

Racial Ecologies GUIDE TO FEYBORN

*Come away, O human child!
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping
Than you can understand.*



Writing/Design by: Rick Hershey
Published by: Fat Goblin Games



Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

©2012 **Fat Goblin Games**. All rights reserved. www.fatgoblingames.com - **Open Game Content:** All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.

The feather light touch of the fey can be seen in most human cultures, from simple superstitions about hanging cold iron above the doorway to the practice of tithing bread and milk to the local fey-lords so they will leave the harvest in peace. The fey have always had a presence in the mortal world, whether it is through beguiling passing travelers or inspiring famous heroes they are prone to meddling in the realm of humanity.

The feyborn are the product of mortal parents whose blood contains some

tinge of fey magic. Many are born to human parents, although their ancestry may be tinged by a great-grandfather cavorting with a dryad, but some are the result of a powerful blessing from a fey creature of great power while the child is still in the womb. The favor of a fairy is a powerful thing, and their good will towards one who is not yet born can have a powerful effect on their blood and destiny.

The feyborn are marked with strangeness, right from their moment of birth. There is something strange

and magical about them even when they lie in the cradle, their mismatched eyes changing color with the shift of the winds. As they grow up, they exhibit an even stronger affinity with fey magic, possessing a natural way with the plants and animals of the woods and occasionally exhibiting some outward flash of fey magic.

Feyborn are more at home in the wilds of their fairy ancestors than large cities. Many suffer torment and ostracism at the hands of superstitious villagers that fear their fey nature, while

others find the touch of fey-blood a blessing as they grow into maturity. From a young age, they exhibit a strong connection with the natural world and magic, and many use their skills to play practical jokes and tricks on those that surround them.

Personality: The personalities of the feyborn are as varied as the seasons and the fairies they are descended from. Some are as solemn as an aging oak tree, with others flit between emotions like a butterfly dancing across a field of flowers.

The only constant from one feyborn to the next is the sense that they are always older than they appear. Their natural understanding of nature's rhythms and cycles, from the changing seasons to the inevitability of death, makes them constantly aware of the bigger picture.

Even the most erratic and fun-loving feyborn is influenced by their deep connection to nature, and although they may seem like a shallow nuisance to those around them they are also prone to flashes of sudden depth and insight.

PHYSICAL DESCRIPTION: The feyborn's physical features are as diverse as the mortal stock they are born into, though they are usually slender and possess a few fey traits. Eyes of two different shades are common, as is having one arm or leg a few hairs longer than the other.

Some feyborn exhibit traits that are associated with their fairy ancestors – a green cast to the skin if they are descended from a dryad, furred haunches or a small tail if they are descended from a satyr, or elven features if they are related to pixies and similar small folk.

Feyborn always seem younger than their years, and they are known to age slowly. They retain their youthful features well into their forties and fifties,

and even in their dotage they have the features of humans only half their age.

Regardless of their personal magnetism and charisma, all feyborn are considered fair to look at by humans and other demi-human races. Their alien beauty often wins them admirers as quickly as their mercurial temperament drives others away.

RELATIONS: Most feyborn are communal creatures that love interacting with others, but few maintain a strong connection to the human communities that raised them. Their long life and strange outlook often sees them leaving their homes at a young age, and many drift towards communities of other forest creatures.

With their love of woods and forests and a strong affinity for fairy mischief, many feyborn find themselves associating with true fey and gnomes. More serious feyborn can be found living among forest-dwelling elves, and some drift to communities of outcast half-breeds along with half-elves and half-orcs.

ALIGNMENT: With their strong connection to nature and their affinity for the cyclic nature of life, many feyborn tend to be fairly neutral in their view of the world. While some may drift towards mischief and randomness, and others adopt a fundamentally moral outlook on the world, they are rarely swayed far in either direction.

Although they are rare, a few feyborn turn to evil as a result of the ostracism they feel in their youth or their link to a darker strand of fairy blood.

FEYBORN LANDS: The majority of feyborn attach themselves to the communities of other races, so they rarely possess lands of their own.

Most feyborn live among human communities, often existing on the fringes of society serving as village herbalists or fortune tellers. A rare

Feyborn Names

Feyborn names are just as varied as any of their fey ancestors. Nevertheless, the following section presents some thoughts on how feyborn names are chosen and how they might relate to their fey origins.

Plants

Alaneo, Avo, Aphid, Azalea, Blaze, Camelia, Calla, Carpus, Cassia, Flora, Gerania, Gerbera, Grevillea, Hazel, Hibiscus, Holly, Hollyhock, Honey, Ivy, Jasmine, Lantana, Lilac, Liatris, Lichen, Morel, Mossy, Nastur, Plumeria, Rose, Oleander, Rebutia, Sulcore, Strombo, Tansy, Thistle, Willow, Yavia, Yucca.

