

Racial Profiles

Fey



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

D20 **OSRD**
Publishing.com

Racial Profiles

Fey

Credits

Author: Michael Galvis

Editor: Kim Frandsen

Copy Editor: Rodney Sloan

Layout: Anja Svare

Cover Illustration: Quico Vicens

Development: Rodney Sloan

Publisher: John Reyst

Published by: D20PFSRD.COM Publishing



Chat about d20pfsrd.com,
Pathfinder, or gaming in general on
the [Open Gaming Network Forums](#)

Copyright © 2019, D20PFSRD.COM Publishing.

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See paizo.com/pathfinder to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See paizo.com/pathfinder/compatibility for more information on this license.

Contents

<i>Fey Races</i>	3
<i>Alluri</i>	4
<i>Envoys</i>	8
<i>Madcaps</i>	12

Fey Races

Detailed in this book are three fey races for the *Pathfinder Roleplaying Game*. Each are native to the fey realms and have unusual physical characteristics that make them stand out from other playable races.

Madcaps, for instance, are mushroom-like creatures that grow moss and fungi over their body. Alluri have a mantle of colorful feathers they can move in enchanting ways. Envoys have hair-like branches and metallic-colored skin.

These races were inspired by illustrations from Brian Froud's *Good Faeries/Bad Faeries*. What drew me to this book was how Froud gives his faeries human-like features while warping their proportions or adding animalistic elements to create unique creatures. For example, you can find a feminine figure with froggish legs; an elongated human face with ears reminiscent of high elves from *World of Warcraft*; and a mousey man with a long neck. There's an elegance to his art I hope to have mimicked here.

Conceptually, I leaned on the idea that the fey realms are home to creatures and plants that are the first draft to creations found on the Material Plane. I knew from the start that I wanted these races to be Small or Medium size and to keep their Race Point values near enough to the standard races that they wouldn't unbalance your typical game.

At the same time, I sought to create unique roleplaying opportunities with these races. Here's a glimpse at the races you'll discover in this book:

Alluri (13 RP): The gods' inspiration for the Material World's birds of paradise, this race yearns for the limelight. They have a bright assortment of feathers around their collar that they use to draw attention to themselves. Light on their feet and witty by nature, they thrive as well in tavern brawls as at parties.

Envoys (14 RP): Envoys have a closer connection to the demigods of the fey realms than other creatures. They're a rarity in the fey realms but are used by the gods to bring balance to the world, whether for good or evil. Their fates are believed to be woven by the gods. Envoys are as stoic as they are altruistic and are natural-born leaders of communities and defenders of nature.

Madcaps (13 RP): First born from the remains of a witch's familiar, madcaps live outside of society but yearn for companionship. Their appearance takes after fungi. They're genderless and reproduce during times of joy. They use poisonous spores to protect themselves and eat carrion and dead plant material.

Discovering These Races in the Fey Realms

For campaigns set in the fey realms, players may encounter these races in a variety of ways.

Alluri are common in cities and may be found performing in taverns, regaling guests at a high-society party, or selling goods in bustling marketplaces. They'll happily share local rumors with party members or connect them with important figures in the city in exchange for a story or unique trinket.

Envoys commonly serve as community leaders, whether as town mayors or as high-ranking officials in a guild, town guard, or other organization. They can also be found acting as defenders of the natural world. Envoys may offer quests to party members or aid them in a time of need. Evil envoys could be the "big baddie" of an adventure.

Madcaps may act as guides throughout the unusual forests of the fey realms, work as assistants to librarians or witches, or can be found working in unsavory jobs, such as cleaning up city streets or harvesting alchemical ingredients from dangerous creatures or plants.

Encountering These Races on Other Planes

As natives to the fey realms, these fey races may be a rarity in other planes. To introduce these races in your campaign, consider these ways they may travel to other planes:

An alluri seeks out a portal to another world so they may adventure and later brag to friends back home. Or a rich and famous member of this race hires a wizard to teleport them to another plane so they may bring their art to new audiences and be inspired.

An envoy goes to another plane on an epic quest or to spread the message of their god. Or they're exiled from the fey realms by a powerful evil that fears envoys.

An interplanar traveler unknowingly walks over madcap spores and carries them to another plane or is followed by an admiring madcap. Perhaps a madcap wizard teleports to a new plane to expand their library or to gather ingredients not found in the fey realms.

No matter how you choose to introduce these races to your game, I hope you and your players enjoy crafting their stories. As natives to the fey realms, they can add splashes of color and new roleplaying opportunities to your game.

Wishing you the best on your adventures,

Michael Galvis

Alluri

When the gods created the birds of paradise for the Material Plane, they used the alluri for inspiration. But even a flock of birds of paradise couldn't stand out from the enthralling personality and plume of an alluri.

Alluri believe life is one big performance, and they're center stage. But that's for good reason: As they mature, each alluri grows a unique and colorful plume at the neck. Alluri can control their feathery decor, allowing them to draw attention to themselves with a flourish, much like how a bird of paradise might when courting another.

Alluri are most at ease when surrounded by others. From the bustle of a nobleman's ball to the rowdiness of a tavern frequented by pirates, alluri can find friends and entertainment wherever they go. While some adventurers might find them to be garrulous, alluri know the value of networking and gossip.

But alluri aren't just good company at parties. They love a good story. For that reason, they're often in the mood for an adventure, or at least helping adventurers in exchange for a tale or a juicy bite of gossip.

