



FEATS OF LEGEND: 30 FEY FEATS



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

FEATS OF LEGEND: 30 FEY FEATS

CREDITS

Designed & Written by: Brian Berg, Neal Litherland, and Simon Muñoz

Editing: Michael Ritter

Cover Design: Brian Berg

Layout: Brian Berg

Artwork: Gary Dupuis, Jayaraj Paul, and Maciej Zagorski

LEGALESE

Product Identity: The Total Party Kill Games (TPK Games) company, names and logos; the “Feats of Legend” name and logo; all original artwork, backgrounds, and logos; all trade dress, and graphic design elements.

Open Content: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

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. 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 this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game compatibility logo are the 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.

Published by Total Party Kill Games, LLC. 1st printing, June 10, 2016.

CONNECT WITH US!

Official Site: www.tpkgames.com

Facebook Page: facebook.com/tpkgames

Twitter: twitter.com/tpkgames

Feedback: necro@tpkgames.com



FEATS OF LEGEND:

30 FEY FEATS

FEAT	PREREQUISITES	BENEFITS
Augmented Illusions	Feyborn, fey sorcerer bloodline or fey creature type; Spell Focus (illusion).	Your caster level is increased when casting illusions.
Arrow Charm	Feyborn, fey sorcerer bloodline or fey creature type; Cha 13.	You can use your Cha instead of Dex on ranged missile attacks.
Blood-Soaked Cap	Base attack bonus +6, Knowledge (nature) 3 ranks.	Using a redcap ritual, you gain a bonus in combat.
Capricious Luck	Feyborn, fey sorcerer bloodline or creature with the fey subtype; Cha 13.	You can sometimes call upon the aid of the fey lords in combat.
Changeling Raised	Knowledge (nature) 1 rank.	You learned skills while being raised by the changeling fey.
Dreaming Jaunt	Improved Reverie or Feyborn, fey sorcerer bloodline or creature with the fey subtype; 8 HD.	You can leap into the Dreaming Realm for short distances.
Erlking's Blessing	Wild Empathy, Handle Animal 5 ranks.	The Erlking grants you the gift of animal friendship.
Fae Sight	Darkvision, Feyborn or fey protection trait.	You see through all forms of darkness.
Faerie Godfather	Feyborn, fey sorcerer bloodline or creature with the fey type; character level 11.	You have a faerie guardian.
Faun's Fancy Tune	Bardic Performance or Raging Song, Perform (wind) 1 rank.	Fey music augments your bardic performances.
Feyborn	Cha 13.	You are a fey creature and have their luck.
Feybane Fist	Str 15, Improved Unarmed Strike or natural attack, base attack bonus +6.	Your unarmed strikes overcome fey resistances.
First-World Blood	Feyborn, fey sorcerer bloodline or creature with the fey subtype; Cha 13.	Fey blood makes your illusions are more powerful.
Flesh of the First World	Fey Foundling, fey sorcerer bloodline, or creature with the fey subtype.	Your flesh is as resistant as that of a fey.
Gift of the Tooth Fairy	Feyborn or fey sorcerer bloodline, Bite Attack.	You have a wicked bite.
Gremlin's Luck	Feyborn or fey sorcerer bloodline.	You have a gremlin power.
Grig's Compulsion	Spell Focus (enchantment), Perform (any) 1 rank.	You have greater compulsory powers.
Jack's Grin	Feyborn or fey sorcerer bloodline, Skill Focus (Intimidate).	You know how to terrify opponents.
Knowledge of the Old Ways	Knowledge (nature) 3 ranks.	Your understanding of the ways of the fey betters their attitudes.
Mercurial Mind	Feyborn, fey sorcerer bloodline or creature with the fey type, Cha 13.	Your chaotic fey mind is hard to affect.
Polluted Blood	Fey Foundling or fey sorcerer bloodline.	Your body is hard to pollute or poison.
Seelie Presence	Feyborn, fey sorcerer bloodline or creature with the fey subtype, Cha 13, Lawful alignment, ability to cast arcane	Your enchantments bear the magical weight of the fey queen.