Minerals, Crystals, Gems

Amethyst, Berline, Beryl, Cadmi, Carnelia, Chlora, Cintrine, Cobalt, Crystal, Diaspor, Emerald, Flint, Floura, Garnet, Gypsum, Heliodor, Indigo, Iridia, Jade, Jasper, Jet, Lapis, Lazuli, Opal, Onyx, Obsidian, Potch, Rhodium, Ruby, Sapphire, Selenia or Selene, Spinel, Thalli, Tita-nia, Topaz, Tourmaline, Tungsten, Unan, Yitri, Zircon.

The Sea, Water, Its Creatures

Abyss, Adriata, Agger, Albedo, Alk, Amode, Anableps, Aqua, Azore, Azov, Bay, Berm, Caspian, Coral, Ebbie, Frag, Gullie, Ionia, Marin, Meer, Meri, Mora, Nautila, Oceana, Pearl, Percula, Silkey, Starfish, Sturge, Strait, Tidal, Urchin, Wrasse.

The Sky and Universe

Albedo, Aurora, Brilliant, Bumble, Chaldera, Chasma, Celestia, Cirrus or Cirro, Corona, Galaxa, Luna, Misty, Pileus, Raine, Strata, Tremor, Helio or Helia, Lumiona, Meridian, Nebula, Nimbo, or Nimbus, Novus or Nova, Radiant, Solara, Soleil, Stella, Umbra, Wist, Zenith.

few head off into the wilderness, living among the fey and the animals that make their homes there.

Rumors exist suggesting that the majority of the feyborn eventually find their way to the otherworldly realms of Fairy to serve in the fey courts that reside there, but few who do so are ever heard from again.

RELIGION: The majority of the feyborn possess a connection to nature that is stronger than any church dogma they are taught as children, so few find their way into the realms of organized religion. They are often present in nature cults and druidic circles, however, and others are known to worship the Kings and Queens of the fey as divine beings.

LANGUAGES: Feyborn grow up learning the native tongue of their homelands, usually common. They also possess the innate ability to speak to woodland creatures such as birds and small animals.

NAMES: Feyborn are normally raised in human cultures, although they are often shunned as outsiders or if their heritage is known. Their names are as diverse and unique as any other human's would be.

ADVENTURERS: Mischief and adventure sing directly to the heart of the feyborn, and it is rare that one touched by fey blood can resist the call of travel and exploration for long.

Whether they are driven from their communities by the suspicion and scorn of their peers or an insatiable need to explore the world, the feyborn quickly become natural travelers once they take that first step onto the winding roads.

Among the rambunctious hordes of adventuring parties and other travelers, feyborn find an acceptance and

camaraderie that is normally absent from their adolescent years.

Others find peace and serenity while wandering their beloved mountains and forests, often finding a place as a traveling messenger and guardian for the fey folk that inhabit the area.

Alternate Racial Traits

The following racial traits may be selected instead of existing feyborn racial traits. Consult your GM before selecting any of these new options.

Glamour Shape: Feyborn can assume the appearance of a single form of a single humanoid race of its size. The form is static and cannot be changed each time it takes this form. The feyborn gains a +10 racial bonus on Disguise checks made to appear as the member of the race whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as *alter self*, save that the creature does not adjust its ability scores. This replaces the *Attuned to the Wild* racial trait.

Nereid Fascination: Once per

day, a feyborn can create a 20-foot-radius burst that causes humanoids within the aura's range to become fascinated with the user (as the bard's fascinate bardic performance). Affected humanoids may resist this effect by making a successful Will saving throw (DC 10 + 1/2 the user's character level + the user's Charisma modifier). This replaces the *Fey Damage Resistance* racial trait.

Seducer: Feyborn add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, members of this race with a Wisdom score of 15 or higher may use *charm person* once per day as a spell-like ability (caster level is equal to the user's character level). This replaces the *Fey Magic* racial trait.

Terrain Stride: Select one type of terrain from the ranger class's favored terrain class feature (except urban). Feyborn can move through natural difficult terrain at their normal speed while within the chosen terrain. Magi-



Feyborn Racial Traits

+2 to One Ability Score: Feyborn characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Fey: Feyborn are fey with the human subtype.

Medium: Feyborn are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Feyborn have a base speed of 30 feet.

Low-Light Vision: Feyborn can see twice as far as humans in conditions of dim light.