No doubt, some alluri become pirates or sell secrets to the highest bidder. They may do so not because they're instinctively driven to harm others but because it all makes for a good tale.

Daring, charming, and at home among others, an alluri's greatest weakness is the boredom that comes with solitude and the mundane. Alluri live to speak and be heard, to dress up and be seen. Without an audience, they're bound to wander in search of one — or at least an adventure worth telling.

Physical Description

Alluri stand between four and six feet tall. They're often either tall and slim or short and stout. Their skin tone is dull and comes in grays, yellows, and browns. However, they have feathered and colorful eyelashes that grow up to four inches in length.

Most notably, alluri grow a unique plume of vibrant colors at maturity. These feathers grow on their collarbone, and alluri pick their outfits to accentuate this as a centerpiece. Alluri can control their plumes. They can furrow their feathers when distressed or make them stand up like an elaborate collar when excited, for example.

As an alluri's plumage makes them memorable and easy to spot, lawless alluri hide their feathery attire under heavy clothing or dye it a dull color.

Alluri have hooked noses, high cheekbones, and stiff, straight hair. They have small mouths and sharp eyes.

Alluri stand with poise, always ready for a performance, whether on stage or in battle. They reach maturity at 12 years and can live up to 70 years.



Society

Alluri are found in major cities throughout the fey realms. They value fame, riches, and are typically vain.

However, they care dearly for the many friends they make over their lives. In fact, they take pride in the accomplishments of those they cherish and may use their contacts to help them. In return, however, they expect to be publicly thanked for their help.

Alluri often host parties and love to fill their homes with unique and flamboyant things. They spend gold as quickly as they make it. Their dress is as colorful as their personalities. In fact, richer alluri pay for custom and gaudy attire to flaunt at gatherings.

Alluri come from close-knit and large families. However, siblings compete with one another for the spotlight. They inspire each other to make the most gold or ascend to a position of power.

As natural storytellers, alluri frequent social events, the theatre, and local taverns. For coin, alluri are natural salesmen and artists of all disciplines. They prefer being in the middle of the action, and thus can be found in the busiest marketplaces shouting over others.

Even poor alluri aspire to be admired, whether by growing the largest vegetable in town or by crafting garments for the mayor's daughter. These ambitions may, at times, lead them into trouble. Lawless alluri, for example, are drawn to the thrill of buying and selling on the black market and espionage.

Relations

Alluri are entertaining and easy to get along with but are self-obsessed. At times, they forget to share credit after accomplishing a feat. But they do not do this out of ill will.

Alluri are impulsive and are no strangers to trouble. Despite this, they know how to navigate the intricacies of conversation well enough to weasel their way out of trouble. Barring that, they know how to make a quick exit.

As they're willing to jump into dangerous situations and are confident even among foes, alluri make great companions. They improvise well, make friends easily, and are accomplished networkers.

Alluri aspire to achieve great things — or at least make a fair amount of gold. Thus, those who adventure with alluri find themselves regaled with stories and their pockets fuller.

As a social people, alluri seek out parties and other social gatherings. In new towns or cities they will seek to make themselves known and admired, whether by starting a drinking contest or putting on a performance. Thus, they butt heads with adventurers who'd rather remain hidden and unknown.

Alignment and Religion

Alluri are chaotic. Their self-obsession leads them to put their interests before others. Their impulsive nature means they fail to think through their decisions and overlook the laws of the land.

Alluri who worship lean toward gods they believe would benefit them best. They turn to gods who represent charm, luck, and trickery.

Adventurers

Alluri are frequent adventurers, whether traveling for pleasure, coin, or a story to tell.

Some take to the open road to chronicle their adventures or draw the affection of others by playing their music or sharing similar talents. Other alluri enjoy the dance of fighting on the battlefield, and as such use their limber forms to combat enemies who stand between them and treasure. Even more find that secrets, rumors, and the occasional break-in are another way to make a living.

Alluri aren't above being servants, but they do struggle to know their place. Alluri can be patient if they know they'll one day be held in the same regard as their masters.

Richer alluri who grow in metropolitans grow bored of the same snobbish parties week after week, and thus choose to hire adventurers to escort them into areas of danger. However, these alluri quickly find that even the most accomplished heroes see their fair share of boredom.

Names

Male Names: Laycium Atinin, Myseur Bindletin, Ghatyur Alosaluem

Female Names: Katiyena Hytellen, Synnien Merrienn, Viviyeen Tetiyee

Alluri Racial Traits (13 RP)

Alluri are at home in social circles, but they're light on their feet, too, and make for talented combatants.

+2 Dex, +2 Cha, -2 Wis (0 RP): Quick on their feet and in tongue, alluri forget to stop and think through their actions.

Fey (2 RP): Alluri are fey with the alluri subtype.

Medium (0 RP): Alluri are Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed (0 RP): Alluri have a base speed of 30 feet.

Blooming Striker (1 RP): Alluri use their natural beauty to keep enemies off balance. When an alluri attempts to feint, reduce the DC by 1.

Eager Combatant (2 RP): Alluri relish a good fight and are always at the ready to jump into the fray. Once per day, when an alluri rolls for initiative, they can roll twice and take the better result. The alluri must decide to use this ability before making the roll.

Enchanting Allure (1 RP): Alluri can cause their plumage to dance in mystifying ways. Alluri add +1 to the DC of any saving throws against enchantment spells that they cast.

