11

Fort +3, **Ref** +7, **Will** +6

Weakness Water

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee Quarterstaff +2 (1d6)

Special Attacks Telekinetic

Spells Known (FC CL 5th [7th for enfeebling]; concentration +9 [+11 for enfeebling])

At will (DC 16) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – Blind, Charm, Mage Armor, Sleep, Wind Armor

2nd (DC 18) – Darkness, Grace, Poison, Silence, Wall Climb

STATISTICS

Str 10, Dex 16, Con 14, Int 18, Wis 14, Cha 10

Base Atk +2; **CMB** +2; **CMD** 15

Feat Combat Casting, Dodge, Improved Initiative

Skill Acrobatics +8, Escape Artist +8, Perception +7, Sense Motive +7, Use Magic Device +9

Gear quarterstaff, top hat;

Languages Common, Mithran, Sylvan + 3 more

SQ Enfeebling Arts

SPECIAL ABILITIES

Enfeebling Arts (Ex)

All enfeebling spells' effects are increased by a +2 penalty of the appropriate type.

All enfeebling spells' durations are increased by 2.

All enfeebling spells' caster level are increased by 2.

The caster level checks made to overcome a creature's spell resistance is increased by 2 for enfeebling spells.

Telekinetic (Su)

The touched items levitate in your space for 1 round per level or discharged. When you cast the spell and once per round thereafter, you can launch one item weighing up to 5 lbs. at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if

a bolt), a halfling sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl (if an atlatl dart), or a pistol (if a firearm bullet). A firearm pellet launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence or Charisma modifier (whichever is higher) in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to the higher of your Intelligence and Charisma modifiers. The spell is discharged when all touched items have been launched. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Greater Cait (CR 9)

A cat fairy who turned evil due to human society's negative influence. It raises its allies' strength with the power of money, and can hinder enemies with his enfeebling spells.

XP 38,400

NE Medium Fey

Init: +7; **Senses** Low-light vision, Greedy Feedback 120 ft.; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 Dex, +5 natural, +1 dodge)

hp 56 (10d6+20)

mp 45

Fort +5, **Ref** +10, **Will** +10

Weakness Water

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +1 Quarterstaff +6 (1d6+1)

Special Attacks Pay to Play, Telekinetic

Spells Known (FC CL 10th [13th for enfeebling]; concentration +15 [+18 for enfeebling])

At will (DC 16) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) –Blind, Charm, Mage Armor, Sleep, Wind Armor

2nd (DC 18) –Darkness, Grace, Poison, Silence, Wall Climb

3rd (DC 19) –Barrier, Blindga, Dispel, Haste, Immobilize, Infect, Slow

4th (DC 20) –Dazera, Disable, Frog, Mini, Poisonsga, Silencega, Statue, Stoneskin

5th (DC 21) –Blindja, Icy Prison, Infectga, Mass Immobilize, Poisonja, Sleepja

STATISTICS

Str 10, Dex 16, Con 14, Int 20, Wis 16, Cha 10

Base Atk +5; **CMB** +5; **CMD** 18

Feat Bouncing Spell, Combat Casting, Disruptive Spell, Dodge, Improved Initiative

Skill Acrobatics +13, Escape Artist +13, Perception +13, Sense Motive +13, Use Magic Device +15

Gear quarterstaff +1, top hat, 5000 gil;

Languages Common, Mithran, Sylvan + 4 more

SQ Enfeebling Arts, Greedy Feedback

SPECIAL ABILITIES

Enfeebling Arts (Ex)

All enfeebling spells' effects are increased by a +3 penalty of the appropriate type.

All enfeebling spells' durations are increased by 3.

All enfeebling spells' caster level are increased by 3.

The caster level checks made to overcome a creature's spell resistance is increased by 3 for enfeebling spells.

Greedy Feedback (Ex)

The greater cait smell the gil on his opponents. He'll usually target the person with the most gil and for every 1000 gil his opponent has increase his physical damage and attack bonus by 1.

Pay to Play (Ex)

The greater cait can pay an ally gil to increase their physical and magical damage by 1 (Max 3) per 1000 for 5 rounds.

Telekinetic (Su)

The touched items levitate in your space for 1 round per level or discharged. When you cast the spell and once per round thereafter, you can launch one item weighing up to 5 lbs. at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if a bolt), a halfling sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl (if an atlatl dart), or a pistol (if a firearm bullet). A firearm pellet launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence or Charisma modifier (whichever is higher) in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to the higher of your Intelligence and Charisma modifiers. The spell is discharged when all touched items have been launched. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

White Cait (CR 11)

A cait sith who learned white magic after much grueling study. It has mastered a variety of spells, including those for recovery, aid and attack.

XP 12,800

NE Medium Fey

Init: +8; **Senses** Low-light vision, Greedy feedback 120 ft.; Perception +19

DEFENSE

AC 22, touch 15, flat-footed 17 (+4 Dex, +7 natural, +1 dodge)

hp 88 (14d6+42)

mp 71

Fort +9, **Ref** +13, **Will** +14

Weakness Water

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +1 Quarterstaff +8 (1d6+1)

Special Attacks Pay to Play, Telekinetic

Spells Known (FC CL 14th [18th for healing]; concentration +19 [+23 for healing])

At will (DC 16) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – Charm, Cure, Heal, Mage Armor, Sleep, Wind Armor

2nd (DC 18) – Cure II, Grace, Healara, Silence, Wall Climb

3rd (DC 19) – Barrier, Blindga, Cura, Cure III, Dispel, Haste, Healaga, Immobilize, Renew, Slow

4th (DC 20) – Dazera, Disable, Esuna, Hold, Holy, Silencega, Stoneskin

5th (DC 21) – Blindja, Curaga, Mass Immobilize, Renew II, Sleepja

6th (DC 22) – Auto-Cure, Esunaga, Hastega, Holy II, Silenceja, Slowga

7th (DC 23) – Greater Esuna, Full-Cure, Renew III

STATISTICS

Str 10, Dex 18, Con 16, Int 20, Wis 20, Cha 10

Base Atk +7; **CMB** +7; **CMD** 21

Feat Artful Dodge, Bouncing Spell, Combat Casting, Disruptive Spell, Dodge, Great Fortitude, Improved Initiative

Skill Acrobatics +18, Escape Artist +18, Perception +19, Sense Motive +19, Use Magic Device +19

Gear quarterstaff +1, top hat, 7000 gil;

Languages Common, Mithran, Sylvan + 3 more

SQ Greedy Feedback, Healing Arts

SPECIAL ABILITIES

Healing Arts (Ex)

All healing spells are increased by a 4 extra dice of the appropriate type.

All healing spells' durations are increased by 4 if they have one.

All healing spells' caster level are increased by 4.

The caster level checks made to overcome a undead's spell resistance is increased by 4 for healing spells.