Attuned to the Wild: Select one type of terrain from the ranger class's favored terrain class feature (except urban). While you are in your selected terrain type, your natural healing rate can heal an additional 2 hit points per level per day, after which it ceases to function.

Fey Damage Resistance: Feyborn gain DR 5/cold iron.

Camouflage: Select one type of terrain from the ranger class's favored terrain class feature (except urban). Feyborn gain a +4 racial bonus on Stealth checks while within that terrain type. Must be the same terrain type as *Attuned to the Wild*.

Fey Magic: Feyborn gain a +1 bonus to the DC of any saving throws against illusion spells that they cast. Those with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—*dancing lights*, *ghost sounds*, *prestidigitation*, *speak with animals*. The caster level for these effects is equal to the user's level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Charisma modifier.

Languages: Feyborn begin play speaking Common and Sylvan.

cally altered terrain affects them normally. Must be the same terrain type as Attuned to the Wild. This replaces the *Camouflage* racial trait.

Fairy Gifts (race traits)

Breeze Step (Feyborn)

Your fey ancestor was known for its untamed speed. When in combat, you feel a fierce surge of energy through your body.

Benefit: Once per day, you may move an additional 5 feet as part of a move action.

Color Thief (Feyborn)

Your skin is an odd tint that somehow absorbs and reflects surrounding colors.

Benefit: You gain a +2 trait bonus on Stealth checks, providing you wear only light armor or no armor.

Child of Spring (Feyborn)

You have spent long months surrounded by the ever-blooming flow-

ers and lush trees of nature. These moments bring you closer to your fey heritage.

Benefit: You gain a +1 trait bonus on Knowledge (nature) checks, and Knowledge (nature) is always a class skill for you. You may always make Knowledge (nature) checks as though you were trained in the skill.

Friend of the Fey (Feyborn)

You have a special relationship with the fey, having grown up in close proximity to them.

Benefit: You gain a +2 trait bonus on Diplomacy checks against fey creatures.

Nature's Bane (Feyborn)

Having seen and fought against that which corrupts the natural world, you have learned the best ways to kill the various corrupted creatures.

Benefit: You gain a +2 trait bonus on weapon damage against evil fey, and plants and animals corrupted by evil.

Favored Class Options

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

Alchemist: Add +1 foot to the range increment of the alchemist's thrown splash weapons (including the alchemist's bombs). This option has no effect unless the alchemist has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Barbarian: Add +1/4 to the bonus on Reflex saves and dodge bonus to AC against attacks made by traps granted by trap sense.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 foot to the cavalier's mount's base speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively

a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Cleric: Add +1/3 to the amount of damage dealt or damage healed when the cleric uses channel energy.

Druid: Select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the druid's Wisdom modifier. The druid adds +1/2 to the number of uses per day of that domain power. For druids whose nature bond gives them an animal companion, add +1 skill rank to the animal companion. If the druid ever replaces her animal companion, the new companion gains these bonus skill ranks.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.

Gunslinger: Add +1/4 to the number of grit points in the gunslinger's grit pool.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Magus: Add +1/4 to the magus's arcane pool.

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: 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); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gather information.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Vital Statistics				
Feyborn Random Starting Age				
Starting Age	Young	Adult	Middle Age	
60 years	+4d6	+6d6	+8d6	
Feyborn Aging Effects				
Middle Age	Old	Venerable	Max Age	
150 years	200 years	250 years	+6d% years	
At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha. At old age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha. At venerable age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.				
Feyborn Random Height and Weight				
Gender	Base Height	Height Mod	Base Weight	Weight Mod
Male	5'1"	+2d6"	160 lb.	+2d4 lb.
Female	4'5"	+2d4"	125 lb.	+2d4 lb.

Knowledge of the Feyborn

Knowledge (nature) DC	Result
10	Feyborn are created from the pairing of humans and fey creatures.
12	Most feyborn have general qualities possessed by fey, especially those involving charm and illusions.
15	Some feyborn have such strong ties to their fey parent that they can be identified as being a specific type of feyborn, with their own unique abilities and specific appearance.

Summoner: Add +1/4 to the eidolon's evolution pool.

Witch: 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 she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: When casting wizard enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Feyborn Feats

Over their long history, fey have fought against the rise of civilization and the destructive nature of the humanoid races. As a result, they have developed a number of tricks and abilities they have passed down to the feyborn.

Calm Animal

Your inherited skill in relating to animals allows you to avoid difficult situations with them.

Prerequisite: Diplomacy 3 ranks, Handle Animal 3 ranks, feyborn.

