

FAERIEFORGE ADEPT

This is a variant of the Forgefire Adept homebrew class that changes the Metal, Stone and Fire, with the Meadows, Wood and Faerie Fire.

Alignment Prerequisites: Neutral Good, Neutral Evil, Neutral, Lawful Neutral, Chaotic Neutral

CLASS FEATURES

Faerieforge Adepts gain all the standard Forgefire Adept class features except as noted below:

Class Skills [*Replaces Class Skills*]: Appraise (Int), Concentration (Con), Craft (Any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (local) (nature) (the planes) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Weapon and Armor Proficiency [*Replaces Weapon and Armor Proficiency*]: Faerie Forge Adepts are proficient with the following weapons: club, dagger, dart, hammer, quarterstaff, scimitar, sickle, shortspear, sling and spear. They are also proficient with medium armor and shields (except tower shields), but are prohibited from wearing metal armor or shields. Willingly equipping such prohibited items will prevent the faerie forge adept from using their class features for the whole day.

Bonus Language [*replaces Bonus Language*]: A faerieforge adept can choose Elven, Druidic or Sylvan as one of their known languages.

Carer of the Grove [*replaces Embertouched*]: At 1st level a faerie forge adept's body changes as a consequence of their new divine link. They gain 1 hit point, a +1 DC on spells and abilities that affect plants or wood, and a +1 bonus on saving throws against poison, disease and paralysis effects. Additionally, you can craft ironwood objects by growing them from the soil in a calm environment with vegetation (like a garden or forest). Besides getting access to the material and requiring no tools or forge, this process is equivalent to regular crafting: you will still incur the usual gold costs, time costs and

Craft checks. You also benefit from having appropriate tools, although you don't require them.

Children of the Meadow (Ex) [*replaces Children of Stone and Fire*]: At 3rd level a faerieforge adept gains a +2 sacred bonus on Wisdom-based skill checks while in a forest, jungle or Fey-dominated plane.

Breath Effect: As forgefire adept, with some replacements in the list of available effects (see Table 1).

Invocations: As forgefire adept. See the Forge Invocations section for differences in the list of available invocations.

BREATH EFFECTS

The breath effects available to faerieforge adepts are described below.

Breath of Roses

Minimum Level: 2nd

You spit a barrage of thorny flowers in a line, dealing piercing damage instead of fire damage. You can apply this effect only to line-shaped breath weapons.

Faerie Breath

Minimum Level: 2nd

Rather than dealing damage, your breath weapon blankets its area with a pale faerie fire, as per the *faerie fire* spell, except its duration is reduced to 2 rounds.

Fivefold Breath

Minimum Level: 15th

As a full-round action, you create five different breath weapons simultaneously: a cone of acid damage, a cone of fire damage, a cone of sound damage, a line of piercing damage and a line of force. Each breath weapon deals the normal breath weapon damage and allows its usual save (Reflex except for sound, which uses Fortitude instead). When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use any breath weapon in the following two rounds.

TABLE 1: BREATH EFFECTS

Minimum Level	Effect	Replaces	Benefit
2nd	Faerie Breath	Soot Breath	Cone-shaped breath weapon reveals enemies clearly
2nd	Breath of Roses	Stone Breath	Line-shaped breath weapon deals piercing damage
5th	Growth Breath	Breath of the Forge	Breath weapon grows vines and weeds
15th	Fivefold Breath	Fivefold Breath	Breathe five different breath weapons simultaneously
15th	Forest Spite	Volcanic Eruption	Grows poison vines and fires with double range

Forest Spite

Minimum Level: 15th

As a full-round action, you breathe fire in a 60 feet cone and beguiling, poisonous, thorny vines grow in the area of the breath, striking enemies in it. You deal your breath weapon damage as fire damage and your breath weapon damage as piercing damage (halved by successful Reflex save), 3d4 temporary Dexterity damage and 2d4 temporary Wisdom damage (halved by a successful Constitution save) and enemies are dazed for 2 rounds (1 round on a successful Will save). When using this effect, you take damage equal to twice your class level, which can't be lessened by damage reduction or any other feature like that. In addition, you cannot use any breath weapon in the following two rounds.