	spells.	
Speak with Nature	Elf, Feyborn, fey sorcerer bloodline or creature with the fey subtype, Cha 13.	You can commune with nature.
Strength of the Oaken Lords	Feyborn, fey sorcerer bloodline or creature with the fey subtype.	You can gain a measure of the strength of treants.
Strong-Willed Charmer	Feyborn, fey sorcerer bloodline, or creature with the fey type.	You are difficult to charm.
Supernatural Metabolism	Fey Foundling, Endurance, Diehard.	You heal very quickly.
Tricky Shifter	Wild Shape.	Your animal forms are more dexterous and stealthy.
Unearthly Fortune	Feyborn, fey sorcerer bloodline or creature with the fey type.	You can beseech the fey lords for aid.
Unseelie Power	Feyborn, fey sorcerer bloodline or creature with the fey type, Cha 13, Chaotic alignment.	Against non-chaotic opponents, your magic is stronger.
Unseelie Side	Friend of the Fey, Fey Protection, or fey-wise trait.	You channel the terrifying power and temperament of the unseelie.

AUGMENTED ILLUSIONS

Your illusions are unnaturally real.

Prerequisites: Feyborn, fey sorcerer bloodline or fey creature type; Spell Focus (illusion).

Benefits: Whenever you cast an illusion spell, your effective caster level is increased by +2.

ARROW CHARM

You whisper the locations of your targets, and your arrows guide themselves on the force of your personality alone.

Prerequisites: Feyborn, fey sorcerer bloodline or fey creature type; Cha 13.

Benefits: You may use your Charisma modifier instead of your Dexterity modifier on ranged attacks with bows and crossbows.

BLOOD-SOAKED CAP

You are one of the gifted few who has learned the secrets of the violent redcaps. Although your ability will never rival theirs, their blood ritual still lends aid to you in battle.

Prerequisites: Base attack bonus +6, Knowledge (nature) 3 ranks.

Benefits: Three times per day as a standard action, you may soak a woolen cap in the blood of an opponent you have brought below zero hit points. When you don the cap you gain a +2 bonus to damage and fast healing 1 for one minute. If your cap is stolen or destroyed you lose these bonuses, and the cap does not confer these bonuses on others.

CAPRICIOUS LUCK

You can beseech the fey lords when you are in dire need of aid. Sometimes they heed your call, and at other times you are little more than amusement.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey subtype; Cha 13.

Benefits: As an immediate action, you may add a +1d4-2 luck bonus to your AC. If the bonus is a negative amount, it is a penalty to AC instead.

CHANGELING RAISED

You were abducted by the fey and raised in Unseelie lands.

Prerequisites: Knowledge (nature) 1 rank.

Benefits: You gain a +2 bonus on Disguise and Stealth checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

DREAMING JAUNT

During moments of stress, you can leap into the fey realm for a short distance.

Prerequisites: Improved Reverie or Feyborn, fey sorcerer bloodline or creature with the fey subtype; 8 HD.

Benefits: Once per day, as an immediate action, you may move 1d10 x 10 feet in a direction of your choice. If you would reappear in a solid object, reduce your movement to the nearest suitable square within your rolled movement.

Special: You may take this feat more than once. If you choose this feat again, you gain another daily use of the Dreaming Leap. Use of this feat does not incur attacks of opportunity during the jaunt.

ERLKING'S BLESSING

The Erlking protects the wild places, reclaiming them from corruption. His mastery of the beasts of the forest can be granted to others who do the same.

Prerequisites: Wild Empathy, Handle Animal 5 ranks.

Benefits: You gain a +4 bonus to wild empathy checks and furthermore, animals' attitudes start one step more positively than it otherwise would.

Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

FAE SIGHT

You can see through any veil of darkness; even one produced by sorcery.

Prerequisites: Darkvision, Feyborn or fey protection trait.