Benefit: You can make a special Diplomacy check to calm and quiet down domesticated animals. Unlike most Diplomacy checks, this one takes only 1 round, but typically requires you be able to make eye contact with the animal. For every 5 ranks in Handle Animal you possess, you gain a +1 bonus on this check. The typical DC to calm an animal in this way is 15 + the animal's Charisma modifier (for an indifferent animal to give simple aid, such as not barking or growling at a thief in the night), but particularly hostile animals, or those well-trained as guards, for instance, may have higher DCs. If

the animal is currently being handled by its owner, a -10 penalty applies to this check.

Charming

Your natural power to charm is considerable.

Prerequisites: Feyborn, Cha 17.

Benefit: You gain the domain powers (though not the spells) of the charm domain. For purposes of these powers, treat your character level as your cleric level.

Child of the Wild

Your racial connection with the wilderness enhances your ability to react to threats.

Prerequisites: Attuned to the Wild, feyborn.

Benefit: When you are in a terrain type you have selected the *Attuned to the Wild* racial trait for, you gain a +2 dodge bonus to Armor Class. If you are in an area that qualifies as more than one kind of terrain, these bonuses do not stack; you receive the bonus for only one of the terrain types.

Fey-Born Sorcery

Enchantments you cast are enhanced with the fey magic inherent to your very nature.

Prerequisite: Fey bloodline sorcerer or feyborn.

Benefit: When using a spell of the Enchantment school, add +4 to all opposed Charisma checks.

Fey Sense

You have the ability to sense the presence of fey beings.

Prerequisite: Feyborn.

Benefit: The character has a sensitivity to the presence of fey beings, and as a free action, can detect the presence of fey creatures within 100 feet.

The character does not know the type or specific location of the fey creatures, nor does this feat grant the ability to physically see invisible fey. The character only senses the number and general direction of all fey within range.

Haunted Fey

You use your fey magic to take on an eerie illusory appearance.

Prerequisite: Cha 13, fey magic racial trait, Knowledge (arcana) 1 rank, feyborn.

Benefit: You add haunted fey aspect to your list of fey magic spell-like abilities, and you can use this spell-like ability twice per day.

Leaf Singer

Your songs recount the ways and mysteries of the fey.

Prerequisites: Cha 13, bardic performance class feature, feyborn.

Benefit: When you use bardic performance with audible components in a forest, the range or area of your chosen performance is doubled. In addition, the DC for saving throws against your bardic performance is increased by +2 for creatures of the fey type, regardless of where the performance occurs.

Life's Blood

Your blood flows with eternal life, and its healing powers allow you use your blood to heal others.

Prerequisite: Feyborn.

Benefit: At will as a full-round action, you may perform a special blood-letting ritual through which you sacrifice some of your own vitality to heal another creature. When using this feat, you take 1d4 points of damage and apply your blood to the wounds of a living creature, healing it for a number of hit points equal to the amount of damage you took from the ritual. This is a super-

natural ability. Only you can perform this bloodletting. A creature cannot be healed by this ability more than once per day.

Overwhelming Beauty

You have a perfect physical appearance, alluring personality, incredible grace, and an eye color of unnatural color.

Prerequisite: 1st level character, Cha 15 Dex 13, feyborn.

Benefit: You ignore all penalties to Bluff; this benefit does not apply to effects that reduce your Charisma score, such as ability damage or disease. You can also retry a failed Diplomacy check once per day.

Special: A GM can still determine that a retry of a Bluff check is impossible.

Prophetic Dreamer

Your dreams sometimes echo the future.

Prerequisites: Feyborn, GM's permission.

Benefit: Once per session after resting, your GM should inform you of a dream you have had that portends an event that may be in your future. Ideally, this dream could warn you of a possible danger or guide you to a good decision. The dream need not come true but should be a possible or likely moment in your future. These dreams could be symbolic, literal, or a combination of both.

Seduction

You are good at using your sexual charms.

Prerequisite: Cha 13, feyborn.

Benefit: You gain +4 circumstance bonus to Bluff and Diplomacy checks with creatures who you are sexually compatible with. You also gain a +2 bonus to the DC of your charm spells.

Special: If you act with hostility toward or bluntly reject the advances of a creature you have used this feat with, their attitude toward you automatically declines by one step and you

may not use seduction with them again until it has improved. Sexual compatibility is determined by apparent race and sex of the seducer with respect to the normal sexual preferences of the target.

Feyborn Equipment

Pheromones, Dryad

Made from a cocktail of scents, both natural and alchemically enhanced and named for the infamously beautiful dryad. These pheromones, a thin oil which interacts with the body's natural scent, create an irresistible aroma which triggers passionate responses in those who inhale it.