Growth Breath

Minimum Level: 5th

Instead of dealing the usual fire damage, grasses, weeds and vines grow in the area of the breath, entwining around enemies as per the *entangle* spell, except its duration is reduced to 4 rounds. You may use this feature to improve your crafting of wooden (or ironwood) items by 20% (on a successful craft check, multiply the result by 1.2 in order to determine the progress made towards completion).

FORGE INVOCATIONS

The invocations available to faerieforge adepts are the same as forgefire adepts except as noted in Table 2.

Acid Fog

Greater; 6th Conjunction (Creation) [Acid]

You create an acid magical fog as per the *solid fog* spell. Each creature within the area takes 2d6 points of acid damage at the start of its turn. You can only have one Acid Fog at any given time, creating a new one replaces any previously created instances.

Aquatic Adaptation

Least; 2nd Transmutation [Water]

For 24 hours, you can breathe and use your breath weapon underwater, and you gain swim speed equal to your land speed.

Charm

Lesser; 4th Enchantment (Charm) [Mind-Affecting]

You can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly regard you as its comrade. This is a language-dependent ability. Other than these differences, this ability works as the charm monster spell. You can never have more than one target charmed at a time with this ability. If a second creature is charmed, you lose your hold on the first creature.

Faerie Roots

Final; 8th Transmutation

You grow wings and your personality takes a somewhat more whimsical turn. While in this state you undergo the following changes:

- You gain the Fey type
- You grow wings and gain fly speed equal to your land speed. The appearance of the wings might depend on your lineage, the forest where you grew up, your current environment or some other factor (up to the GM), and might be one of the following: bat, bird, butterfly/moth, dragon/scaled, other insect.
- +2 Charisma
- Your damage reduction feature changes to 7/cold iron
- +2 on Hide and Move Silently Checks
- Immunity to enchantment spells and spell-like effects.
- Immunity to mind-affecting, sleep and polymorphing effects.
- You do not leave a trail in natural surroundings and cannot be tracked (unless you wish to). You can also move through any kind of undergrowth at your normal speed without suffering damage or any other impairment.

TABLE 2: FAERIE FORGE INVOCATION REPLACEMENTS

Tier	Invocation	Replaces	Benefit
Least	Aquatic Adaptation	Shattering Blows	Breath weapon and breathe underwater, gain swim speed
Least	See the Unseen	Endure Exposure	Gain darkvision, see invisibility
Least	Wood Shape	Stone Shape	As <i>wood shape</i> and <i>warp wood</i> spells
Lesser	Charm	Metalbreaker	As <i>charm monster</i> spell
Lesser	Plummet	Command Rust	Force flying creatures downward
Lesser	Speak with Plants	Tremorsense	As <i>speak with plants</i> spell
Lesser	Spike Growth	Field of Eges	As <i>spike growth</i> spell
Greater	Acid Fog	Searing Fog	A <i>solid fog</i> that deals acid damage to creatures
Greater	Nature Call	Sonic Shout	Summon an ally or turn a tree into an allied treant
Greater	One with Nature	Metal Shape	As <i>commune with nature</i> , <i>tree shape</i> and <i>tree stride</i> spells
Greater	Soul Brand	Brittle Brand	Deal Constitution damage and weaken enemy to magic
Final	Faerie Roots	Flaming Roots	Turn into a fey
Final	Forest Roots	Earthen Roots	Turn into a big plant creature

- You gain a special ability. The ability might depend on your lineage, the forest where you grew up, the current season or some other factors (up to the GM), and will be one of the following:

Spring Touch (Su): At will, as a standard action, you can touch a creature. This touch removes dazed, nauseated, fatigued, exhausted and petrified conditions from living creatures and grants them Fast Healing 3 for 7 rounds.