Feather Display (Ex) (2 RP): Alluri have a collar of colorful feathers which they can use to draw attention to themselves or distract others. As a swift action, an alluri can display their plumage by puffing out their feathers. Doing so imparts a +2 racial bonus on Sleight of Hand and Perform skill checks and a -2 penalty on Stealth checks for 1 minute.

An alluri can use this ability a number of times per day equal to 3 + its Constitution modifier. An alluri can not use this ability if it is stunned, paralyzed, unconscious, or otherwise unable to move normally.

Local Connections (2 RP): Alluri love to buy fancy things and befriend merchants, or they at least become salesmen themselves and develop a network for exchanging goods. The alluri gains a +2 racial bonus on Appraise checks. When the alluri is in its home city, it may use its Charisma modifier instead of its Intelligence modifier on Appraise checks as it seeks out the opinions of more knowledgeable friends.

Silver Tongued (3 RP): Alluri are at home in crowds, whether at a bustling tavern or a high society meet and greet. Alluri gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

Low-light vision (0 RP): Alluri can see twice as far as a race with normal vision in conditions of dim light.

Languages (0 RP): Alluri begin play speaking Common and Sylvan. Alluri with high Intelligence scores can choose from Aklo, Dwarven, Elven, Gnome, and Halfling.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Barbaric Diplomat: Alluri who grow up among tribesmen or barbarians learn crude ways of getting what they want. Alluri with this racial trait gain a +4 racial bonus on Intimidate checks. This racial trait replaces silver tongued.

Bird Caller: Alluri who work in aviaries or grow up among birds learn to care for and call these animals. An alluri with this racial trait gains a +2 racial bonus on Handle Animal skill checks made to influence birds and a +2 bonus on Knowledge (nature) skill checks made to identify or learn about birds. This racial trait replaces silver tongued.

Celebrity Endorsement: An alluri's fame among locals encourages merchants and craftsmen to seek out their endorsements. While an alluri has the celebrity discount class feature (from the vigilante class), they can buy items at 85% of their market price. Additionally, increase the gp limit of items they can buy by 250 gp. If an alluri does not have the celebrity discount class feature, it may buy items worth 250 gp or less at 95% of their market price. This racial trait replaces enchanting allure.

Hot Gossip: Many alluri follow the gossip coming out of royal courts and high society. They gain a +2 racial bonus on Knowledge (local) and Knowledge (nobility) checks. This racial trait replaces silver tongued.

Mage Duelist: Some alluri spellcasters earn their coin in public duels and learn to anticipate and counteract their opponents' spells. They gain a +2 racial bonus on Spellcraft checks made to identify a spell as it is being cast. Count their caster level as 2 levels higher for the purposes of making a dispel check with *dispel magic* to counter an opponent's spell. This racial trait replaces enchanting allure and blooming striker.

Martial Artistry: Some alluri use the art of dance to aid them in combat. The alluri may use Perform in place of Bluff when attempting to feint. This racial trait replaces enchanting allure.

Masquerader: Mischievous alluri learn the power in spreading rumors and creating drama within social circles. The alluri gains a +2 racial bonus on Bluff and Disguise skill checks. This racial trait replaces silver tongued.

Musical Talent: Many alluri are proficient musicians and find their calling in packed taverns. The alluri adds a +1 racial bonus to the DC of its fascinate bardic performance. This racial trait replaces enchanting allure.

Needle Feathers (Ex): Alluri that live in the wild sometimes develop feathers that can be used as weapons. As a swift action, the alluri may draw feathers from their plumage and use them as thrown weapons that deal 1d4 damage (1d3 for a Small alluri). The feathers count as natural weapons and have a range increment of 15 feet. The alluri is proficient with their feathers and can use this ability for a number of rounds per day equal to 3 + their Constitution modifier. This racial trait replaces feather display.

Pickpocket: Alluri who grow up poor learn how to lie and cheat their way to fortune. Alluri with this racial trait gain a +2 racial bonus on Bluff and Sleight of Hand checks. This racial trait replaces silver tongued.

Pixie Blood: Some alluri have pixie blood. Alluri with this racial trait who take the fey bloodline as a class feature treat their Charisma scores as 2 points higher when determining the DC and uses per day of all bloodline abilities and bloodline spells. Additionally, alluri with this trait add spells with the emotion descriptor to their class spell lists for any spellcasting classes in which they have levels. This racial trait replaces blooming striker and feather display.

Spiked Plumage (Ex): Alluri born in harsh environments develop spiky feathers that harm creatures that get too close. As an immediate action, the alluri causes the feathers around its neck to harden into spikes. Treat these as armor spikes. The alluri may use this ability for a number of rounds per day equal to its Constitution modifier (minimum 1) and only while it is wearing light armor or no armor. This racial trait replaces feather display.

Stubborn: Some alluri are adept at making shady deals and know when they're being swindled and manipulated. Alluri with this racial trait gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if the alluri fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the alluri has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails. This racial trait replaces eager combatant.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Alluri barbarians take pleasure in striking fear in their enemies — and they excel at it. Add a +1/2 bonus to Intimidate checks made to demoralize enemies.

Bard: Alluri bards draw the admiration of others with their tales, and they know how to entertain a crowd. Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

Cleric: Whether by book or word of mouth, alluri know more about the fey realms than others. Add a +1/2 bonus on Knowledge (planes) checks relating to the fey realms and creatures with the fey type.

Druid: Alluri druids are fiersome protectors of the wild, and creatures are drawn to their benevolence. Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Fighter: Alluri fighters are tricky combatants, taking pleasure in outwitting their opponents. Choose the disarm or feint combat maneuver. Add +1/3 to the Fighter's CMB when attempting this maneuver (maximum +4 bonus).