Greedy Feedback (Ex)

The white cait smell the gil on his opponents. He'll usually target the person with the most gil and for every 1000 gil his opponent has increase his physical damage and attack bonus by 1.

Pay to Play (Ex)

The white cait can pay an ally gil to increase their physical and magical damage by 1 (Max 4) per 1000 for 7 rounds.

Telekinetic (Su)

The touched items levitate in your space for 1 round per level or discharged. When you cast the spell and once per round thereafter, you can launch one item weighing up to 5 lbs. at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if a bolt), a halfling sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl (if an atlatl dart), or a pistol (if a firearm bullet). A firearm pellet launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence or Charisma modifier (whichever is higher) in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to the higher of your Intelligence and Charisma modifiers. The spell is discharged when all touched items have been launched. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Black Cait (CR 16)

A cait sith who studied under a legendary feline necromancer. This master of necromancy uses fear to strike dread into its foes and death to instantly strike them dead.

XP 76,800

NE Medium Fey

Init: +8; **Senses** Low-light vision, Greedy Feedback 120 ft.; Perception +23

DEFENSE

AC 26, touch 17, flat-footed 21 (+4 Dex, +9 natural, +1 dodge, +2 deflect)

hp 126 (18d6+72)

mp 113

Fort +10, **Ref** +15, **Will** +16

Weakness Water

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +2 Quarterstaff +11 (1d6+2)

Special Attacks Pay to Play, Telekinetic

Spells Known (FC CL 18th [23th for dark spells]; concentration +24 [+29 for dark spells])

At will (DC 16) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – Bone Armor, Dark, Dread, Enfeeblement, Fear

2nd (DC 18) – Bone Shield, Dark II, Death Armor, Poison, Wound

3rd (DC 19) – Bio, Dark III, Darkra, Dispel, Infect, Mass Enfeeblement, Pain

4th (DC 20) – Bestow Curse, Contagion, Dark IV, Dread Spikes, Greater Fear, Poisonga, Woundra

5th (DC 21) – Biora, Darkga, Drain, Gloom, Infectga, Poisonja, Zombify

6th (DC 22) – Abyss, Aura of Terror, Dread Spikes II, Feeblemind, Greater Contagion, Greater Dispel, Rasp, Syphon, Woundga

7th (DC 23) – Bioga, Countdown, Drainra, Epidemic, Gloom II, Infectja, Mass Zombify

8th (DC 24) – Abyss II, Doom, Dread Spikes III, Greater Bestow Curse

9th (DC 25) – Bioja, Death, Drainga, Mass Feeblemind

STATISTICS

Str 10, Dex 18, Con 18, Int 20, Wis 20, Cha 22

Base Atk +9; **CMB** +9; **CMD** 23

Feat Artful Dodge, Bouncing Spell, Combat Casting, Disruptive Spell, Dodge, Great Fortitude, Improved Initiative, Silent Spell, Tenebrous Spell

Skill Acrobatics +22, Escape Artist +22, Perception +23, Sense Motive +23, Use Magic Device +23;

Gear quarterstaff +2, deathless top hat of rallying, ring of protection +2, 15000 gil;

Languages Common, Mithran, Sylvan + 3 more

SQ Death Arts, Greedy Feedback

SPECIAL ABILITIES

Dark Arts (Ex)

All dark spells are increased by a 5 extra dice of the appropriate type.

All enfeebling spells' durations are increased by 5.

All dark spells' caster level are increased by 5.

The caster level checks made to overcome a creature's spell resistance is increased by 5 for necromancer spells.

Greedy Feedback (Ex)

The black cait smell the gil on his opponents. He'll usually target the person with the most gil and for every 1000 gil his opponent has increase his physical damage and attack bonus by 1.

Pay to Play (Ex)

The black cait can pay an ally gil to increase their physical and magical damage by 1 (Max 6) per 1000 for 9 rounds.

Telekinetic (Su)

The touched items levitate in your space for 1 round per level or discharged. When you cast the spell and once per round thereafter, you can launch one item weighing up to 5 lbs. at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if a bolt), a halfling sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl (if an atlatl dart), or a pistol (if a firearm bullet). A firearm pellet launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence or Charisma modifier (whichever is higher) in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to the higher of your Intelligence and Charisma modifiers. The spell is discharged when all touched items have been launched. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Fairy Family

Sprite (CR 1/3)

This tiny creature looks like a humanoid with large wispy wings and long ears.

XP 135

CN Diminutive Fey

Init +3; Senses Detect evil, detect good, low-light vision; Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 4 (1d6)

mp 1

Fort +0, Ref +5, Will +2
DR 5/cold iron; Resist Holy 10
Weakness Shadow

OFFENSE

Speed 15 ft., Fly 60 ft. (perfect)
Melee Shortsword +7 (1d2-3/19-20)
Range Shortbow +7 (1d2-3/x3)
Space 2.5 ft.; Reach 0 ft.
Spells Known (FC CL 1st, Concentration +1)
At will (DC 10) – Dancing Lights, Daze, Holy Orb
1st (DC 11) – Color Spray, Cure, Light

STATISTICS

Str 5, Dex 17, Con 11, Int 10, Wis 11, Cha 11
Base Atk +0; CMB -7; CMD 6
Feats Weapon Finesse
Skills Escape Artist +7, Fly +21, Perception +4, Sense Motive +4, Stealth +19
Language Common, Sylvan
SQ Luminous
Gear Shortsword, Shortbow (10 arrows)

SPECIAL ABILITIES

Familiar

The master of a sprite familiar gains a +1 bonus on holy spell DCs.

Luminous (Ex)

A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if its wishes.

Farfadet (CR 1)

This tiny creature looks like a humanoid with large wispy wings and long ears.
XP 400
CN Tiny Fey
Init +3; Senses Detect evil, detect good, low-light vision; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 dex, +2 size)
hp 7 [12] (2d6)
mp 3
Fort +0, Ref +7, Will +5
DR 5/cold iron; Resist Holy 10
Weakness Shadow

OFFENSE

Speed 15 ft., Fly 60 ft. (perfect)
Melee Shortsword +7 (1d3-3/19-20)
Range Shortbow +7 (1d3-3/x3)
Space 2.5 ft.; Reach 0 ft.
Spells Known (FC CL 2nd, Concentration +4)
At will (DC 12) – Dancing Lights, Daze, Holy Orb
1st (DC 13) – Color Spray, Cure, Light

STATISTICS

Str 5, Dex 19, Con 11, Int 10, Wis 14, Cha 14
Base Atk +1; CMB +3; CMD 5
Feats Weapon Finesse
Skills Escape Artist +14, Fly +20, Perception +7, Sense Motive +6, Stealth +17
Language Common, Sylvan
SQ Luminous
Gear Shortsword, Shortbow (10 arrows)

SPECIAL ABILITIES

Luminous (Ex)

A farfadet naturally sheds light equal to that provided by a torch. A farfadet can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if its wishes.