Summer Air (Su): At will, as a standard action, you can activate this ability. This ability functions much like a magic circle against evil centered around yourself, except that it protects against attacks from all creatures of any alignment except for those of the animal, beast, fey, plant or magical beast creature types.

Autumn Touch (Su): As a standard action, you can touch a creature with a special withering touch. This touch acts like a targeted dispel magic, sickens the creature for 3 rounds (no save) and deals 1d6 of cold damage for 3 rounds.

Winter Air (Su): You have a chill presence that disquiets nonfey. Living, nonfey creatures within 5 feet of you feel uneasy and suffer a morale penalty on saves equal to your Wisdom or Charisma modifier (whichever is greater).

Meadow Mist (Sp): You can use major image at will. Any creature that has disbelieved an illusion you made in the last 7 days automatically succeeds in the save check to disbelieve this effect.

Forest Slumber (Sp): You can use this ability as a full round action at will. This ability targets any creatures within a 10-foot radius burst centered anywhere within 100 feet of you. Creatures targeted by this ability must succeed on a Will save with DC 13 + Charisma or Wisdom modifier (whichever is higher) or be affected by a sleep effect. Creatures that have already been targeted by this ability in the last 7 days automatically succeed on this save.

Jungle Fever (Sp): You can use this ability as a standard action at will. You can target any creatures within 15 feet of you and they must succeed on a Will save with DC 13 + Charisma or Wisdom modifier (whichever is higher) or be affected by a confusion effect. Creatures that have already been targeted by this ability in the last 7 days automatically succeed on the save.

Forest Roots

Final; 8th Transmutation

Your body grows into dense mass of hardwood and vines for 24 hours. While in this state you undergo the following changes:

- You gain the plant type (and with it, immunity to mind-affecting effects).
- Your size increases by two categories.
- Your damage reduction feature changes to 15/slashing
- +2 Constitution
- You gain Low-light vision 60'
- +2 on Will saving throws

- Immunity to poison, sleep, paralysis and polymorphing.
- Immunity to extra damage from critical hits or flanking
- You can animate trees within 180 feet at will, controlling up to two at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects (except they don't have the animate trees ability).

Nature Call

Greater; 6th Conjunction (Summoning)

You may *summon nature's ally vi* as per the spell, or summon a Huge treant (except it doesn't have the animate trees ability) for as many rounds as your caster level. Using this invocation again ends previous instances.

One with Nature

Greater; 5th Universal

You *commune with nature* as per the spell. You may end the effect early by becoming a tree as per the *tree shape* spell or by using *tree stride* as per the spell.

Plummet

Lesser; 4th Transmutation [Air]

You cause as many flying creatures within 60 feet of you as your Wisdom modifier to be forced downward suddenly. The targets must make a Will save or lose their ability to fly and fall 20 feet per round, for 1 round per caster level.

See the Unseen

Least; 2nd Divination

For 24 hours, you grant yourself great powers of vision, allowing you to see invisible creatures and objects, as the *see invisibility* spell. You also gain darkvision out to 60 feet.

Soul Brand

Greater; 6th Transmutation

In any round in which you make a melee attack, you can use this invocation as a swift action before the attack. If the attack is successful, the target is branded for 10 rounds. A branded creature takes 1d4 plus your Wisdom modifier temporary damage to its Constitution (restored when the brand vanishes).

Additionally for the duration of the brand, that creature has a -2 penalty to its save rolls and any attempt they make at casting a spell or using a spell-like ability has a 25% chance of failure. Any creature can only have one brand at any given time, and using this effect on an already-branded creature has no effect.

Speak with Plants

Lesser; 3rd Divination

You can use *speak with plants* as per the spell.

Spike Growth

Lesser; 3rd Transmutation

This invocation behaves like the *spike growth* spell, except its range is Close, its duration is 1 minute/level and the area covered by the spell counts as difficult terrain. Using this invocation again dismisses any previous instances.