

PIXIE

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited. Strange beings both of and beyond the natural world, pixies have magic that occasionally favors them in strange ways.

PIXIE RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution: Pixies are sprightly and intriguing, but also feeble.

Small: Pixies are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fey Pixies possess the fey type.

Slow Speed: Pixies have a base speed of 20ft. feet.

Flight: Some pixies have long delicate wings which grant them the ability to fly. These pixies have a flight speed of 30 feet and a maneuverability of clumsy.

Damage Resistance: Pixie's, like other fey, are resistant to damage except from weapons of special make. Pixie's gain DR 5/cold iron.

Forest Dwellers: Pixie's are experts at maneuvering through wooded areas and thus gain a +4 racial bonus on Stealth checks when in forests.

Faerie Magic: Pixie's can use *charm person* and *sleep* once per day each as a spell-like ability (caster level equal to the pixie's class level).

Low-light Vision: Pixies can see twice as far as a race with normal vision in conditions of dim light.

Languages: Pixies begin play speaking Common and Sylvan. Pixies with high Intelligence scores can choose from the following: Celestial, Draconic, Elven, Gnome, Gnoll, Goblin, Halfling

Physical Description: Pixies are much smaller than most of the humanoid races; even smaller than halflings and gnomes. They typically stand about 2ft. tall and have lithe and shapely frames. Their skin varies greatly in color, from more standard skintones to blues and greens; generally this skin tone reflects the areas the pixie hails from (greens or browns in forests, blues or whites in snowy areas etc.) Pixies, like many other fey creatures, are physically beautiful and share many facial characteristics with elves. This includes the infamous pointed ears, except that, due to pixies' closer relation to the First World than the eldar, their ears are much longer and extend back passed the back of the head. These creatures also bear elegant wings that usually resemble the wings of insects, but there have been pixies sighted with wings resembling other creatures.

Society: The actual structure of fey society is rather ambiguous to outsiders. All fey, and therefore all pixies, are subjects of two ancient sects of fey creatures; the Winter Court, and the Summer Court. These courts date back to when the First World was created by the fey-lords (also called the "Eldest"). The two courts tentatively coexist but can fall into conflict over their views about the outside world and its inhabitants. The Winter Court is home to what has been know as the "unseelie" fey; creatures far more malevolent and sinister. They are primarily responsible for the legends of faeries luring humans and other creatures to their doom. The Summer Court are also mischevious, but generally in a manner more focused on curiosity and play.

Relations: There are numerous rumors and legends about people being lured away by the magical charms of the tricky sprites of the forest, and most of them hold a sizable amount of truth. Pixies are distrusted by many rural human societies for this reason and so are not met with welcomed greetings. People in more urban cities generally don't even believe them to exist; being little more than folktales to scare children from wandering in the woods.

Alignment and Religion: The majority of pixies tend to be chaotic in alignment to match their curious and mischevious tendencies, but some have been known to be lawful; completely dedicated to the tenets of their respective Court.

Some fey worship the Eldest of their Court as deities, though in reality they are but demi-gods. Gozreh, and Erastil are often venerated by faerie-folk due to their ties to nature and community.

Adventures: Pixies are inherently curious about the strange people and societies of the outside world, and the most curious among them often venture out into the greater world and find themselves alongside like-minded folks, fighting magical beasts and discovering unclaimed treasures.

Male Names: Mosh, Cosmo, Stilzkin, Artemicion, Belial
Female Names: Wanda, Mog, Madeen, Mopli, Atla, Tilda

RACIAL ARCHETYPES

FEYTOUCHED HEXER (WITCH)

Great faerie beings make strange and unique patrons for pixie witches, granting them powers somewhat different from a more traditional patron. These witches seem to have a supernatural beauty and presence, and use their sheer force of personality for their powers rather than occult learning. *The feytouched hexer is an archetype of the witch class.*

SPELLS

A feytouched hexer casts arcane spells drawn from the witch spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a feytouched hexer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a feytouched hexer's spell is 10 + the spell level + the feytouched hexer's Charisma modifier

A feytouched hexer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is the same as a sorcerer of the same level. In addition, she receives bonus spells per day if she has a high Charisma score. A feytouched hexer's selection of spells is limited. She has the same number of spells known as a sorcerer of the same level, and can choose new spells to replace old ones at 4th level and every 2 levels after that, just as a sorcerer does. A feytouched hexer's spells known are stored in her familiar, and she must commune with her familiar to regain her spells each day.

This replaces the witch's spells class feature.

PATRON SPELLS

A feytouched hexer adds her patron spells to her list of spells known stored in her familiar. She replaces some of her patron spells with the following:

2nd – *charm person*, 4th – *unnatural lust*, 6th – *bestow curse*, 8th – *hallucinatory terrain*, 10th – *mind fog*, 12th – *cloak of dreams*, 14th – *waves of ecstasy*, 16th – *irresistible dance*, 18th – *wail of the banshee*

HEXES

The save to resist a feytouched hexer's hex is equal to 10 + 1/2 her witch level + her Charisma modifier.

FAERIE WINGS

At 5th level, a feytouched hexer is granted more powerful and far more elegant wings than the pair they are born with. This grants the feytouched hexer a fly speed of 60 feet (40 feet if speed is slowed by armor or encumbrance) with good maneuverability.

This ability replaces the witch's 5th-level hex.