

undeFEATable

Written By Rahul Kanojia

29: SUMMONER

NEW FEATS

DIMENSIONAL ENTANGLEMENT

All objects inscribed with your transposition runes are also connected in across time, space and realities. You may now use this connection to transpose objects across both space and across dimensions.

Prerequisite(s): Character level 8th, eidolon class feature, maker's call class feature, spatial entanglement, transposition class feature, transposition rune.

Benefit(s): You may now choose to transpose, with your transposition class feature, an object inscribed with a transposition rune or another object that it is entangled with, even if they are located across different planes.

DISPELLING SPELL (METAMAGIC)

The potency of your spell is so great that it nullifies all other magics that may be affecting its target.

Benefit(s): Any spell augmented by this feat carries the added benefit of being able to dispel any magical effects currently active upon successfully affecting the target as per the spell dispel magic. Upon successfully affecting the target with a Dispell spell, you may use one of any of the effects of the dispel magic spell.

DISRUPTIVE SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in a ripple of arcane energies that may disorient other spellcasters.

Prerequisite(s): Ability to cast arcane spells, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the

summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the square(s) to be occupied by your summoned creature(s) to become subject to Will save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing the save, the creature(s) are now subject to disruptive effects and find it difficult to cast arcane spells, use spell-like abilities, and use some abilities granted by arcane spellcasting classes. Any creature(s) who fail this save must succeed at a concentration check (DC equal to $10 + 1/2$ its caster level) in order to cast an arcane spell, use any spell-like ability (even those that come from a divine source), use arcane spell completion or spell trigger magic items, or use any of the following class features that come from an arcane spellcasting class: arcane school powers, arcanist exploits, bardic performances, magus arcana, or witch hexes. Spells, spell-like abilities, or class features that take a free, swift, or immediate action aren't affected by this spell, nor are mythic spells or mythic powers. The disruptive effects caused by this ability last for a number of rounds equal to $1d4 +$ your Charisma modifier (minimum 1).

ENCAPSULATED SPELL (METAMAGIC)

You can use a spell cast on a target to secretly hide the effects of another spell with a delayed onset.

Prerequisite(s): Character level 10th

Benefit(s): Whenever you cast a spell augmented by this feat this spell may carry the affects of another spell that you can cast, encapsulated within. This effect functions similarly to the contingency spell, except the total casting time is compounded for casting both spells as metamagically enhanced spells, instead a total casting time of 10 minutes. The secondary spell to be encapsulated within the first, must be at least 3 levels



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.

lower than the first (rounded down, maximum 6th level). The secondary spell must share the same target as the first, in order to be encapsulated within. You can choose to activate the secondary spell any time during the duration of the first spell or anytime during a number of minutes thereafter equal to 1 minute multiplied by the secondary spell's base level.

ENERGIZING SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in cascading release of invigorating energies.

Prerequisite(s): Ability to cast arcane spells, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature that is within a 5-foot radius of the squares to be occupied by your summoned creatures to be cured of the exhausted or fatigued conditions. If the creatures are not fatigued or exhausted, they instead receive a +10 foot enhancement bonus to their base movement speed for a number of minutes equal to your Charisma modifier (minimum 1).

ENERGY-CHARGED SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in rippling waves of positive or negative energies.

Prerequisite(s): Ability to cast arcane spells, eidolon class feature, explosive summoning, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes an explosive burst of either positive or negative energy with a radius of 5-feet centered on the square(s) to be occupied by your summoned creature(s). You must choose which of these energy types you would like to be released before using the appropriate summoning ability or casting a spell. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two levels taken in the class that grants you your eidolon class feature (maximum of 10d6 at 20th level). Any creature(s) that take damage from this ability, receive a Will save to halve the damage. The save DC is equal to a caster level check in the class that grants you your eidolon class feature. Any creature(s)

healed by this ability cannot exceed their maximum hit point total—all excess healing is lost.

EXPLOSIVE SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or spell to discharge explosively, damaging creatures and objects in the vicinity of your summoning.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s), to take 1d6 force damage for every 2 levels you have taken in the class that grants you your eidolon class feature (maximum 10d6 at 20th level). A successful Reflex save, DC equal to a caster level check in the class that grants you your eidolon class feature, allows the affected creature(s) to take half damage.

EXTRA EXPLOSIVE SUMMONING

You can now build up even more arcane power whenever you use a summoning ability or spell and cause to discharge explosively, with even more power than normal.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, explosive summoning, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s), to take an additional 1d6 damage from the explosion caused by your summoning ability or spell, for every 2 levels you have taken in the class that grants you your eidolon class feature (maximum 10d6 at 20th level). A successful Reflex save, DC equal to a caster level check in the class that grants you your eidolon class feature, allows the affected creature(s) to take half damage.

FLASHY SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in a dazzling show of arcane lights, temporarily blinding unsuspecting foes nearby.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s) and can witness your summoning to be subject to a Fortitude save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing the save, any creature(s) that can see your summoning are dazzled for 1 minute as per the flare spell. Any sightless creatures(s) as well as any creature(s) that already dazzled, are not affected by this ability.