Monk: Alluri monks are fleet-footed and unafraid to rush into battle. Add +1 to the monk's base speed. In combat, this option has no effect unless the monk has selected it 5 times (or another increment of 5). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Paladin: Alluri paladins boast of their strength and make themselves known at every turn. Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5).

Ranger: Alluri rangers often find their homes in cities as tactical guardians, and they can find friends down any alley. Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live in urban areas.

Rogue: Alluri rogues are as sly on the battlefield as they are charming among strangers. Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Wizard: Alluri wizards use their wit to draw even the most vile of men to their cause, or at least do so long enough to turn the tides of battle. Add +1/5 to the wizard's caster level when casting spells of the enchantment school.

Racial Feats

The following feats are available to a character of this race who meets any listed prerequisites.

Dazing Finale

Prerequisite(s): Feather display racial trait, bardic performance class feature, alluri.

Benefit(s): You can end your bardic performance with a captivating flourish that dazes enemies. On your turn, as a full-round action, you may end your bardic performance with an enrapturing display of your plumage. Enemies within 30 feet who can see and hear your finale must make a Will save equal to 10 + 1/2 your bard level + your Charisma modifier. An enemy who fails its Will save is dazed for 1 round. This is a mind-affecting effect.

After using this ability, you are staggered for 1 round, even if you could not normally be staggered.

Uncanny Perception

Prerequisite(s): Alertness, uncanny dodge, alluri.

Benefit(s): You have a remarkable talent for assessing situations, allowing you to avoid getting jumped. You can always act in a surprise round even if you do not notice your enemies.





Envoys

Envoys are the rare creation of the rulers of the fey realms but are orphans from the moment they're discovered. Their births are cloaked in mystery. None know how or when an envoy is born, only that they appear under unusual circumstances. They may be discovered at any stage of their lives, too.

After a bountiful spring, an infant wreathed in flowers may be found floating down the calm waters of a river. An adult envoy may wander into a city with no knowledge of who they are, except that they have a pressing need to speak with a newly voted in and beloved mayor. Or a toddler may be found playing in the roots of an ancient tree as it bears fruit for the first time in a century.

Envoys are rare, but their reputations are great: Each is born for a divine purpose, whether for good or evil. Their fates are woven by the gods themselves to affect the world in a way only a mortal can. This reputation means that when they are discovered, word spreads quickly.

Envoys lead and serve others, whether by nature or by the expectations set by their miraculous birth. However, what an envoy's destiny entails is anyone's guess. Unless their purpose becomes clear to them at a young age, envoys leave home at maturity in search of it.

Some envoys are proactive in their search for purpose, such as by climbing the ranks of the city guard, working under the servitude of a dryad, or by practicing a faith. Others shy away from their destiny altogether, moving to remote places in an attempt to escape it. They quickly learn that destiny is not easily avoided.

Envoys are hardy. They can be stoic and humorless, believing that only when the workday is done can they relax. Yet they enjoy the company of others and in inspiring others to a cause.

During their leisure time, envoys turn to simple pleasures, such as reading, gardening, or sculpting. Poorer creatures of this race memorize epics or take on additional work in order to support others they care for.

Envoys are thoughtful and forthright. They take pride in leaving their mark on others. They represent the foundation on which a people, organization, or small cut of the world can flourish. And they graciously carry that burden.

Physical Description

Envoys grow to be between 7 and 8 feet tall and have lithe figures. They have long faces like a stag and slanted eyes. Their hair grows out like branches, and they have bronze, silver, or golden skin.

Envoys have short hair along their bodies, from their feet up to their slender necks and over their jawbones. This hair grows in hues of red, brown, white, black, green, or blue.

Though they may appear regal, envoys are tough, able to toil away at work for long hours. An envoy reaches adulthood at 20 years and lives up to 200 years.

Society

Envoys are rare but are found throughout the fey realms. They are most common during times of strife, such as when the gods clash or when a being has disturbed the natural order of things or created an imbalance between good and evil.

They emphasize community and religious service. Those who can read are inclined to teach scripture. Although envoys cannot have children, they commonly adopt and stress the importance of a vocation.

They believe in fairness and in bringing others together for a common cause. To their dismay, envoys may be worshipped by communities or paraded around. Envoys practice humility and are mindful of their mortality. To them, their primary purpose is to show how the common man can aspire to affect the world and rise to greatness.

Envoys take on an inordinate burden at every turn, believing it their duty to serve others. This may drive them to put their well-being second by jumping in the way of danger in order to protect others. Or it could mean that they till the fields long after supper.

Living simply comes naturally to them. Few believe that the accumulation of fanciful things, such as fine art or ornate dishware, will serve them when destiny finds them, and they teach others to share whenever they come upon windfall.

Those who live in the wild turn to nature and may treat animals and plantlife as their people, and work to maintain the natural world's delicate balance. Others may choose to go on pilgrimages at maturity in hopes of discovering their divine purpose.

Envoys believe that their fates are predetermined, that the gods have shaped their lives as they shape the planes. This notion allows them to be more accepting of death — if they were to die, then surely that would mean that they have accomplished what they were created to do.

Relations

Envoys forge relationships with those who respect or abide by their convictions. They have little patience for those who look down on the common people or who put themselves first.