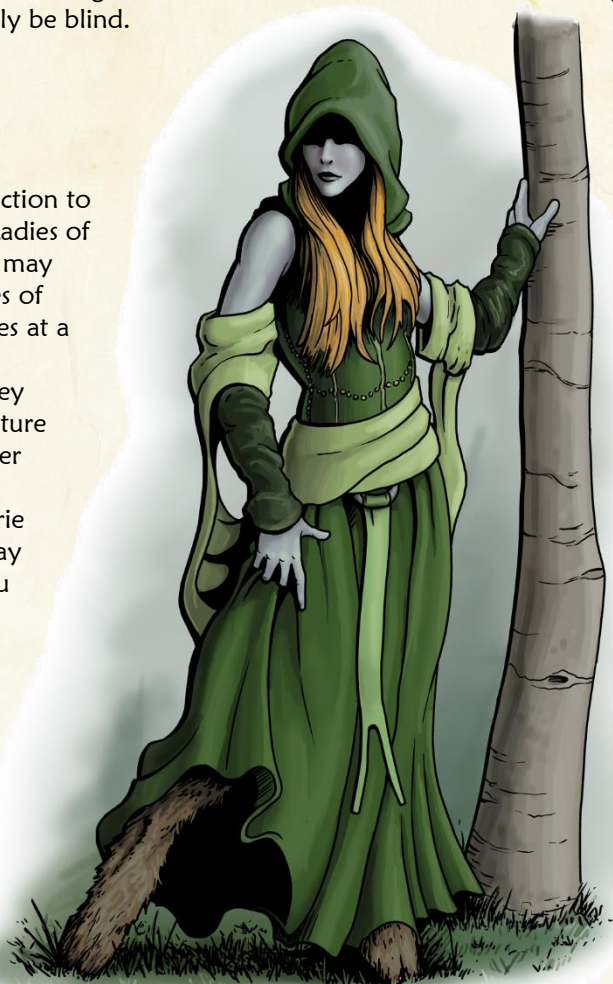
Benefits: Your darkvision functions in all forms of darkness, including in areas of magical darkness where you would normally be blind.

FAERIE GODFATHER

You have a strange connection to one of the true Lords or Ladies of the faerie realm, and you may call upon their aid in times of need... but doing so comes at a cost.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey type; character level 11.

Benefit: You have a faerie guardian, and once per day you can summon it to you by whispering its name. This acts as the spell *planar binding*, except your faerie guardian doesn't always demand pay for its help. This guardian can be any creature of the fey type, but it may have no more than 12 Hit Dice. Additionally, while



your guardian will provide aid, it may ask for favors or reward from you. If a guardian is mistreated, taken for granted, or betrayed (such as sharing its true name with someone else), it may desert you, severing all ties. This ability does not work in an area of magical silence.

Special: You may select this feat multiple times. Each time it applies to a different, specific faerie guardian you have acquired. If you select this feat at character level 15 or higher, your guardian may have up to 18 hit dice, and the act of summoning them acts as *greater planar binding* instead of *planar binding*.

FAUN'S FANCY TUNE

The faun's spirit is in the music he plays and a musician with this feat has learned to augment his ability by adding a tune on a set of panpipes to any performance.

Prerequisites: Bardic Performance or Raging Song, Perform (wind) 1 rank.

Benefits: Three times per day, you may use a masterwork panpipes to augment your performance. Doing so is a swift action that increases the DC of the next bardic performance or raging song you use on its turn by +2.

FEYBORN

You are a child of the fey. Somewhere in your ancestry, your blood was mingled with the creatures of the Dreaming Realm.

Prerequisites: Cha 13.

Benefits: You are considered your normal type and fey. You gain a +1 luck bonus on Reflex and Will saving throws and may cast *dancing lights* once per day.

FEYBANE FIST

Your blows are anathema to descendants of the first world.

Prerequisites: Str 15, Improved Unarmed Strike or natural attack, base attack bonus +6.

Benefit: Your unarmed strikes and natural attacks are treated as cold iron for the purpose of overcoming damage reduction.

FIRST-WORLD BLOOD

Your lineage reaches back to fey roots, and some of your ancestors' power still runs in your veins.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey subtype; Cha 13.

Benefit: Increase the DC of all illusion spells you cast by +1, and gain a +2 on Will saves to resist illusion spells.

Special: If you have the gnome magic racial trait, you may use your spell-like abilities 3 times per day instead of once.

FLESH OF THE FIRST WORLD

Your heritage has empowered you with some of the potent protections possessed by your forebears.

Prerequisites: Fey Foundling, fey sorcerer bloodline, or creature with the fey subtype, Con 15.

Benefit: You gain DR/cold iron equal to half your character level, rounded down (minimum 0).

Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

GIFT OF THE TOOTH FAIRY

Your fey heritage comes by way of tooth fairies. This heritage reveals itself by making your already sharp teeth grow bigger to the point the push awkwardly from your mouth.