FASCINATING SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in an enthralling display of cascading colorful lights and shapes.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s) and can witness your summoning to be subject to a Will save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing the save, any creatures that can see your summoning gain the fascinated condition, the condition lasting for 1d4 rounds + your Charisma modifier (minimum 1). Any creature(s) who succeed on their Will save, cannot be fascinated again by this ability for another 24 hours.

HIGH EVOLUTIONARY

You can induce rapid bursts of evolution in your eidolon, allowing them to temporarily evolve and adapt in order to survive the many complex and ever changing circumstances of battle.

Prerequisite(s): Character level 8th, eidolon class feature, Wisdom or Charisma 13

Benefit(s): You gain use the spell evolution surge as a spell-like ability usable a number of times per day equal to

your Wisdom or Charisma modifier, whichever is higher (minimum 1). At 10th level, this ability instead changes to provide uses of the greater evolution surge spell.

INSTINCTUAL CALLING

Your sheer force of will binds your eidolon's to yours, so it is now innately connected to you; enabling you to summon it subconsciously when faced with extreme peril.

Prerequisite(s): Character level 6th, Wisdom or Charisma 13, maker's call class feature, eidolon class feature.

Benefit(s): You gain a number of extra uses of your maker's call class feature equal to your Wisdom or Charisma modifier, whichever is higher (minimum 1). You may choose to use these extra uses only whenever one of the following criteria is fulfilled:

- You fail a saving throw.
- You lose at least ¼ of your maximum hit points in a single round.
- You are reduced to at least ¼ of your maximum hit points.
- You are caught flat-footed.
- You are attacked while in a surprise round.

RESONATING SPELL (METAMAGIC)

Your spells gain power when cast upon creatures who possess innate like magics to those of the spell.

Prerequisite(s): This metamagic feat may only be applied to spells that possess a type in their descriptor such as good, evil, fire, cold. Any spells that gain a type in their descriptor as a result of the use of another metamagic feat count so long, as the use of both metamagic feats does not make the spell uncastable by increasing it to a level beyond one that is possessed by the caster.

Benefit(s): If the spell that is augmented with this feat possess a type within its descriptor that matches a type that you possess, that spell's variable numeric effects are increased by half including bonuses to those dice rolls, as per the Empower Spell metamagic feat. This effect is then applied again, if the creature(s) targeted by the spell also shares one or more type in its descriptor with that of the spell. Additionally, a Resonating Spell will automatically overcome any resistance or immunity to any energy subtypes that the target creature(s) possess in their descriptor, if the energy type matches at least one in the spell's descriptor as well as being possessed by descriptor and that of the spell.

SCARY SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to

discharge in a shocking display of mysterious magic and disturbing shapes.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s) and can witness your summoning to be subject to a Will save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing the save, any creatures that can see your summoning are now shaken for a number of rounds equal to 1d4 + your Charisma modifier (minimum 1). Any creature(s) who succeed on their Will save, cannot be shaken by this ability again for another 24 hours.

SHARE EIDOLON (TEAMWORK FEAT)

You and another may share control of each other's eidolons.

Prerequisite(s): Eidolon class feature

Benefit(s): You may summon the eidolon of any allies who possess an eidolon themselves and whose eidolon is currently not summoned by them, and possess this teamwork feat. While summoning an ally's eidolon, you may not summon your eidolon, the act of summoning your eidolon sends their eidolon back to its home plane. Thus you may not have more than one eidolon active at any time, unless explicitly allowed by another ability, feat or class feature. Any feats, abilities, class features unique to you that apply to an eidolon, apply to your ally's eidolon while in your possession, but reset when being summoned by your ally and do not carry over.

SPATIAL ENTANGLEMENT

You gain a new level of prowess with your transposition runes allowing you to manipulate multiple objects with them; all objects inscribed with your runes are also connected in space

Prerequisite(s): Character level 8th, eidolon class feature, maker's call class feature, transposition class feature, transposition rune.

Benefit(s): You are able to inscribe multiple transposition runes, but may only actively manipulate the position of a number objects inscribed with your transposition runes equal to your Wisdom or Charisma modifier, whichever is

higher (minimum 1). You may elect to transpose objects inscribed with your transposition runes, rather than your eidolon, with your transposition class feature. Additionally, you may choose a number of objects that you've inscribed with transposition runes, no more than that number which you may actively manipulate. These objects are now entangled with each other in space, such is that if any effects, such as the effects of spells or damage taken from an attack or spell effect that affects one object may affect any other object(s) that it is entangled with, no matter the distance so long as both objects are on the same plane. This also applies to spell effects that normally would not affect an object of that type.

For example you may cast cure light wounds on a cup inscribed with a transposition rune, in order to heal an ally who is also inscribed with a transposition rune, and is currently entangled with the cup.

SPECTACULAR SUMMONINGS

You may add two different summoning effects to your summoning spectacle.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, summoning spectacle.

Benefit(s): The use of your summonings may cause the effects of two feats that use summoning spectacle a prerequisite to be active at the same time, in addition to the effects of summoning spectacle.