Yet those who adventure with envoys may frown at their tendency to put themselves in harm's way or take on work that may slow down the group. For an envoy, however, each quest they undertake has value, believing that one good deed deserves another.

Envoys prefer companions who are reliable, thoughtful, and hardworking. They butt heads with those who squander away their free time. As a rare people of divine birth, they understand how a people's preconceptions can lead to turmoil.

Not all envoys are good, however. Those who are born to do evil are aware that their actions will draw the ire of others. They may seek companions who can help them plan or set up contingencies. They can be thoughtful in their evilness and use their race's reputation to divert others from seeing their true intentions.

Alignment and Religion

Envoys can be any alignment. Though most arrive at the conclusion that they have no free will, they respond differently to the thought. An envoy who is true neutral, for example, trusts his gut and believes that he will accomplish whatever he was made for. One who is lawful good may do what is within his power to positively influence the world, and one who is chaotic good may believe his life's purpose outweighs the need to follow the law.

Just as the rulers of the fey realms may be evil, so can envoys. Those who fall on this end of the spectrum believe that evil is necessary, especially in times of peace. They think that people can only overcome their differences if they have a common enemy. Others are drawn to power and are driven to rule others no matter the costs. These envoys are ruthless and use their reputation to turn others toward evil.

Adventurers

Envoys are frequent travelers, often leaving their homes at maturity in order to embark on a personal or spiritual journey.

Envoys who find a home in nature become stern protectors of it and are either blessed with its gifts or learn to survive by observing its creatures. Others join the local guard or other organization in the hopes of finding a purpose that resonates with them. Those who do are often called on by the church or their faith to be divine protectors.

Names

Envoys are raised in a variety of cultures across the fey realms. They have no naming conventions of their own but are often named after gods.

Envoy Racial Traits (14 RP)

Envoys are keystones in their communities and the natural world. They have unnatural physical and mental fortitude, allowing them to endure many hardships.

+2 Con, +2 Wis, -2 Int (0 RP): Envoys are strong in body and mind but may rely too heavily on their instincts.

Fey (2 RP): Envoys are fey with the envoy subtype.

Medium (0 RP): Envoys are Medium creatures and thus receive no bonuses or penalties due to their size.

Normal Speed (0 RP): Envoys have a base speed of 30 feet.

A Common Cause (3 RP): Envoys are destined to be leaders of communities, and their benevolence make them more trustworthy than others. They gain a +2 racial bonus on Diplomacy and Knowledge (local) checks.

Divine Rites (3 RP): Envoys have a close connection to the gods and can read the subtle signs they leave. They gain the following as a spell-like ability: 1/day—*augury*. The envoy's caster level for this ability is equal to its character level.



Foreseen Needs (1 RP): Certain skills that may be useful to an envoy come naturally to them. Select two of the following skills: Bluff, Craft, Diplomacy, Escape Artist, Knowledge (geography), Knowledge (planes), Perception, Sense Motive, or Use Magic Device. These skills are always considered class skills.

Shielded Mind (2 RP): Whether due to his divine inheritance or resolute nature, an envoy has a hard mind to crack. They gain a +2 bonus on all Will saving throws.

Unwavering Stride (2 RP): Envoys are accustomed to making long journeys across harsh climates and working long hours. They gain a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Low-light vision (0 RP): Envoys can see twice as far as a race with normal vision in conditions of dim lights.

Languages (1 RP): Envoys begin play speaking any one language of their choice. Envoys with high Intelligence scores can choose from any languages they want (except Druidic and other secret languages).

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Blessed Medic: Some envoys are blessed with the gift of healing. Whenever they cast a spell of the healing subschool, increase the total hit points healed by +2. This racial trait replaces divine rites.

Change Shape (Su): Some envoys find that their outward appearance distracts others from their noble causes and discover a gift for blending in. They can assume the appearance of a specific single humanoid creature of the same sex. The form must be of the fey subtype and the same size as the envoy. While in this form, they gain a +10 racial bonus on Disguise checks made to appear as that race. Changing shape is a standard action. This trait otherwise functions as *alter self*, save that it does not adjust the envoy's ability scores and they can remain in this form indefinitely. This racial trait replaces unwavering stride and shielded mind.

Deeper Ki Pool: Envoys who spend their youth at a monastery or in deep meditation learn to hone their supernatural gifts. If they gain a *ki* pool, such as through a class feature or rogue talent, treat their Wisdom score as 4 points higher for the purposes of determining how many *ki* points they gain. This racial trait replaces divine rites.

Charismatic Heritage: Some envoys are bold in character and are born to work with others. They gain a +2 racial bonus to Charisma instead of Wisdom. Additionally, they are immune to fear effects. This racial trait alters the ability score bonus and replaces divine rites.

Elder Magic: Envoys who devote themselves to meditation or service receive gifts that allow them to overcome obstacles. Envoys add +1 to the DC of any saving throws against divination spells that they cast. An envoy with a Wisdom score of 11 or higher gains the following spell-like abilities (the caster level is equal to the envoy's character level): 1/day—*feather step*, *guidance*, *know direction*, *stabilize*. This racial trait replaces divine rites.

Famed Nomad: Envoys who spend their lives on the road find their reputation precedes them. When using the Reputation and Fame rules, treat the envoy's Charisma score as 4 points higher for the purposes of determining their starting Fame. This replaces a common cause.

Fertile Soil: Some envoys develop a deeper connection with the natural world than with people. Sorcerer members of this race with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Clerics who are members of this race with the Plant domain use their domain powers and spells at +1 caster level. This trait does not give members of this race early access to level-based powers; it only affects powers that they could already use without this trait. This racial trait replaces a common cause.