Pixie (CR 4)

This small whimsical-looking creature darts about swiftly on wildly colored gossamer wings.
XP 1,200
CN Small Fey
Init +5; Senses Detect chaos, detect evil, detect good, detect law, low-light vision; Perception +10

DEFENSE

AC 18, touch 17, flat-footed 12 (+5 dex, +1 dodge, +1 natural, +1 size)
hp 19 (4d6+4)
mp 8
Fort +2, Ref +9, Will +7
Defensive Abilities Invisibility; DR 10/cold iron; Resist Holy 15; SR 15
Weakness Shadow

OFFENSE

Speed 20 ft., Fly 60 ft. (perfect)
Melee Shortsword +8 (1d4-2/19-20)
Range Longbow +8 (1d6-2/x3)
Space 5 ft.; Reach 5 ft.
Special Abilities Autumn Breeze
Spells Known (FC CL 4th, Concentration +7)

At will (DC 13) – Dancing Lights, Daze, Holy Orb
1st (DC 14) – Color Spray, Cure, Light
2nd (DC 15) – Blur, Cure II, Healara, Jitterbugs, Light II

STATISTICS

Str 7, Dex 21, Con 12, Int 16, Wis 16, Cha 16
Base Atk +2; CMB -1; CMD 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +10, Sense Motive +11, Stealth +16, Use Magic Device +10
Language Common, Sylvan
Gear Shortsword, Longbow (10 arrows)

SPECIAL ABILITIES

Autumn Breeze (Su)

3/day, a pixie surrounds herself in a reddish-green breeze that heals for 3d8+12 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Invisibility (Su)

This ability is constant, but the pixie can suppress or resume it as a free action. If they get hit or attack in any form they become visible for 1d4 rounds.

Zephyr Arrow (Su)

3/day, a pixie shoots out a green arrow towards her opponent within 60 ft. The pixie must make a ranged touch attack (+8), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 15 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Seelie (CR 6)

This small white whimsical-looking creature darts about swiftly on pink colored gossamer wings.

XP 2,400

CN Small Fey

Init +11; Senses Detect chaos, detect evil, detect good, detect law, low-light vision; Perception +14

DEFENSE

AC 22, touch 19, flat-footed 14 (+7 dex, +1 dodge, +3 natural, +1 size)

hp 39 (8d6+8)

mp 29

Fort +3, Ref +13, Will +12

Defensive Abilities Charmed Life, Invisibility; DR 10/cold iron; Resist Holy 15; SR 17

Weakness Shadow

OFFENSE

Speed 20 ft., Fly 60 ft. (perfect)

Melee Longsword +12 (1d6-1/19-20)

Range Longbow +12 (1d6-1/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Lethe Arrow, Spring Breeze, Zephyr Arrow
Special Abilities White Wind
Spells Known (FC CL 8th, Concentration +12)
At will (DC 14) – Dancing Lights, Daze, Holy Orb, Ghost Sound
1st (DC 15) – Color Spray, Cure, Heal, Light, Mage Armor, Silent Image
2nd (DC 16) – Blur, Cure II, Healara, Jitterbugs, Light II, Magic Mouth
3rd (DC 17) – Cura, Cure III, Dispel, Displacement, Light III, Lightra
4th (DC 18) – Esuna, Holy, Illusory Wall, Light IV

STATISTICS

Str 8, Dex 24, Con 13, Int 16, Wis 18, Cha 18
Base Atk +4; CMB +2; CMD 19
Feats Combat Casting, Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +16, Bluff +14, Escape Artist +16, Fly +22, Knowledge (nature) +14, Perception +14, Sense Motive +15, Stealth +20, Use Magic Device +14
Language Common, Sylvan
Gear Longsword, longbow, quiver (10 arrows)

SPECIAL ABILITIES

Charmed Life (Ex)

A seelie gains a +4 luck bonus on all saves against figment-based illusions and compulsion effects.

Invisibility (Su)

A seelie remains invisible even when it attacks. This ability is constant, but the seelie can suppress or resume it as a free action.

Lethe Arrow (Su)

1/day, a seelie shoots out a blue arrow towards her opponent within 60 ft. The seelie must make a ranged touch attack (+11), if it hits, the attack deals 8d6 points of wind damage and inflicts Silence status effect for 1d6 rounds (Will save DC 19 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

Spring Breeze (Su)

1/day, a seelie surrounds herself in a bluish-yellow breeze within a 30-ft.-radius. Creatures within the area of effect must make a Will save (DC 17) or be inflicted with Sleep status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

White Wind (Su)

1/day, a seelie summons a soft healing wind, healing herself and all nearby allies within 30 ft. for 4d6+15 points of damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

Zephyr Arrow (Su)

5/day, a seelie shoots out a green arrow towards her opponent within 60 ft. The seelie must make a ranged touch attack (+11), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Unseelie (CR 6)

This small black whimsical-looking creature darts about swiftly on purple colored gossamer wings.

XP 2,400

CN Small Fey

Init +11; Senses Detect chaos, detect evil, detect good, detect law, low-light vision; Perception +14

DEFENSE

AC 22, touch 19, flat-footed 14 (+7 dex, +1 dodge, +3 natural, +1 size)

hp 39 (8d6+8)

mp 29

Fort +3, Ref +13, Will +9

Defensive Abilities Charmed Life, Invisibility DR 10/cold iron; Resist Shadow 15; SR 17

Weakness Holy

OFFENSE

Speed 20 ft., Fly 60 ft. (perfect)

Melee Longsword +12 (1d6-1/19-20)

Range Longbow +12 (1d6-1/x3)

Space 5 ft.; Reach 5 ft.

Special Abilities Winter Breeze

Special Attacks Black Wind, Lethe Arrow, Zephyr Arrow

Spells Known (Black Mage/Illusionist CL 8th, Concentration +12)

At will (DC 14) – Dancing Lights, Dark Orb, Daze, Ghost Sound

1st (DC 15) – Color Spray, Dark, Enfeeblement, Mage Armor, Silent Image

2nd (DC 16) – Blur, Dark II, Darkness, Jitterbugs, Magic Mouth

3rd (DC 17) – Dark III, Darkra, Dispel, Displacement

4th (DC 18) – Dark Blight, Dark IV, Esuna, Illusory Wall, Shadow Step

STATISTICS

Str 8, Dex 24, Con 13, Int 18, Wis 16, Cha 18

Base Atk +4; CMB +2; CMD 19

Feats Combat Casting, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +16, Bluff +14, Escape Artist +16, Fly +22, Knowledge (nature) +15, Perception +13, Sense Motive +14, Stealth +20, Use Magic Device +14

Language Common, Sylvan

Gear Longsword, longbow, quiver (10 arrows)

SPECIAL ABILITIES

Black Waves (Su)

1/day, an unseelie spreads dark waves from herself. All creatures within a 30 ft.-radius must make a Reflex save (DC 17) for half damage or take 3d6+12 points of shadow damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

Charmed Life (Ex)

An unseelie gains a +4 luck bonus on all saves against figment-based illusions and compulsion effects.