Prerequisites: Feyborn or fey sorcerer bloodline, Bite Attack.

Benefits: Your bite attack damage die is treated as if you were one size larger and you add your full strength adjustment.

Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

GREMLIN'S LUCK

Your fey heritage traces itself back to the mischievous gremlins. The ability you manifest

depends on which type of gremlin is in your blood.

Prerequisites: Feyborn or fey sorcerer bloodline.

Benefits: Choose one heritage below.

Pugwampi: Twice per day as an immediate action, you can force a target you can see to roll again on any d20 roll and take the lower roll. You must choose to use this ability before any dice are rolled.

Jinkin: Twice per day as an immediate action, you can give a magic item within 60' a 20% chance its magic fails when used; this effect lasts for 1 minute.

Vexgit: Twice per day when using the Disable Device skill, you treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.

Nuglub: Twice per day on a successful hit you get a free trip attempt with a +4 to the CMB of the trip.

Special: You must choose which type of gremlin abilities you get and this cannot be changed once chosen.

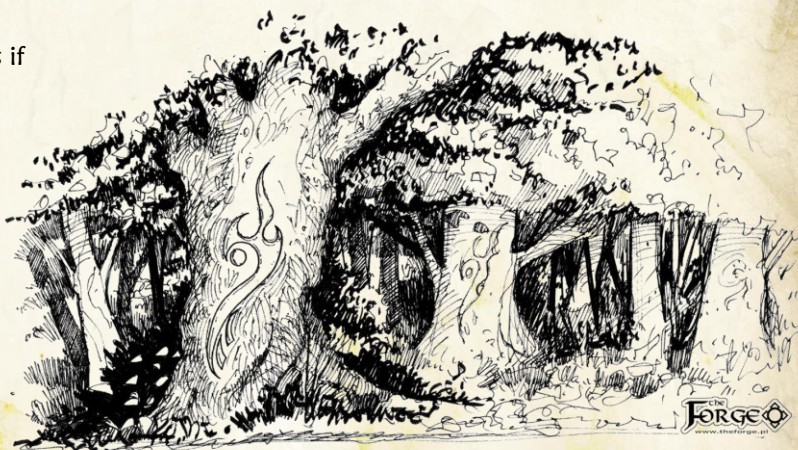
Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

GRIG'S COMPULSION

Studying the grig and how they compel people to dance with their music teaches spellcasters how to enhance their ability to compel others by adding music to their spellcasting

Prerequisites: Spell Focus (enchantment), Perform (any) 1 rank.

Benefits: You add +2 to spell DC for the compulsion subschool of enchantment. You also gain a +2 to any one performance skill. If you have 10 or more ranks in Diplomacy, you gain a +4 bonus instead.



JACK'S GRIN

Spring-heeled Jack is one of the most feared of the fey creatures. A frightening mouth full of teeth and a murderous appetite make it the stuff of legends. Your fey heritage has 'blessed' you with a bit of Jack's frightful presence.

Prerequisites: Feyborn or fey sorcerer bloodline, Skill Focus (Intimidate).

Benefits: You gain a +2 bonus to Intimidate checks to demoralize. In addition, if the target is shaken for 4 or more rounds, you may instead decide to make the target frightened for 1 round.

Special: If you take the Eldritch Heritage feat for the fey bloodline or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

KNOWLEDGE OF THE OLD WAYS

You've studied a great deal of folklore and history. They have given you an advantage when it comes to dealing with creatures of the fey.

Prerequisites: Knowledge (nature) 3 ranks.

Benefit: You gain a +2 bonus on Diplomacy checks with all creatures of the fey type and their starting attitude toward you is one step closer than it would otherwise be. If you have 10 or more ranks in Diplomacy, you gain a +4 bonus instead, and the DC modifier of any requests you make is reduced by 2.

MERCURIAL MIND

Born of the fey, your mind works in a chaotic fashion that others find hard to manipulate.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey type, Cha 13.

Benefits: You may add your Charisma modifier to Will saves against an enchantment and mind-affecting effects.

POLLUTED BLOOD

Your fey blood comes from the dreaded Nuckelavee, a spirit of pollution. You gain some of its resistance to poisons and diseases

Prerequisites: Fey Foundling or fey sorcerer bloodline.

Benefit: You gain a +4 bonus to Fortitude saves to resist poisons and diseases.

Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you

access to fey bloodline powers, you qualify for this feat.

SEELIE PRESENCE

Your words bear the full weight of the fey queen.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey subtype, Cha 13, Lawful alignment, ability to cast arcane spells.

Benefits: Targets of your enchantment spells must make two successful saves to avoid their effects.

SPEAK WITH NATURE

A fey creature may channel some of his own fey presence to instantly gain knowledge of wild surroundings.

Prerequisites: Elf, Feyborn, fey sorcerer bloodline or creature with the fey subtype, Cha 13.

Benefits: You may choose to suffer two points of Charisma damage to gain the effects of a *commune with nature* spell. This ability is always limited to 100' per HD.

STRENGTH OF THE OAKEN LORDS

You summon the power of the treants and gain a measure of their strength.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey subtype.

Benefits: As a swift action, you gain a +2 racial bonus to Strength and a +1 natural bonus to AC, however, you become vulnerable to fire. You may perform this ability a number of times per day equal to your Charisma modifier for a duration of 1 minute.

STRONG-WILLED CHARMER

Enchantment may slip off your tongue with ease, but it has a hard time gaining hold of your mind.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey type.

Benefit: Increase the DC of all charm spells you cast by +1, and gain a +2 on all Will saves to resist charm and compulsion spells.

Special: If you take the Eldritch Heritage feat for the fey bloodline, or have a class ability that gives you access to fey bloodline powers, you qualify for this feat.

SUPERNATURAL METABOLISM

Your body recovers rapidly, even from the most grievous of wounds.

Prerequisites: Fey Foundling, Endurance, Diehard.

Benefit: When you receive healing from a supernatural, extraordinary, or alchemical source, you may consider it magical healing for purposes of feats like Fey Foundling and Fast Healer.

Normal: Feats like Fey Foundling and Fast Healer only provide you bonus healing from magical sources or natural rest, instead of supernatural, extraordinary, or alchemical sources.

TRICKY SHIFTER

Pooka are the masters of trickery and shapechanging. Some druids in the wildlands learn from these capricious creatures how to both enhance their natural shapeshifting abilities and stay out of sight.

Prerequisites: Feyborn or creature with the fey type, Wild Shape.

Benefits: When using wild shape to take an animal form you gain a +2 bonus to Dexterity and a +4 bonus to Stealth checks.

UNEARTHLY FORTUNE

A fey creature may channel some of his own fey presence to increase outcomes in their favor.

Prerequisites: Feyborn, fey sorcerer bloodline or creature with the fey type.

Benefits: You may choose to suffer two points of Charisma damage to gain a +1d4 luck bonus on attack rolls, saves and skill checks for 1 minute.

UNSEELIE POWER

You can tap into the great magicks of the Unseelie Court.

Prerequisites: Feyborn, Fey sorcerer bloodline or creature with the fey type, Cha 13, Chaotic alignment.

Benefits: Increase the effective spell level and DC of all spells you cast by +1 against non-Chaotic opponents.

UNSEELIE SIDE

Sometimes the fey are shining and bright. Many of them are not, though, and they're the ones you learned from.

Prerequisite: Friend of the Fey, Fey Protection, or fey-wise trait.

Benefits: You gain a +2 bonus on all Intimidate checks, and the DC to successfully intimidate you increases by +2. Against creatures with the fey type, your Intimidate bonus changes to +4, and the DC to Intimidate you increases by +4. If you have 10 or more ranks in Intimidate then your bonuses on all Intimidate checks, and the bonus to your DC change to +4, and you gain a +8 against creatures with the fey subtype.

Special: The Fey Foundling feat also meets the prerequisites for this feat. If you have the fey bloodline, you may take this feat as one of your bonus feats.



Contents ©2014 Total Party Kill Games

All logos are the trademark of Total Party Kill Games, all rights reserved.

All hyperlinks to the PFSRD provided with permission by John Reyst of d20PFSRD.com, copyright 2010.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc. 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 this 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.

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 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.

Feats of Legend: 30 Fey Feats. Copyright, 2016 Total Party Kill Games. Author(s): Brian Berg, Neal Litherland and Simon Muñoz.



Wärdëns of Chë Wild

A Lorebook of Eldë

AVAILABLE NOW!
216 pages of elven options



5th Edition
Compatible