The wearer gains a +2 circumstance penalty to all Bluff, Diplomacy and Gather Information skill checks against those within a 20 ft. radius of him. Against beings with the scent ability, the range is doubled and the circumstance bonus increased to +4. A single application of dryad pheromones is effective for one hour. Creatures that have no sense of smell are immune to the effects of dryad pheromones.

single dose - 25 gp

Crescent Twilight

This sword is used almost exclusively by the fey, and many feyborn receive training with this weapon. The sword is the size of a longsword but consists of two crescent blades placed side by side, each ending in a blue tip.

Fairy Dust

Fey creatures make fairy dust from their own dander (such as shed hair and skin) and collect it to give as gifts to mortals. It cannot be created by any known alchemical or magical process. Fairy dust has a soft, silvery glow, vis-

ible only in natural darkness and sparkles in normal light. If a pinch of fairy dust is added to the material component for any Illusion spell, it adds +1 to the saving throw DC.

A Knowledge (nature) check (DC 20) can identify fairy dust and its effect. A Wilderness Lore check (DC 20+) can allow a character to find fairy dust in the appropriate location, assuming the conditions are appropriate.



Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
One-Handed Melee Weapons								
Crescent Twilight	30 gp	1d6	1d8	18-20/x2	—	6 lb	S	deadly

Magic Items

AUBERON'S BLADE

Aura strong transmutation; **CL** 12th
Slot none; **Price** 45,000 gp;
Weight 4 lbs.

DESCRIPTION

Normally a +3 flaming longsword, the Auberon's Blade is a potent artifact of the Unseen Court. The wielder of the Auberon's Blade can transform the weapon into a whip-like form that has 15-ft. reach and can be used to make trip attacks, but which still deals damage as a +3 flaming longsword. The blade shifts and reverts as a free action at the wielder's control.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *polymorph*; **Cost** 22,500 gp.

BELL, GREMLIN

Aura faint abjuration; **CL** 2nd
Slot none; **Price** 400 gp; **Weight** —

DESCRIPTION

From rural villages to bustling cities, many blame even the slightest misfortunes on the depredations of gremlins.

Regardless of whether such creatures are truly to blame for a community's problems, many shrines and hedge wizards sell tiny charms to their neighbors, talismans meant to ward off lesser evils: gremlin bells.

Crafted from bronze, brass, or countless other semiprecious metals, these miniature bells — no more than an inch tall — hang from delicate chains or short silken cords and ring with a tinny tinkling.

Typically affixed over doorframes or to precious objects, when rung frequently these ornaments supposedly ward off gremlins and protect those nearby from ill fortune. And unlike most such folk magic, expertly made gremlin bells actually work.

Gremlin bells have two uses. First, they irritate gremlins. Any gremlin that comes within 20 feet of a gremlin bell cannot make use of any of its supernatural abilities and becomes uncomfortable, typically seeking to leave

the area (though it is not compelled to do so). Secondly, once per day a gremlin bell can be purposefully rung. All gremlins within 20 feet who can hear the chime must make a DC 16 Will save or be sickened for the next 5 minutes.

CONSTRUCTION

Requirements: Craft Wondrous Item, *protection from evil*; **Cost** 200 gp.

IRON BOOTS, REDCAP

Aura moderate transmutation;
CL 8th **Slot** feet; **Price** 10,500 gp;
Weight 2 lbs.

DESCRIPTION

These massive boots are made from crude sheets of iron, riveted and bolted together.

The boots are so large and cumbersome that their wearer takes a —2 penalty on Stealth checks, but gains a +2 enhancement bonus on overrun attempts and a +2 dodge bonus to AC while attempting an overrun combat maneuver. In addition, once per day the wearer can make a trample attack. Regardless of his actual size, the creature wearing the boots can trample creatures of size Large or smaller in his path. The trample attack deals 2d8+18 points of damage (Reflex DC 29 halves).

CONSTRUCTION

Requirements: Craft Wondrous Item, *beast shape III*; **Cost** 5,250 gp.

SANDALS, DRYAD

Aura moderate conjuration and transmutation; **CL** 9th **Slot** feet; **Price** 24,000 gp; **Weight** 1 lb.

DESCRIPTION

These sandals are woven from grass, lengths of pliant vine, living leaves, and supple bark.

In forest terrain, the wearer leaves no tracks or scent and gains a +2 competence bonus on Stealth checks.

The wearer can move through natural undergrowth without impediment or harm as a druid using woodland stride, and once per day she may step

inside a tree and remain there for up to 9 hours, or teleport to a similar tree within range, as tree stride but allowing only a single teleport.