Invisibility (Su)

An unseelie remains invisible even when it attacks. This ability is constant, but the unseelie can suppress or resume it as a free action.

Lethe Arrow (Su)

1/day, an unseelie shoots out a blue arrow towards her opponent within 60 ft. The unseelie must make a ranged touch attack (+12), if it hits, the attack deals 8d6 points of wind damage and inflicts Silence status effect (Will save DC 19 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

Winter Breeze (Su)

1/day, a unseelie surrounds herself in a blueish white breeze within a 30-ft.-radius. This spell functions like Greater Dispel except it only applies the area dispel effect to all the creatures within the area of effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

Zephyr Arrow (Su)

5/day, an unseelie shoots out a green arrow towards her opponent within 60 ft. The unseelie must make a ranged touch attack (+12), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Sidhe (CR 10)

This serene woman has pointed ears, flowing crimson hair, and colored gossamer wings. She wears an elegant dress and a crown of twigs.

XP 9,600

NG Medium Fey

Init +12; Senses Detect chaos, detect evil, detect good, detect law, low-light vision; Perception +17

DEFENSE

AC 29, touch 24, flat-footed 15 (+5 deflection, +8 dex, +1 dodge, +5 natural)

hp 89 (11d6+62)

mp 51

Fort +12, Ref +20, Will +17

Defensive Abilities Charmed Life, DR 10/cold iron; Resist Holy 15; SR 21

Weakness Shadow

OFFENSE

Speed 30 ft., Fly 60 ft. (perfect)

Melee +1 Longsword +14 (1d8+1/19-20) or Touch +13 (1d4 Cha damage)

Range +1 Longbow +14 (1d8+1/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Life Drain, Lethe Arrow, Zephyr Arrow

Special Abilities Angel Whisper, Summer Breeze, White Wind

Spells Known (FC CL 11th, Concentration +16)

At will (DC 15) – Dancing Lights, Daze, Holy Orb, Ghost Sound

1st (DC 16) – Color Spray, Cure, Heal, Light, Mage Armor, Silent Image

2nd (DC 17) – Blur, Cure II, Healara, Jitterbugs, Light II, Magic Mouth

3rd (DC 18) – Cura, Cure III, Dispel, Displacement, Light III, Lightra

4th (DC 19) – Esuna, Holy, Illusory Wall (DC 20), Light IV, Raise
5th (DC 20) – Bless, Curaga, False Pain (DC 21), Lightga, Persistent Image (DC 21)
6th (DC 21) – Arise, Holy II, Illusory Pit (DC 22), Mislead (DC 22), Veil (DC 22)

STATISTICS

Str 10, Dex 26, Con 18, Int 16, Wis 20, Cha 21

Base Atk +5; CMB +5; CMD 29

Feats Alertness, Combat Casting, Dodge, Improved Initiative, Persuasive, Quicken Spell (charm), Spell Focus (enchantment), Weapon Finesse

Skills Acrobatics +16, Bluff +15, Diplomacy +25, Escape Artist +17, Fly +19, Knowledge (arcana) +12, Knowledge (nature) +14, Perception +17, Sense Motive +18, Spellcraft +6, Stealth +17, Use Magic Device +15

Language Common, Sylvan; tongues

SQ change shape (any female humanoid), unearthly grace

Gear Longsword +1, longbow +1, quiver (20 +1 arrows)

SPECIAL ABILITIES

Angel Whisper (Su)

1/day, a sidhe heals herself or an ally by 3d6+12 points of damage and bestows Reraise status for 1d6 rounds upon their ally or self. Blue mages may learn this ability as a 7th level spell (Knowledge: Nature DC 29).

Charmed Life (Ex)

A sidhe gains a +4 luck bonus on all saves against figment-based illusions and compulsion effects.

Lethe Arrow (Su)

3/day, a sidhe shoots out a blue arrow towards her opponent within 60 ft. The sidhe must make a ranged touch attack (+13), if it hits, the attack deals 8d6 points of wind damage and inflicts Silence status effect (Will save DC 20 to negate) for 1d2 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Nature DC 25).

Summer Breeze (Su)

3/day, a sidhe surrounds herself in a yellowish-orange breeze that functions like Esuna. If there is no bad status effect to remove or fails to remove the status effect, then the caster gains Fast Healing 5 for 3 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Unearthly Grace (Su)

A sidhe adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

White Wind (Su)

3/day, a sidhe summons a soft healing wind, healing herself and all nearby allies within 30 ft. for 4d6+15 points of damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

Zephyr Arrow (Su)

A sidhe shoots out a green arrow towards her opponent within 60 ft. The sidhe must make a ranged touch attack (+13), if it hits, the attack deals 3d6 points of wind damage and knocks her opponent back 10 ft. (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Nature DC 19).

Leanan Family

Undine (CR 5)

A spirit in the form of a beautiful woman, often found near lakes and springs. Undine has no body of her own, and exists instead as the amalgamation of numerous smaller, feeble spirits. It is said that she attacks humans who pass by water in hopes of gaining a body of her own. There is also a legend that says Undine, beloved by humans, is capable of capturing souls, and stories of her stealing the hearts of young men can be heard all around the world.

XP 1,600

CN Medium Fey ([Water](#))

Init +4; Senses darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 17, flat-footed 15 (+2 deflect, +4 dex, +1 dodge, +3 natural)

hp 37 (6d6+18)

mp 14

Fort +6, Ref +11, Will +9

DR 10/magic; Immune critical hits, poison, sneak attacks, water; Strong Fire

Weakness Lightning

OFFENSE

Speed 30 ft., swim 120 ft.

Melee Slam +3 (1d6 plus 1d6 water damage)

Spells Known (FC CL 6th, Concentration +9)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – sleep, water

2nd (DC 15) – engulf II, silence, water II

3rd (DC 16) – sleepga, water III, watera

STATISTICS

Str 10, Dex 18, Con 16, Int 16, Wis 14, Cha 14

Base Atk +3; CMB +3; CMD 17

Feats Alertness, [Combat Casting](#), Dodge

Skills Acrobatics +13, Bluff +11, Escape Artist +13, Knowledge (arcana, nature) +12, Perception +11, Sense Motive +11, Spellcraft +12, Stealth +13

Languages Aquan, Sylvan, Undercommon

SQ Liquid Form

SPECIAL ABILITIES

Liquid Form (Su)

An undine is always in liquid form. She gains immunity to critical hits, poison, and sneak attacks. She also has DR/10 magic. She retains her own base speed, and her swim speed doubles to 120 feet.

