

Unseelie Rings

Avalon Games



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Unseelie Rings

The Unseen world is full of hazards, one of which is Unseelie Rings. They can be found at a variety of places: forests, beaches, plains, and farmland. Often, they will be in the center of an area or at the natural border between two areas.

The Unseelie rings are made by the dark fairies. They are the most abhorrent, black-hearted and evil of all the faeries. They will ally with all sorts of dark creatures. They will use the rings to trap mortals and transform them into dark fae if they are wanting to reproduce or if they need more soldiers to fight the Seelie Court. If not, then they harm mortals for pleasure.

The Seelie Court and its counterpart, the Unseelie Court are often at war, and all of the mortal races may get caught in the middle of such battles. They acquired the title "Court" since groups of fae often share similar goals and will join together in an imitation of mortal society. Not all fae are in one group or the other. In fact, the vast majority of them prefer to live out their long existence without being involved in any sort of war.

The presence of the fae naturally causes the creation of the rings. Most of them can be seen as a circular area surrounded by toadstools. However, rings of stone or other materials are possible as well. The ring is a portal between the two worlds. The rings will have a variety of effects depending on the area and what happens in them. The power of the fae in the area will also influence it as well. The ring is also empathic but it cannot communicate with speech or telepathy. It comprehends any spoken or written language.

Ring Rules

The rings are hard to find but they can still be found before it is too late. A Knowledge (nature) skill roll can be made to determine if a ring is present. Sometimes a Perception roll

can be made to detect them as well. The DC of the Perception roll will be higher than there are specialized signs to search for.

A ring can have up to a one foot radius per CR of the ring. It will be triggered by action. Stepping into the ring starts the ring. The character (and anyone within sight of it) has one round to try and notice the ring. The next action determines what happens inside of the ring. At that point, an initiative roll is made and the ring is considered to have rolled at Initiative rank 10. All rings are able to detect any intelligent humanoids within one mile of the ring.

All rings have at least one method to disable them and another to permanently destroy them. A disabled ring will come back and work its magic once again after a period of time. More action must be taken in order to get rid of the ring forever. It can take anything from pulling up the mushrooms, throwing salt inside of the ring to slaying its guardian. The ways to do that should correspond to its effects or make sense within the campaign world.

All rings will have an effect that is equivalent to a spell effect. The spell can do anything from causing momentary distress to the death and/or disappearance of the creature inside of the ring. The effect will be far more visually dramatic than the equivalent spell effect. It will be up to the GM to determine how the actual effect will look.

All rings continue to work their magic as long as a victim is inside of the ring. Removing the victim from the ring may be extremely easy or hard, depending on the method to disable or destroy it.

All primary effects created by a ring befuddle the senses. Lacking certain senses or having immunity to sensory stimuli may prevent the befuddling of the sense but the spell effect will take place. Anyone who survives will forget what they were doing while under the influence of the ring.

Rings are presented in the following format.

Ring Name: The ring's name is followed by its CR.

XP: This is the amount of XP to award the PCs for surviving the ring, as determined by its CR.

Area: This line gives the dimensions of the area it infuses (up to 1 foot per CR).

Caster Level: This is the ring's effective caster level for the purposes of dispelling any ongoing effects with dispel magic, and for determining the results of any spell effects it creates.

Notice: This indicates the skill check and DC required to notice the ring in the surprise round before it manifests. The sensory input for what a successful check notices—such as faint giggling, the smell of stinkweed, or fire bursting forth from the ring—is listed in parentheses after the DC. hp: This lists the ring's effective hit points for the purposes of resolving damage. A ring's hit points are equal to three times its CR.

Weakness: Any weaknesses the ring might have, such as for rings that can be tricked by effects like invisibility or can be damaged by different methods, are listed here.

Reset: This is the amount of time that must pass before a ring can attempt to reset. Until it is destroyed, a ring can reset after this period by succeeding on a DC 10 caster level check—failure indicates the ring must wait that amount of time again before making another attempt to reset.