CONSTRUCTION

Requirements: Craft Wondrous Item, *pass without trace*, *tree stride*, creator must be a druid; **Cost** 12,000 gp

SPRIGGANBLOOD CUDGEL

Aura faint transmutation; **CL** 1st **Slot** none; **Price** 3,380; **Weight** 3 lbs.

DESCRIPTION

This gnarly looking +1 club is etched with a leering spriggan face. Three times per day, you may cause the weapon to enlarge; this grants the weapon the reach quality. The weapon may stay in this state until commanded back or up to one continuous minute.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *enlarge person*; **Cost** 1,690 gp.

SYLPH'S SWORD

Aura faint enchantment; **CL** 5th
Slot none; **Price** 7,710 gp;
Weight 2 lbs

DESCRIPTION

This thin silver-hilted blade stores one of the fey's favorite spells. Once per day, upon command as a free action, a target struck by this weapon must make DC 13 Will save or be affected by the *deep slumber* spell.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *deep slumber*; **Cost** 3,855 gp

Feyborn Heritage

Regardless of their fey ancestry, most feyborn possess similar traits and abilities. The otherworldly nature of the fey combined with the young race of humans often makes it difficult to tell a feyborn's heritage by their appearance.

A few feyborn, however, hold strong blood ties to their particular fey ancestor. A player may choose one of the following fey heritages for her feyborn character in place of the traditional feyborn racial features. Each heritage presents new racial traits, spell-like abilities, ecology, as well as a distinct physical appearance.

Bogeyborn

Many believe that the most cruel and mischievous fey become bogeymen as a punishment or a reward for their actions. Others see bogeymen as supernatural manifestations of society's willingness to do itself harm.

BOGEYBORN

Ancestry Bogeyman

Typical Alignment CN

Ability Modifiers +2 Dex, +2 Cha, -2 Wis

Special: Bogeyborn are always male.

The offspring of the bogeymen tend to be mere tricksters, seeing everyone as a fair target of a mischievous ploy. Other embrace the cruel nature of their forefathers, they haunt the abandoned places of the mortal world and their tricks often have fatal consequences.

Bogeyman feyborn have dusty grey skin that holds a moist sheen. Their hair is often white and hangs about their head in thin spiderweb-like strands. In darkness, their eyes shimmer like polished metal.

Many of these feyborn delight in the same perversion of their fey parent in causing fear to those around them. As such, they prefer classes that aid in such behavior leading many to becoming rogues, fighters, and ninja.

TRAITS

The following are race traits for bogeyman feyborn.

Vision of Fear: Once per day, a bogeyman feyborn can create a 20-foot-radius burst that causes humanoid within the aura's range to see a realistic illusion of their most terrifying fears upon the area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on a nightmarish appearance. Any creature within the area may resist this effect by making a successful Will saving throw (DC 10 + 1/2 the user's character level + the user's Charisma modifier) or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. This ability lasts for 1 minute + the user's character level. This replaces the *Attuned to the Wild* and *Camouflage* racial trait.

Shadow Magic: Bogeyman feyborn add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Feyborn with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—*ghost sound*, *pass without trace*, *ventriloquism*. The caster level for these spell-like abilities is equal to the user's character level. This replaces the *Fey Magic* racial trait.

Dryadborn

Dryads are benign guardians of trees, and though they can do little in the way of direct violence, they can trap and disable threats to their homes or turn enemies into allies.

DRYADBORN

Ancestry Dryad

Typical Alignment CG

Ability Modifiers +2 Dex, +2 Cha, -2 Wis

Special: Dryadborn are always female.

Children of the dryad tend to shy away from the business of cities and prefer small groups or just plain solitude. Many remain in a single area for most of their lives, lacking any real desire to travel beyond their comfortable surroundings.

Dryadborn tend to have earthy skin complexions and hair the color of leaves, from bright greens and browns to shades of yellow and orange. Even rarer is the feyborn dryad who's hair changes per the seasons. It is common for these offspring to have patches of moss or even leaves sprout randomly on their bodies, and most possess the greenest eyes you've ever seen. However they look, it is rare one does not consider them beautiful.

These feyborn have an inherited connection to nature and prefer classes that keep them in close proximity to those surroundings. Dryadborn excel being druids and rangers.

TRAITS

The following are race traits for dryad feyborn.

Hydrated Vitality: Dryadborn gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Dryad feyborn can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces the *Attuned to the Wild* racial trait.

Oak Tree Empathy: Dryadborn gain the ability to communicate with oak trees as if under the effects of a *speak with plants* spell (caster level equal to 1/2 the character's Hit Dice). The typical oak tree has a starting attitude of indifferent. To use oak tree empathy, the dryad feyborn and the tree must be within 30 feet of one another under normal conditions. In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these trees. This is a supernatural ability. This replaces the *Fey Magic* racial trait.