Congeval Water (Su)

1/day, the undine can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 14) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Unearthly Grace (Su)

An undine adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Grief Witch (CR 9)

A spirit type beast that appeared in the land flooded with the memories of people. It indiscriminately drains the life force of any living thing it comes across. Made up of the memories of women once called witches, it is held together by their pain and regret. A mere lump of souls with nowhere to go, it now wanders around looking to feed off the emotions of those with the strong desire to preserve their own lives.

XP 6,400

CN Medium Fey ([Water](#))

Init +4; Senses darkvision 60 ft., low-light vision; Perception +15

Aura Aqua Dome (30-ft., water resistance reduction for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 22, touch 18, flat-footed 17 (+3 deflect, +4 dex, +1 dodge, +4 natural)

hp 63 (10d6+30)

mp 35

Fort +9, Ref +14, Will +12

DR 10/magic; Immune critical hits, poison, sneak attacks, water; Strong Fire

Weakness Lightning

OFFENSE

Speed 30 ft., swim 120 ft.

Melee Slam +5 (1d6 plus 1d6 water damage)

Spells Known (FC CL 10th, Concentration +14)

At will (DC 15) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – [sleep](#) (DC 15), [water](#)

2nd (DC 17) – [engulf II](#), [silence](#) (DC 16), [water II](#)

3rd (DC 18) – [sleepga](#) (DC 17), [water III](#), [watera](#)

4th (DC 19) – [frog](#) (DC 18), [silencega](#) (DC 18), [water IV](#)

5th (DC 20) – [drain](#) (DC 19), [drown](#), [sleepja](#) (DC 19), [waterga](#)

STATISTICS

Str 10, Dex 18, Con 17, Int 18, Wis 14, Cha 16

Base Atk +5; CMB +5; CMD 19

Feats Alertness, [Combat Casting](#), Dodge, Elemental Focus (water), Silent Spell

Skills Acrobatics +17, Bluff +16, Escape Artist +17, Knowledge (arcana, nature) +17, Perception +15, Sense Motive +15, Spellcraft +17, Stealth +17

Languages Aquan, Sylvan, Undercommon + 1 other (DM's choice)

SQ Liquid Form

SPECIAL ABILITIES

Aqua Dome (Su)

All creatures within a 30-foot radius from grief witch must make a DC 18 Will save or have their water resistance dropped by 5 for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same grief witch's aqua dome ability for 24 hours. The save DC is Charisma-based.

Congeval Water (Su)

The grief wight can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 15) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Liquid Form (Su)

A grief witch is always in liquid form. She gains immunity to critical hits, poison, and sneak attacks. She also has DR/10 magic. She retains her own base speed, and her swim speed doubles to 120 feet.

Unearthly Grace (Su)

A grief witch adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Leanan (CR 11)

A spirit that takes the form of a beautiful woman. It charms beasts and monsters alike with its eerie beauty, it lends them power, but in return slowly steals their life energy. Monsters which have been granted power by leanan are capable of breaking through powerful seals, so these are the natural foes to those who protect such seals.

XP 12,800

CN Medium Fey ([Fire](#))

Init +4; Senses darkvision 60 ft., low-light vision; Perception +32

Aura Lava Dome (40-ft., fire resistance reduction for 1d4 rounds, Will DC 21 negates)

DEFENSE

AC 23, touch 18, flat-footed 18 (+3 deflect, +4 dex, +1 dodge, +5 natural)

hp 98 (14d6+56)

mp 61

Fort +12, Ref +17, Will +15

DR 10/magic; Immune critical hits, death effects, poison, sneak attacks, fire; Strong Ice Weakness Water

OFFENSE

Speed 30 ft.

Melee Slam +7 (1d6 plus burn) or Touch +7 (1d2 Wis damage)

Special Attacks Burn (1d6 fire damage, DC 21), Healing Flame, Mesmerizing Voice

Spells Known (FC CL 14th, Concentration +18)

At will (DC 14) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 15) – fire, sleep (DC 14)

2nd (DC 16) – detonate II, fire II, silence (DC 15)

3rd (DC 17) – fire I, fire III, sleepga (DC 16)

4th (DC 18) – comet, fire IV, silencega (DC 17)

5th (DC 19) – burn, drain (DC 18), firega, sleepja (DC 18)

6th (DC 20) – cometra, flare, rasp (DC 19), silenceja (DC 19)

STATISTICS

Str 10, Dex 19, Con 18, Int 18, Wis 15, Cha 16

Base Atk +7; CMB +7; CMD 21

Feats Alertness, [Combat Casting](#), Dodge, Elemental Focus (fire), Greater Elemental Focus (fire), Silent Spell, Spell Penetration

Skills Acrobatics +20, Bluff +20, Escape Artist +20, Knowledge (arcana, local, nature) +20,

Perception +18, Sense Motive +18, Spellcraft +20, Stealth +20

Languages Aquan, Sylvan, Undercommon + 1 others (DM's choice)

SQ Liquid Form

SPECIAL ABILITIES

Burn (Ex)

A leanan deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Healing Flame (Su)

Once every 1d3 rounds as a standard action, Leanan manifests a scared flame beneath her foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals herself for half the damage dealt. The target must make a successful Fortitude save (DC 21) to take half damage and Leanan does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Lava Dome (Su)

All creatures within a 30-foot radius from leanan must make a DC 21 Will save or have their fire resistance dropped by 10 for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same leanan's lava dome ability for 24 hours. The save DC is Charisma-based.

Liquid Form (Su)

A leanan is always in liquid-lava form. She gains immunity to critical hits, poison, and sneak attacks. She also has DR/10 magic. She retains her own base speed.

Mesmerizing Voice (Su)

Leanan sings a mesmerizing song that charms all those nearby her. Creatures within 30 feet of leanan must make a Will save (DC 21) or be charmed for 1 minute. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Unearthly Grace (Su)

A leanan adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Yakshi (CR 15)

A spirit which has taken the shape of a beautiful woman. The yakshi follows the orders of its master whom it formed a blood pact with, and guards locations of great importance. They are famous for how they change in strength depending on its master's primary emotion. In particular, yakshis that form pacts with those who holds a grudge or bears deep hatred often exhibit powers greater than other yakshis, but because they all look alike, it is hard to tell how strong they are, so facing them without proper preparation is an unwise decision to make.

XP 51,200

CN Medium Fey ([Shadow](#), [Water](#))

Init +5; Senses darkvision 60 ft., low-light vision; Perception +23

Aura Dark Aqua Dome (40-ft., shadow and water resistance reduction for 1d4 rounds, Will DC 24 negates)

DEFENSE

AC 25, touch 20, flat-footed 20 (+4 deflect, +5 dex, +1 dodge, +5 natural)

hp 126 (18d6+72)

mp 99

Fort +15, Ref +21, Will +18

DR 15/magic; Immune critical hits, death effects, poison, sneak attacks, shadow, water; Strong Fire Weakness Lightning and Holy

OFFENSE

Speed 30 ft., swim 120 ft.