Healthy: Some envoys stave off illness with more ease than others. They gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This racial trait replaces unwavering stride.

Of Animalkind: Some envoys are born to be keepers of animals, and find these creatures trust them more often than not. These envoys gain a +2 racial bonus on Handle Animal and Ride checks. This racial trait replaces a common cause.

Lying Cheat: Some envoys learn early on that lying and cheating are the quickest ways to get what they want. They gain a +2 racial bonus on Bluff and Sleight of Hand checks. This racial trait replaces a common cause.

Wild Thoughts: Envoys who escape to the wilderness as children spend their years studying animals and facing the obstacles of the natural world. They choose two of the following skills: Acrobatics, Climb, Fly, Handle Animal, Intimidate, Knowledge (nature), Perception, Stealth, or Swim. The selected skills are always class skills for them. This racial trait replaces foreseen needs.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Barbarian: Envoy raised in tribes and harsh environments embrace their inner rage to accomplish what others cannot. Add 1 to the envoy's total number of rage rounds per day.

Bard: Envoy bards find inspiration in the divine and find new spells therein. Add one spell known from the cleric's spell list. This spell must be of the divine subschool and at least one level below the highest spell level the bard can cast. The spell is treated as being one level higher, unless it is also on the bard spell list.

Cleric: Clerics of this race have a greater ability to protect and heal others. Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Envoy druids are sometimes born with magical gifts from the natural world that protect them from harm. Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase their resistance to one of these energy types by 1 (maximum 10 for any one type).

Fighter: Envoy fighters may not fear death, but they are nevertheless more resilient to it. Add +2 on rolls to stabilize when dying.

Monk: Envoy monks have deep wells of potential that they can tap. Add +1/4 point to the monk's *ki* pool.

Paladin: Envoy paladins find that their weapons are more deadly when faced with a mighty foe. Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Ranger: Rangers of this race are leaders on the battlefield. Add +1/4 to the number of opponents the ranger may select when using hunter's bond to grant a bonus to allies. All selected creatures must be of the same type.

Rogue: Envoy who become rogues may weave magic into their art. Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Wizard: Envoy wizards who draw their might from books may be struck by an otherworldly inspiration. Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the envoy can cast.

Racial Feats

The following feats are available to a character of this race who meets the listed prerequisites.

Jack of Three Trades

Prerequisite(s): 1 rank in three Profession or Craft skills, envoy.

Benefit(s): You spent your early years jumping from one trade to another and have found that you have a talent for picking up new jobs and filling different roles. When you select this feat, choose any two classes. You may not select your favored class. When you level up in either of these classes, you may choose to receive +1 hit point or +1 skill rank. You may select prestige classes.

Masterful Scryer

Prerequisite(s): Spell focus (divination), envoy.

Benefit(s): You have practiced and perfected the art of scrying, extending the range of your spells and making them harder to detect. Treat your caster level as 3 higher for the purposes of:

Determining the range at which you can cast spells with the scrying subschool;

For the DC of Perception checks made to detect your sensors; and

For the DC to dispel a spell with the scrying subschool.



Madcaps

Within the fey realms, few sights inspire awe like the neon mushroom forests. There, mushrooms tower over the purple earth like the redwoods of the Material Plane and emit a bioluminescence of spectacular neon colors. Violet, pink, green, and blue emit from the gills of these treelike mushrooms.

Even the undergrowth and creatures in these forests are alight. But not all creatures care to be seen.

Buried in mud beside the glinting streams of these forests are a peculiar and shy kind of fey: madcaps. These small creatures have fungi and moss covering their bodies. They have beady black eyes, a small nose and mouth, and hands like roots.

Though madcaps are often born in solitude and are shy, they desire the companionship of friends. But their stench, lack of social etiquette, and tendency to bumble from one sentence to the next can distract others from their otherwise kind demeanor.

During times of joy, a madcap grows spores that create others of its kind.

Of the few friends madcaps have in the mushroom forests, witches are the most common. In fact, the first madcap was born from the remains of a fey witch's familiar.

Physical Description

Madcaps are small, mushroom-like creatures who grow fungi along their bodies. They have beady black eyes, a petite nose, and a mouth like a slit. Their faces are expressionless.

Madcaps come in bright colors, from neon orange to purple, as well as greens, browns, and black. A madcap's skin has a slick film to it, and what little hair they have grows short and thin. They have long, thin arms and legs, and their hands are rooty. Although most madcaps have a mushroom cap, some simply have a stocky head, atop which mushrooms and moss grows like hair.

As they prefer to sleep in the mud, madcaps are rarely clean. Often growing up in swamps or deep within forests, madcaps commonly don clothes made from ferns and other plants. Some choose not to wear any clothing at all.

Madcaps reach maturity in under one year and can grow to be as tall as three feet. They can live to be upwards of 45 years old.



Society

Madcaps are born in dense mushroom forests, where the earth is purple and the canopy glows with clusters of neon mushroom caps. Born from spores that have been released by others of their kind, madcaps live in isolation or are adopted by witches and other unusual creatures.

Madcaps struggle to grasp the intricacies of social interaction, even as they attempt to mimic others' behavior. Pass or fail, madcaps crave close relationships and will cling to those who accept them.

Madcaps have poor hygiene and eat dead plant material and carrion. The latter point may be off-putting to others, especially when a madcap gifts a half-gnawed leg to someone who was kind to them.