Leprechaunborn

Leprechauns are small, fun-loving tricksters. They are most commonly found in forests and share the close connection with nature that is possessed by most fey creatures. Leprechauns love playing tricks on unknowing passersby—almost as much as they love a fine bottle of wine and a plateful of hot food in their bellies.

LEPRECHAUNBORN

Ancestry Leprechaun

Typical Alignment CN

Ability Modifiers +2 Dex, +2 Cha, -2 Str

Special: Feyborn leprechauns are always Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This replaces the *Medium* size racial trait.

Those with a leprechaun parent or ancestor tend to be boisterous tricksters who love to indulge in the finer things in life; dancing, singing, drinking, and food. But there is one family trait that tops all those, the love of gold. Leprechaunborn didn't escape this attraction to the precious mineral, but are not as nearly fanatical as their predecessors. They tend to prefer objects of gold, and when able will buy items or ordorn themselves with nothing else.

Feyborn leprechauns are small in size and generally have a plump torso with gangly limbs. Their hair often thick and orange/red in color, gaining streaks of grey or white as they age.

These feyborn enjoy life to the fullest and often take the role of bards. Those with a particular lust for gold or magic also tend to become fighters or arcane casters as well.

TRAITS

The following are race traits for leprechaun feyborn.

Leprechaun Magic: Leprechaun feyborn add +1 to the DC of any saving throws against spells of the Illusion school that they cast. Feyborn with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—ghost sound, prestidigitation, ventriloquism. The caster level for these spell-like abilities is equal to the user's character level. This replaces the *Fey Magic* racial trait.

Greed: Leprechaunborn gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones. This replaces the *Camouflage* racial trait.

Miteborn

Descended from even smaller fey, the mites are among the most pitiful and craven dwellers of the dark.

MITEBORN

Ancestry Mite

Typical Alignment CN

Ability Modifiers +2 Dex, +2 Wis, -2 Str

Special: Feyborn mites are always Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This replaces the *Medium* size racial trait.

Some unfortunate feyborn might find the blood of the mite amongst their ancestors. The miteborn are small and timid, preferring to keep to themselves. They do have a natural affection for vermin, and often keep the pests for companionship.

Although not as ugly as mites, many of these feyborn still have swollen and misshapen faces. A blue tint can be seen on their skin when they move, and many miteborn prefer to wear layered clothing to hide this from other.

Miteborn have no particular interest in any one class, but prefer to shy away from direct combat and attack from a distance.

TRAITS

The following are race traits for mite feyborn.

Mite Magic: Leprechaun feyborn add +1 to the DC of any saving throws against spells of the Evocation school that they cast. Feyborn with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—*doom*, *prestidigitation*. The caster level for these spell-like abilities is equal to the user's character level. This replaces the *Fey Magic* racial trait.

Spider Empathy: Though mightborn often relate poorly to humanoids, some share an affinity with baser creatures. These feyborn gain the ability to communicate with spiders as if under the effects of a *speak with animals* spell (caster level equal to 1/2 the character's Hit Dice). Spiders are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence. Spider empathy treats swarms as if they were one creature possessing a single mind. In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these creatures. Whenever these miteborn initiate an exchange, spiders begin with a starting attitude of indifferent. This is a supernatural ability. This replaces the *Camouflage* racial trait.

Nereidborn

Nereids are capricious and often dangerous aquatic fey that appear as strikingly beautiful women, often seen bathing unclothed in the water.

NEREIDBORN

Ancestry Nereid

Typical Alignment CN

Ability Modifiers +2 Dex, +2 Cha, -2 Str

Special: Nereidborn are always female.

Sometimes the nereid doesn't kill the men the lure to them, and instead this union produces an offspring. The nereid feyborn, like their mothers, love to be near water and particularly the roaring waters of the sea.

The nereidborn is always beautiful and has many tutors throughout their life. Their hair is often pearl white, like the foam of the crashing waves and their eyes tend to be bright clear blue or a dark murky green.

These feyborn are free spirits who enjoy the attention of others, particularly the opposite sex. Like many fey and feyborn, the bard is a natural fit for them. Many nereidborn also become witches or other arcane casters.

TRAITS

The following are race traits for nereid feyborn.

Hydrated Vitality: Nereidborn gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. Nereid feyborn can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces the *Attuned to the Wild* racial trait.

Nereid Fascination: Once per day, a Nereidborn can create a 20-foot-radius burst that causes humanoids within the aura's range to become fascinated with the user (as the bard's fascinate bardic performance). Affected humanoids may resist this effect by making a successful Will saving throw (DC 10 + 1/2 the user's character level + the user's Charisma modifier). This replaces the *Fey Magic* racial trait.