Melee Slam +9 (1d6 plus 1d8 [half shadow/water damage]) or Touch +9 (1d3 Wis damage)

Special Attacks Malediction, Mesmerizing Voice

Spells Known (FC CL 18th, Concentration +23)

At will (DC 15) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – dark, sleep (DC 15), water

2nd (DC 17) – dark II, silence (DC 16), water II

3rd (DC 18) – dark III, darkra, sleepga (DC 17), water III, watera

4th (DC 19) – dark IV, silencega (DC 18), water IV

5th (DC 20) – darkga, drain, drown, sleepja (DC 19), waterga

6th (DC 21) – [abyss](#), [flood](#), rasp, silenceja (DC 20)

7th (DC 22) – drainra, drown II, shadow blast

8th (DC 23) – [abyss II](#), [flood II](#)

STATISTICS

Str 10, Dex 20, Con 19, Int 20, Wis 15, Cha 18

Base Atk +9; CMB +9; CMD 24

Feats Alertness, [Combat Casting](#), Dodge, Elemental Focus (shadow, water), Empower Spell, Extend Spell, Silent Spell, Spell Penetration

Skills Acrobatics +24, Bluff +24, Escape Artist +24, Knowledge (arcana, local, nature) +24,

Perception +22, Sense Motive +22, Spellcraft +24, Stealth +24

Languages Aquan, Sylvan, Undercommon + 2 others (DM's choice)

SQ Liquid Form

SPECIAL ABILITIES

Congeval Water (Su)

The yakshi can surround a creature in a thin layer of magically viscous water. A target that fails the Reflex save (DC 24) becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Dark Aqua Dome (Su)

All creatures within a 40-foot radius from yakshi must make a DC 23 Will save or have their water and shadow resistance dropped by 10 for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same yakshi's dark aqua dome ability for 24 hours. The save DC is Charisma-based.

Liquid Form (Su)

A yakshi is always in liquid form. She gains immunity to critical hits, poison, and sneak attacks. She also has DR/15 magic. She retains her own base speed, and her swim speed doubles to 120 feet.

Malediction (Su)

1/day, a yakshi can release malevolence from within draining the health of all nearby enemies within a 30-ft.-radius spread. A yakshi deals 12d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 24) to negate the heal affect and take half damage. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Mesmerizing Voice (Su)

Yakshi sings a mesmerizing song that charms all those nearby her. Creatures within 30 feet of yakshi must make a Will save (DC 24) or be charmed for 1 minute. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Unearthly Grace (Su)

A yakshi adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Ainsel (CR 18)

A spirit that disguises itself as a beautiful woman. It favors strong-willed humans, devouring their souls for sustenance. As long as its victim's will is strong this spirit will attack both saints and villains indiscriminately. Apparently virtuous and evil emotions are equally nutritious when converted to energy. The more souls Ainsel consumes, the more powerful the spirit grows.

XP 153,600

CN Medium Fey ([Fire](#), [Ice](#), [Lightning](#), [Wind](#))

Init +5; Senses darkvision 60 ft., low-light vision; Perception +32

Aura Fiery Storm Dome (60-ft., fire, ice, lightning, and wind resistance reduction for 1d6 rounds, Will DC 29 negates)

DEFENSE

AC 28, touch 21, flat-footed 22 (+5 deflect, +5 dex, +1 dodge, +7 natural)

hp 218 (26d6+156)

mp 177

Fort +20, Ref +26, Will +24

Absorb fire, ice, lightning, wind; DR 15/magic; Immune critical hits, death effects, gravity, poison, sneak attacks; Strong Water

Weakness Earth

OFFENSE

Speed 30 ft., swim 120 ft.

Melee Slam +13 (1d6 plus 2d8 [quarter fire/ice/lightning/wind damage]) or Touch +13 (1d4 Wis damage)

Special Attacks Malediction, Mesmerizing Voice

Spells Known (FC CL 26th, Concentration +31)

At will (DC 17) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – aero, blizzard, fire, sleep (DC 16), [thunder](#)

2nd (DC 19) – aero II, blizzard II, fire II, silence (DC 17), [thunder II](#)

3rd (DC 20) – aera, aero III, blizzara, blizzard III, fira, fire III, sleepga (DC 18), [thundara](#), [thunder III](#)

4th (DC 21) – aero IV, blizzard IV, fire IV, silencega (DC 19), [thunder IV](#)

5th (DC 22) – aeroga, blizzaga, drain, firaga, freeze, shock, sleepja (DC 20), slice, [thundaga](#)

6th (DC 23) – [burst](#), flare, glacier, rasp, silenceja (DC 21), tornado

7th (DC 24) – burn II, drainra, freeze II, [shock II](#), slice II

8th (DC 25) – [burst II](#), flare II, glacier II, tornado II

9th (DC 26) – death, drainga

STATISTICS

Str 10, Dex 20, Con 22, Int 24, Wis 16, Cha 20

Base Atk +13; CMB +13; CMD 28

Feats Alertness, Combat Casting, Dodge, Empower Spell, Greater Spell Focus (dark, element), Greater Spell Penetration, Intensified Spell, Maximize Spell, Silent Spell, Spell Penetration, Spell Focus (dark, element)

Skills Acrobatics +34, Bluff +35, Escape Artist +35, Knowledge (arcana, local, nature) +36,

Perception +32, Sense Motive +32, Spellcraft +35, Stealth +35

Languages Aquan, Sylvan, Undercommon + 5 others (DM's choice)

SQ Liquid Form

SPECIAL ABILITIES

Fiery Storm Dome (Su)

All creatures within a 30-foot radius from ainsel must make a DC 29 Will save or have their fire, ice, lightning, and wind resistance dropped by 15 for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same ainsel's fiery storm aqua dome ability for 24 hours. The save DC is Charisma-based.

Liquid Form (Su)

An ainsel is always in liquid form. She gains immunity to critical hits, poison, and sneak attacks. She also has DR/15 magic. She retains her own base speed, and her swim speed doubles to 120 feet.

Malediction (Su)

An ainsel can release malevolence from within draining the health of all nearby enemies within a 30-ft.-radius spread. An ainsel deals 12d6 points of shadow damage and is healed by half of the total damage done unless those in the area must make a Fortitude save (DC 25) to negate the heal affect and take half damage. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Mesmerizing Voice (Su)

Ainsel sings a mesmerizing song that charms all those nearby her. Creatures within 30 feet of ainsel must make a Will save (DC 20) or be charmed for 1 minute. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Unearthly Grace (Su)

An ainsel adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.

Wisp Family

Wisp (CR 3)

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a glowing orb visible somewhere in its depths.