Madcaps treasure knowledge. This, in part, is due to the fact that they carry some of the knowledge of previous madcaps. Day to day, they take careful notes. Faced with an obstacle, they refer to previous observations and use deduction to predict the best course of action, making them self-sufficient.

Madcaps reproduce in a similar manner to mushrooms. During times of great joy, they grow spores along their bodies that fly off in the wind. If the spores find moist patches of soil to settle in, up to three madcaps may grow from them. Infant madcaps, called cappies, open their eyes on the first night after they emerge. They grow rapidly and are able to walk and speak a few words within a month, given that their voracious appetites are satiated through this time.

Madcaps or adventurers who wish to raise a cappie may choose to plant madcap spores in a pot. In these cases, cappies will remain in their pot until they are able to walk and care for themselves. Madcaps who choose to be parents can be overbearing and clingy with their children.

By the end of their first year, a cappie reaches maturity and is fluent in at least one language.

Relations

Madcaps are short, and they'd easily be swallowed up in a crowd if not for their stench. Though they may fumble when trying to fit in, madcaps are thoughtful and tough, making them reliable party members.

Madcaps value meaningful relationships. Aware of their own flaws, they're willing to overlook flaws in others. For those they truly love, madcaps will offer up gifts and become obsessive.

Madcaps work best with those who respect their quietude but still seek out their guidance. Temperamental creatures may find madcaps act as their voice of reason. But while madcaps shrink from the limelight, they like to be recognized from time to time.

Alignment and Religion

Madcaps can be of any alignment. They often adopt the ideologies of those who raised them. Those that grow alone, however, lean toward neutral alignments, developing their understanding of the world from the wild.

Adventurers

Few madcaps stray far from home. Those who do choose to in order to accompany a close friend or relative or seek out companionship.

Madcaps who pursue the magical arts are drawn to arcana found in books. They are impassioned by the talents of wizards and will adventure in order to learn from them. Other madcaps turn to science in order to find ways to augment their bodies and will adventure in order to meet great minds in the sciences or to conduct research in libraries.

Names

Madcaps are genderless. Common names include: Durop, Duun, Gump, Muroom, and Udou.

Madcaps Racial Traits (13 RP)

Madcaps are commonly born alone outside of civilization and have only their tenacity and intellect to help them survive. They may struggle to navigate the intricacies of social interaction. As a race born from the remains of a familiar, madcaps crave companionship and are adept at magic.

+2 Con, +2 Int, -2 Cha (0 RP): Madcaps are hardy and intelligent but weak in character.

Small (0 RP): Madcaps 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 (2 RP): Madcaps are fey with the madcap subtype.

Slow Speed (-1 RP): Madcaps have a base speed of 20 feet.

Bottom Feeder (1 RP): Madcaps survive in the wild by feeding on carrion and dead plant material. They can eat spoiled or rotting food and drink without ill effect.

Familiarity (2 RP): Madcaps retain some of the magical properties of a familiar. At 1st level, choose one of the following benefits:

+3 hit points

+2 to Initiative checks

+2 racial bonus to Acrobatics, Appraise, Bluff, Climb, Perception, or Stealth

Fey Realm Magic (Sp) (2 RP): Born from the soil of the fey realms, madcaps have an innate gift for magic. They add +1 to the DC of any saving throws against poison spells that they cast. Madcaps with an Intelligence score of 11 or higher also gain the following spell-like abilities: 1/day—*detect poison, know direction, root, speak with animals*. The caster level for these effects is equal to the madcap's character level.

Healthy (2 RP): Madcaps are home to an array of poisonous mushrooms, bugs, and plants. They gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Learned Survivalist (2 RP): Madcaps use cold logic to survive in the fey realms. They use their Intelligence modifier instead of their Wisdom modifier on Survival skill checks.



Spore Cloud (Ex) (2 RP): Madcaps grow an array of toxic fungi on their bodies that can be used to protect them from predators. Once per day, as a standard action, a madcap can release poisonous spores in a 10-foot radius burst centered on themselves. Creatures who inhale the spores must make a Will saving throw (DC 10 + 1/2 the madcap's character level + the madcap's Constitution modifier) to avoid the psychoactive properties of the spores. Creatures who fail are dazed for 1 round. This is a poison and mind-affecting effect. The cloud remains for 1 round. Creatures who hold their breath can avoid inhaling the spores. Madcaps are immune to the effects of this poison.

Stability (1 RP): Madcaps have rootlike feet they can use to plant themselves in the earth. As an immediate action, they can root themselves against an attack. Doing so grants them a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Low-light Vision (0 RP): Madcaps grow beneath the dimly lit canopies of glowing mushrooms. They can see twice as far as a race with normal vision in conditions of dim lights.

Languages (0 RP): Madcaps begin play speaking Common and Sylvan. Madcaps with high Intelligence scores can choose from the following: Aklo, Gnome, Terran, and Treant.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Alertness: Whether living in the forest or a crowded city, some madcaps are born with strong instincts. Madcaps with this racial trait gain Alertness as a bonus feat at 1st level. This racial trait replaces familiarity.

Camouflage: Appearing as overgrown mushrooms, madcaps are adept at hiding among trees and undergrowth. Madcaps gain a +4 racial bonus on Stealth checks while in forest terrain. This racial trait replaces stability.

Carriion Sense: Madcaps born in areas where food is sparse develop a knack for sniffing out carrion. This functions like the scent ability, but only for detecting corpses and badly wounded creatures (creatures with 25% or fewer hit points). This racial trait replaces low-light vision.