Nereid Poison: A number of times per day equal to its Constitution modifier (minimum 1/day), a nereidborn can spray a target with its toxic poison.

Poison spray (range 15 ft.)—contact; **save** Fort DC 10 + 1/2 the user's Hit Dice + the user's Constitution modifier; **frequency** 1/round for 6 rounds; **effect** 1 Con; **cure** 1 save. This is a supernatural ability. This replaces the *Camouflage* racial trait.

Random Feyborn Features

Presented below are dozens of features feyborn might possess. None of the following features grant characters any special powers in excess of their usual abilities.

01-04 Small horns on forehead

05-06 Small horns on temples

07 Single horn on forehead

08-09 Long, thin face

10 Fangs

11 All teeth are pointed

12 Long tongue

13-14 Pointed ears

15 Large ears

16 Extremely long nose

17 Very small nose

18 Extremely long eyebrows

19-21 White eyes

22-23 Black eyes (no whites)

24 Unnaturally colored eyes

25-26 Extremely small eyes

27-28 Leaf/vine hair

29-30 Fire/water/other hair

31 Unnaturally colored hair

32-33 Six fingers (including thumb)

34-35 Four fingers (including thumb)

36-37 Large hands

38-39 Long fingernails

40-41 Fingers longer than normal

42 Arms longer than normal

43 Legs longer than normal

44-46 Bird-like features

47-49 Goat-like features

50-52 Other animal-like features

53-55 Insect-like features

56-57 thin body type

58-59 thick body type

60-62 Quills on back

63-65 Spiny ridges all over body

66-68 Hairless body

69-71 Body covered in spots

72-73 Body covered in stripes

74-75 Colored patches of skin

76-80 Moist skin

81-83 Leathery skin

84 Small feathers rather than hair

85 Green-tinted skin

86 Blue-tinted skin

87 Red-tinted skin

88-89 Other color-tinted skin

90-94 Roll twice, rerolling results above 89

95-000 Roll three times, rerolling results above 89



Racial Ecologies: Guide to Feyborn and all other Fat Goblin Games product names and their respective logos are trademarks of Fat Goblin Games in the U.S.A. and other countries.

All Fat Goblin Games characters, character names, and the distinctive likenesses thereof are property of Fat Goblin Games. This material is protected under the copyright laws of the United States of America. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, artifacts, places, etc.), dialogue, plots, story lines, language, incidents, locations, characters, artwork, and trade dress.

Open Content: Except for material designated as Product Identity (see above), the contents of this Fat Goblin Games game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content might be reproduced in any form without written permission. To learn more about the Open Game License and the d20 System License, please visit wizards.com/d20.

Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

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

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balseley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

101 3rd Level Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell.

Advanced Feats: The Witch's Brew. Copyright 2010, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Advanced Feats: Visions of the Oracle. Author: Sigfried Trent Copyright 2011, Open Design LLC, www.koboldquarterly.com. All rights reserved.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Children of the Fey is copyright © 2005 Peter M. Ball.

Content from <http://www.necromancers-online.com/>. Copyright 2010-2012 Necromancers of the Northwest, LLC

Faeries Copyright 2003, Bastion Press, Inc.

Feats 101. Copyright 2009, Steven D. Russell.

Fey Folio: Clans of the Fey Realm. Copyright 2010 Alluria Publishing; Author: Matthew Cici

GameMastery Module E1: Carnival of Tears, Copyright 2007 Paizo Publishing, LLC. Authors: Tim Hitchcock and Nicolas Logue.

Island at the Axis of the World. Copyright 2011, EN Publishing; Author: Ryan Nock.

Pathfinder Player Companion: Blood of Angels © 2012, Paizo Publishing, LLC; Author: Amber E. Scott.

Pathfinder Player Companion: Goblins of Golarion. © 2011, Paizo Publishing, LLC; Author: James Jacobs, Hal Maclean, and Richard Pett.

Pathfinder Player Companion: Inner Sea Primer. Copyright 2010, Paizo Publishing, LLC; Author: Colin McComb.

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 Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat. © 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 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.

The Genius Guide To: Races of Hoof and Horn. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Quintessential Sorcerer copyright 2003, Mongoose Publishing Ltd

Cunningham, Kelly "Gotrek22" Gragg, Jeff "Shadowborn" Lee, Jonathan "Wicht" McAnulty, Joshua "Zynete"

Racial Ecologies: Guide to Feyborn © 2012, Fat Goblin Games, Jason Stoffa, Rick Hershey