XP 800

N Small Fey (Non-element)

Init +5; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 18, flat-footed 12 (+1 deflect, +5 dex, +1 dodge, +1 size)

hp 14 [24] (4d6)

mp 8

Fort +0, Ref +9, Will +7

Defensive Abilities natural invisibility;

Immune magic;

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +8 touch (1d8 non-elemental damage)

Special Abilities Fiddle

Spells Known (FC CL 4th, Concentration +7)

At will (DC 13) – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – ruin

2nd (DC 15) – poison

STATISTICS

Str 1, Dex 20, Con 10, Int 15, Wis 16, Cha 14

Base Atk +2; CMB -4; CMD 11

Feats Dodge, Weapon Finesse

Skills Acrobatics +11, Bluff +5, Escape Artist +11, Fly +21, Perception +12, Stealth +15

Languages Aklo, Common

SPECIAL ABILITIES

Fiddle (Su)

1/day, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 14). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except ruin or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. If they get hit or attack in any form they become visible for 1d4 rounds.

Blue Wisp (CR 5)

A floating monster that emits a constant, eerie light. In more superstitious times, these wisps were thought to be souls of the dead, unable to move on from our plane, and were greatly feared. But we now know they are a subset of fairies. They do not require sustenance in the traditional sense but appear to absorb magic from the atmosphere to convert into energy. Wisps are very sensitive to magical vibrations and often swarm around powerful magic-users. Luckily it is quite easy to see them coming, given their radiant appearance.

XP 1,600

N Small Fey ([Water](#))

Init +7; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 21, flat-footed 13 (+2 deflect, +7 dex, +1 dodge, +1 size)

hp 25 (6d6)

mp 17
Fort +1, Ref +12, Will +8
Defensive Abilities natural invisibility; Immune magic;
Weakness Lightning

OFFENSE

Speed fly 50 ft.(perfect)
Melee Shock +10 touch (2d6 water damage)
Special Abilities Fiddle
Spells Known (FC CL 6th, Concentration +9)
At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)
1st (DC 14) – water
2nd (DC 15) – engulf II, water II
3rd (DC 16) – water III, watera

STATISTICS

Str 1, Dex 24, Con 10, Int 16, Wis 16, Cha 14
Base Atk +3; CMB -3; CMD 12
Feats Alertness, Dodge, Weapon Finesse
Skills Acrobatics +16, Bluff +8, Escape Artist +16, Fly +26, Perception +15, Stealth +20
Languages Aklo, Common

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 15). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except lightning related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. If they get hit or attack in any form they become visible for 1d4 rounds.

Green Wisp (CR 5)

A type of elemental which emits a sickly green light as it floats through the air. They often lead travelers astray deep in the forest, bobbing tantalizingly like the lanterns held aloft by fellow pilgrims. Green wisps are drawn to the life energy of humans and their light can have a soothing, almost hypnotic effect that makes their prey more malleable. When a loved one gets lost in the woods, only to be found some time later in a weakened daze, you can rightly assume that a green wisp is most likely to blame.

XP 1,600

N Small Fey ([Wind](#))

Init +7; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 21, flat-footed 13 (+2 deflect, +7 dex, +1 dodge, +1 size)

hp 25 (6d6)

mp 17

Fort +1, Ref +12, Will +8

Defensive Abilities natural invisibility; Immune magic;

Weakness Ice

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +11 touch (2d6 wind damage)

Special Abilities Fiddle

Spells Known (FC CL 6th, Concentration +9)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – aero

2nd (DC 15) – aero II, wind barrier

3rd (DC 16) – aera, aero III

STATISTICS

Str 1, Dex 24, Con 10, Int 16, Wis 16, Cha 14

Base Atk +3; CMB -3; CMD 12

Feats Alertness, Dodge, Weapon Finesse

Skills Acrobatics +16, Bluff +8, Escape Artist +16, Fly +26, Perception +15, Stealth +20

Languages Aklo, Common

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 15). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except ice related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. If they get hit or attack in any form they become visible for 1d4 rounds.

Red Wisp (CR 5)

A glowing red spirit that hangs in the air. From a distance, they are hard to tell apart from flames. Because of this, there appear to be many occurrences of humans panicking after mistaking them for fires. Once feared as the manifestations of the bad emotions of the deceased, wisps are now understood to be part of the fairy family. However, there is still much to be learned about their life cycle.

XP 1,600

N Small Fey ([Fire](#))

Init +7; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 21, flat-footed 13 (+2 deflect, +7 dex, +1 dodge, +1 size)

hp 25 (6d6)

mp 17

Fort +1, Ref +12, Will +8

Defensive Abilities natural invisibility; Immune magic;

Weakness Water

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +10 touch (2d6 fire damage)

Special Abilities Fiddle

Spells Known (FC CL 6th, Concentration +9)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – fire

2nd (DC 15) – burning arc, fire II

3rd (DC 16) – fire, fire III

STATISTICS

Str 1, Dex 24, Con 10, Int 16, Wis 16, Cha 14

Base Atk +3; CMB -3; CMD 12

Feats Alertness, Dodge, Weapon Finesse

Skills Acrobatics +16, Bluff +8, Escape Artist +16, Fly +26, Perception +15, Stealth +20

Languages Aklo, Common

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 15). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except water related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. If they get hit or attack in any form they become visible for 1d4 rounds.

Hitobosu (CR 8)

A sort of spirit that drifts through the air, emitting light. It lures victims to abandoned sites then attacks. There have been many cases where people, who found themselves lost, are found drained after mistaking these spirits as lights to a home. These spirits lack speed, so it is quite easy to run from them. In recent years, there have been sightings of these spirits floating through the air in rows.

XP 4,800

N Small Fey ([Lightning](#))

Init +13; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 24, flat-footed 14 (+3 deflect, +9 dex, +1 dodge, +1 size)

hp 37 (9d6)

mp 30

Fort +3, Ref +15, Will +9

Defensive Abilities natural invisibility; Immune magic;

Weakness Earth;

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +14 touch (2d8 lightning damage)

Special Abilities Fiddle

Spells Known (FC CL 9th, Concentration +12)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – thunder

2nd (DC 15) – defensive shock, thunder II

3rd (DC 16) – thundara, thunder III

4th (DC 17) – shock spikes, thunder IV

5th (DC 18) – shock, thundaga

STATISTICS

Str 1, Dex 29, Con 10, Int 16, Wis 16, Cha 14

Base Atk +4; CMB -2; CMD 17

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +19, Fly +29, Perception +18, Stealth +23

Languages Aklo, Common, Elvaan

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 16). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for

the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except earth related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Ruby (CR 8)

A spirit that drifts along in the air, shining a brilliant crimson. These spirits are found constantly separating and merging with other rubies. Their synchronized movement has long been a matter of discussion among researchers. They believe these spirits act in such a way to increase their numbers, but the truth is yet unknown. There have been many incidents where people were found drained after trying to touch them, seemingly mesmerized from their beautiful brilliance. Because of this, many places evacuate their people when they appear.