Effect: This details the ring's exact effects, including a description of how it manifests, how to remove an opponent and to counter-act it.

Creating a Ring

To make a ring like the examples below, follow these steps.

Step 1—Determine Base CR: A ring's base CR is equal to 2 + the level of the spell it duplicates.

Step 2—Determine Actual CR: Select the elements you want the ring to have and add up the adjustments to its CR to arrive at the ring's final CR (see Table 8-2: CR Modifiers for rings).

Step 3—Determine Caster Level: A ring's caster level is equal to its actual CR score.

Step 4—Determine Hit Points: A ring's hit points are equal to three times its CR.

Step 5—Calculate Attacks and Save DCs: A ring's attack modifier (if one is needed) is equal to its CR. If a ring's spell effect allows a saving throw to resist or negate the effect, the save DC is equal to 10 + the level of the spell + the ability modifier of the minimum ability score needed to cast that level of spell.

CR Modifiers of rings

Feature

Type CR Modifier

Notice DC

15 or lower -1

16-20 -

21-25 +1

26-29 +2

30 or higher +3

Reset Time

1 minute +2

1 hour +1

1 day +0

1 week -1

Example Weaknesses

Slow (manifests at Initiative rank 0) -2

Susceptible to an additional -1 per additional type of damage type

Tricked by hide from undead -2

Tricked by invisibility -1

Tricked by Stealth* -3

Triggered by touch -2

* The ring makes a caster level check instead of a

Perception check to notice someone using Stealth.

Possible Actions

1. Transporting goods: The being sitting under the tree will hear an answer whispered into their ear if they think about their problem for at least five minutes. The Augury spell is treated as if it was cast by a 20th level spell caster. That means they will know (most of the time) if their next action is immediately good or bad in terms of what will happen next.

2. Braggart: This person sits on the circle and starts to tell a story in which they are the center of attention. They are subjected to different spells depending on the type of story they are telling. If the circle is a lesser one, then a summon monster spell will bring a creature from the place they are talking into their vicinity. Depending on the creature, it may be surprised but amicable or it may simply want to attack them right away. If the circle is of normal or greater strength, then a teleport without error is cast on them if the place is in the same plane of their existence. If the place is outside of the plane they are in, then a planar shift is cast on them and they are sent to the dimension they were speaking about in the story.

3. Praising someone: The person is sitting and talking about someone whom they admire. After talking about them for at least a minute, he or she has a guidance spell cast on them but it lasts for an hour instead of one minute. A circle of normal or greater strength will also show everyone around the circle a Silent Image of the person they are talking about but the image lasts for only a second.

4. Fighting: If someone is fighting in the circle, then one of two things will happen. They will either have a wall of force suddenly appear around the circle, allowing the person inside the circle to rest but also become temporarily imprisoned or if two or more people are fighting, then a hold monster is cast on everyone who is inside the circle.

5. Hungry/thirsty: A unseemly amount of food and drink appear before them. If they eat and/or drink, then they are sent into the world of the fey and they must find their way out. If

they are able to resist temptation, then they will arrange events so that someone or something finds the person in the circle and helps them. In the event the fey circle cannot arrange events, then it will cast a sleep spell on the person and then teleports them back to a safe and familiar place.

6. Depressed: The circle will have effects similar to that of a calm emotions spell except that feelings of sadness are also temporarily suppressed.

7. Happy: The circle will have the effect of Hideous Laughter on the person who is inside of the circle.

8. Tired: The sleep spell will try to take a hold of them since the circle will believe they need to rest. It will not try to defend the person if anyone wants to attack them or steal from them.

9. Curious: Sometimes it knows that a fey would be interested in an item that the person in the circle possesses. The person will not notice it is gone right away. After a period of time, the item will be returned. Roll on the table to see how long the item will be missing.

Time an item is missing: Roll 1d6 to determine the unit of time and then another 1d6 to see how long. i.e. If someone rolls a one and then a four, then the item will be gone for four minutes after they realize it is missing.

1. Minutes
2. Hours
3. Days
4. Weeks
5. Months
6. Years