Claws: Some madcaps grow sharp rootlike fingers. Madcaps with this racial trait receive two claw attacks. These are primary natural attacks that deal 1d3 damage. This racial trait replaces spore cloud.

Edible Mushrooms (Ex): Madcaps who crave the company of animals or aim to be useful in adventuring groups may choose to grow edible mushrooms to feed others. Madcaps with this racial trait can harvest enough food to sustain a number of Medium creatures up to their Constitution modifier (minimum 1) for 24 hours. They can harvest their mushrooms once per day. This racial trait replaces spore cloud.

Enhance Poison: Madcaps are adept at enhancing the potency of poisons they craft by using the fungi on their bodies. Three times per day, a madcap can raise the DC of a poison they craft by 1. They can only use this effect once per poison they craft. This racial trait replaces spore cloud.

Glow (Sp): In forests where the canopies are dark and no light reaches the floor, madcaps grow fungi that produce light. At will and as a spell-like ability, madcaps with this racial trait can make themselves glow, as though under the effects of *light*. This racial trait replaces fey realm magic.

Innate Arcane Knowledge: Some madcaps carry the arcane knowledge of their ancestors, allowing them to cast spells that might otherwise be inaccessible to them. At 1st level, add an arcane spell to your class spell list. It does not need to be a spell you can cast at 1st level. This racial trait replaces fey realm magic.

Poisonous Crop (Ex): Some madcaps choose to feed on living creatures and grow mushrooms that secrete an oil that can aid them on their hunts. Once per day as a swift action, a madcap can create a poison that can be applied to a weapon or delivered as a touch attack. Alternatively, the madcap can smear the poison on its own body as a standard action, affecting the first creature to hit it with an unarmed strike or natural weapon. The poison loses its potency after 1 hour. Madcaps are immune to the effects of this poison. This racial trait replaces spore cloud.

Weakening Venom

Type Contact or injury; **Save** Fort DC 10 + 1/2 the madcap's Hit Dice + the madcap's Constitution modifier; **Onset** —; **Frequency** 1/round for 6 rounds; **Effect** 1d2 Str damage; **Cure** 1 save.

Polypurpose Mushrooms (Ex): Madcaps born in communities may learn how to craft concoctions to entertain and treat others. Madcaps with this racial trait can spend 10 minutes harvesting a special blend of fungi that can be ingested. When you craft a concoction in this way, choose one effect from *polypurpose panacea*^{UM} to replicate.

Each concoction is potent for 24 hours. Madcaps may use this ability a number of times per day equal to their Constitution modifier (minimum 1). This racial trait replaces spore cloud.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Madcaps make talented alchemists and learn to use alchemical ingredients to great effect. Add +1 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.

Barbarian: Madcap barbarians are tenacious warriors who have a preternatural gift for resisting magic. Add +1/3 to the bonus from the superstition rage power.

Bard: Madcaps who choose to explore new lands relish learning about other cultures and regions. Add +1/2 to the bard's bardic knowledge bonus.

Cleric: Devoting their lives to others, madcap clerics are gifted at healing those they love and harming those who would threaten them. Add +1/3 to the cleric's channeled energy.

Druid: Madcap druids share some of their natural gifts with their devoted companions. Add a +1/4 luck bonus on the saving throws of the druid's animal companion.

Fighter: Madcap fighters learn to use their small size and wit to their advantage. Add +1/4 to CMB checks made on dirty trick or trip attacks.

Monk: Madcaps who devote their lives as monks use their small size and collection of fungi to their advantage. Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attack attempts per day.

Paladin: Madcap paladins gain the admiration of others through their steadfastness. Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Ranger: Madcap rangers treat their animal companions like their children and emphasize education. Add +1 skill rank to the ranger's animal companion. If the madcap ever replaces its companion, the new companion gains these bonus skill ranks.

Rogue: Madcap rogues outclass foes by using poisons. Add +1/4 to sneak attack damage on attacks against opponents under the effects of a poison.

Witch: Madcap witches have a symbiotic relationship with their familiars and can help them discover new spells. Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

Wizard: Madcap wizards excel in spellcasting and learning new magics. Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level they can cast.

Racial Feats

The following feats are available to a character of this race who meets any listed prerequisites.

Fey Poison

Prerequisite(s): Gnome magic racial trait or fey creature type.

Benefit(s): You can infuse your poisons with sparkling fey magic to affect creatures that are normally immune to poison. Three times per day, you can charge a dose of poison by spitting into it as a swift action. This allows the poison to affect undead and outsiders, bypassing their inherent immunities. Magical effects that negate poisons still apply.

Expanded Arcane Knowledge

Prerequisite(s): Int 13, innate spell knowledge racial trait, madcap.

Benefit(s): As your power grows so are you able to access the spells once cast by your ancestors. At 1st level and every six levels thereafter (7th, 13th, and 19th level), add one spell from any arcane spellcasting class to your class spell list. The spell must be one level lower than the highest spell level you can cast. For example, a 6th-level wizard may choose any arcane spell up to 2nd level.



Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide, © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign, © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Intrigue. © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Ultimate Cantrips © 2011, Paizo Publishing, LLC; Author: Jason Buhlmann (Source: <http://paizo.com/community/blog/v5748dyo5lc7e?Ultimate-Cantrips>)

Racial Profiles: Fey Races © 2019, d20pfsrd.com Publishing; Author: Michael Galvis