XP 4,800

N Small Fey ([Fire](#))

Init +13; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 24, flat-footed 14 (+3 deflect, +9 dex, +1 dodge, +1 size)

hp 37 (9d6)

mp 30

Fort +3, Ref +15, Will +9

Defensive Abilities natural invisibility; Immune magic

Weakness Water

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +14 touch (2d8 fire damage)

Special Abilities Fiddle, Healing Flame

Spells Known (FC CL 9th, Concentration +12)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – fire

2nd (DC 15) – burning arc, fire II

3rd (DC 16) – fire, fire III

4th (DC 17) – blaze spikes, comet, fire IV

5th (DC 18) – burn, firaga

STATISTICS

Str 1, Dex 29, Con 10, Int 16, Wis 16, Cha 14

Base Atk +4; CMB -2; CMD 17

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +19, Fly +29, Perception +18, Stealth +23

Languages Aklo, Common, Elvaan

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d2+1 rounds, the ruby's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The ruby creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 17). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Healing Flame (Su)

Once every 1d4 rounds as a standard action, Ruby manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 17) to take half damage and Ruby does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except water related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Shiranui (CR 8)

A fairy that floats around in the air giving off a white light. During the day it loiters around various places, preying on any humans it finds. Though the motive is unknown, they have been found gathering above the ocean from night to dawn. It is widely known that the ocean becomes choppy and tumultuous when shiranuis are found.

XP 4,800

N Small Fey (Non-element)

Init +13; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 24, flat-footed 14 (+3 deflect, +9 dex, +1 dodge, +1 size)

hp 37 (9d6)

mp 30

Fort +3, Ref +15, Will +9

Defensive Abilities natural invisibility;

Immune magic;

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +14 touch (2d8 non-elemental damage)

Special Abilities Fiddle

Spells Known (FC CL 9th, Concentration +12)

At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – ruin

2nd (DC 15) – poison

3rd (DC 16) – bio, dispel

4th (DC 17) – ruinra, poisonga

5th (DC 18) – poisonja

STATISTICS

Str 1, Dex 29, Con 10, Int 16, Wis 16, Cha 14

Base Atk +4; CMB -2; CMD 17

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +19, Fly +29, Perception +18, Stealth +23

Languages Aklo, Common, Elvaan

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 16). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except non-elemental related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

St. Elmo (CR 8)

A spirit that floats in the air, giving of a faint light. It is quite a sight to see groups of these wandering around, and it is even said in ancient texts they used to congregate around humans and were even quite friendly. It is still unknown at what point and why st. elmos began attacking humans. There are many researchers in Mysidia researching whether or not there's a way to return to their friendly beginnings.

XP 4,800

N Small Fey ([Holy](#))

Init +13; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 24, flat-footed 14 (+3 deflect, +9 dex, +1 dodge, +1 size)

hp 37 (9d6)

mp 30

Fort +3, Ref +15, Will +9

Defensive Abilities natural invisibility;
Immune magic;
Weakness Shadow;

OFFENSE

Speed fly 50 ft.(perfect)
Melee Shock +14 touch (2d8 holy damage)
Special Abilities Fiddle
Spells Known (FC CL 9th, Concentration +12)
At will (DC 13) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)
1st (DC 14) – [deshell](#), [light](#)
2nd (DC 15) – [grace](#), [light II](#)
3rd (DC 16) – [deshell II](#), [deshellra](#), [light III](#), [lightra](#)
4th (DC 17) – [holy](#), [light IV](#)
5th (DC 18) – [deshell III](#), [deshellra](#), [lightga](#)

STATISTICS

Str 1, Dex 29, Con 10, Int 16, Wis 16, Cha 14
Base Atk +4; CMB -2; CMD 17
Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +21, Bluff +11, Escape Artist +19, Fly +29, Perception +18, Stealth +23
Languages Aklo, Common, Elvaan

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d6+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 16). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except dark related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Ignis Fatuus (CR 11)

A spirit that emanates a light-green glow while floating through the air. In general, how spirits come about is shrouded in mystery, but for the ignis fatuus, there is a theory that they came from a gigantic ignis fatuus discovered deep within a forest, which is believed to be the mother of all the ignis fatuus. That certain ignis fatuus escaped capture, but there is no doubt that its discovery has accelerated ongoing research over the mysteries of spirits.

XP 12,800

N Small Fey ([Earth](#), [Fire](#), [Water](#), [Wind](#))

Init +15; Senses darkvision 60 ft.; Perception +23

DEFENSE

AC 26, touch 26, flat-footed 14 (+3 deflect, +11 dex, +1 dodge, +1 size)

hp 49 [84] (14d6)

mp 71

Fort +4, Ref +20, Will +14

Defensive Abilities natural invisibility;

Absorb Earth, Fire, Water, Wind; Immune magic;

OFFENSE

Speed fly 50 ft.(perfect)

Melee Shock +18 touch (2d10 earth, fire, water, or wind damage)

Special Abilities Fiddle

Spells Known (FC CL 14th, Concentration +19)

At will (DC 15) – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – aero, fire, stone, water

2nd (DC 17) – aero II, fire II, stone II, water II

3rd (DC 18) – aera, aero III, dispel, fira, fire III, stone III, stonera, water III, watera

4th (DC 19) – aero IV, blaze spikes, comet, fire IV, gale spikes, rock spikes, stone IV, torrent spikes, water IV

5th (DC 20) – aeroga, burn, crush, drown, firaga, slice, stonega, waterga

6th (DC 21) – blaze spikes II, cometra, gale spikes II, flare, flood, quake, rock spikes II, tornado, torrent spikes II

7th (DC 22) – burn II, crush II, drown II, slice II

STATISTICS

Str 1, Dex 33, Con 10, Int 20, Wis 16, Cha 14

Base Atk +7; CMB +1; CMD 26

Feats Alertness, Blind-Fight, Combat Casting, Dodge, Improved Initiative, Spell Penetration, Weapon Finesse

Skills Acrobatics +29, Bluff +16, Escape Artist +27, Fly +37, Perception +23, Stealth +31

Languages Aklo, Common, Elvaan + 2 others (DM's choice)

SPECIAL ABILITIES

Fiddle (Su)

Once every 1d4+1 rounds, the wisp's ability to create a surprisingly pleasant sound not unlike that of a tiny fiddle. The wisp creates a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a successful Will save (DC 19). Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered for the duration of this spell. Once a creature makes the save against this spell, it is immune to further fiddle effects from that caster for 24 hours. This is a sonic mind-affecting effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Immunity to Magic (Su)

Wisp are immune to all spells and spell-like abilities that allow spell resistance, except dark or light related spells or better.

Natural Invisibility (Ex)

Wisp have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.