Normal: You may only have the effects one feat that using summoning spectacle as a prerequisite active at any time, in addition to the effects of summoning spectacle.

Special: This feat may be taken multiple times. Each time you take this feature, you add the ability to change the energy type of the damage from explosive summoning to one of the following types: acid, cold, electricity, fire or sonic. You may change the damage type of your explosive summoning to any of those you have received through the taking of this feat, but you may only do so once per day. All explosive summonings deal the type of energy chosen for that day, and may not be changed again until the next day. You may also split the damage of your explosive summoning into any two types of damage you possesses, once chosen, this damage may also not be changed again until the next day.

SPEED MIRAGE

In addition to your eidolon you may summon an illusionary duplicate of yourself or your eidolon; the duplicates making it seem as if you or your eidolon are in two places at once.

Prerequisite(s): Character level 18th, dexterity 15, eidolon class feature.

Benefit(s): You and your eidolon can move with such speed that you may appear to be in two places at once. As a full-round action, either you or your eidolon can move up double to its movement, then take a standard action at its original location, and one at its new location. You or your eidolon may use the action at the new location to charge and/or pounce, or to make an attack using Spring Attack (which counts as its additional standard action). Either you or your eidolon is treated as being at both locations for purposes of provoking attacks of opportunity from all actions taken (at either location) or threatening and being threatened, until the end of its action.

You may not use the ability granted by this feat two rounds in a row. Only you or your eidolon may use this ability at one at a time, not together as part of the same round.

SPELL-INFUSED SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge and take the form of a spell you know effecting those around it.

Prerequisite(s): Ability to cast arcane spells, eidolon class feature, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. You may convert the arcane energy into a spell you know by expending 1 spell slot of the level of spell you would like to use. If you have no spell slots left for the appropriate level of spell that you would like to use, you may instead expel a spell slot of a spell level that is higher than that of the one you would like to cast. You may not expend spell slots of spell level lower than that of the one you have chosen to cast. If you have no appropriate spell slots left to expend, you may not use this ability. If the range of the spell is personal, then it is centered on the square(s) of the creature(s) that you are summoning, otherwise regardless of the spell's actual range, the distance is instead limited to affecting those creatures within a 5-foot radius of the square(s) to be occupied by your summoned creature(s). All other effects of the spell take place as normal.

SUMMONING SPECTACLE

The power of your conjurations often build and swell, finally exploding in a powerful release of arcane magic whenever you summon your eidolon or other creatures from planes beyond.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature(s) that is within a 5-foot radius of the squares to be occupied by your summoned creature(s), to have to make a Fortitude save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing this save, any such creature(s) then become staggered for number of rounds equal to 1d4 + your Charisma modifier (minimum 1). Any sightless creatures(s) as well as any creature(s) that already staggered, are not affected by this ability.

The effects of the summoning spectacle or any feats using this as a prerequisite are always applied before any creature(s) summoned by the respective summoning ability or spell come into play, unless stated otherwise. You may only have the effects one feat that using summoning spectacle as a prerequisite active at any time, in addition to the effects of summoning spectacle, unless allowed otherwise by another feat or class feature.

TEMPORAL ENTANGLEMENT

All objects inscribed with your transposition runes are also connected in space as well as time, you may now use this connection to transpose objects from an earlier state in time as well as space.

Prerequisite(s): Character level 8th, eidolon class feature, maker's call class feature, spatial entanglement, transposition class feature, transposition rune.

Benefit(s): You may now choose to transpose, with your transposition class feature, an object inscribed with a transposition rune or another object that it is entangled with, through both time and space, so long as the present version of the object has remained in the same plane as it was in the past. You may only transpose an object from a number of rounds in the past, with the maximum number of rounds being equal to either your Wisdom or Charisma modifier, whichever is higher (minimum 1).

TERRIFYING SUMMONING

You can cause the arcane power that often builds whenever you use a summoning ability or summoning spell to discharge in a terrifying display of disturbing sights, shapes and patterns.

Prerequisite(s): Ability to cast arcane spells or summon monster class feature, eidolon class feature, scary summoning, summoning spectacle.

Benefit(s): Whenever you make use of your summon monster class feature, summon your eidolon or use a conjuration spell of the summoning type, you may choose to condense and then expel the arcane energy created by your summoning. This causes any creature that is within a 5-foot radius of the squares to be occupied by your summoned creature(s) and can witness your summoning to be subject to a Will save, DC equal to a caster level check in the class that grants you your eidolon class feature. Upon failing the save, any creature(s) that can see your summoning are now frightened, for a number of rounds equal to $1d4 + \text{your Charisma modifier (minimum 1)}$. Any creature(s) who succeed on their Will save, cannot be shaken or staggered by this ability again for another 24 hours.

TRANSPPOSITION RUNE

You have learned the ancient runic scripting techniques and are now able to switch the positions of any object other than yourself, and your eidolon, by inscribing just such a rune.

Prerequisite(s): Character level 8th, eidolon class feature, maker's call class feature, transposition class feature.

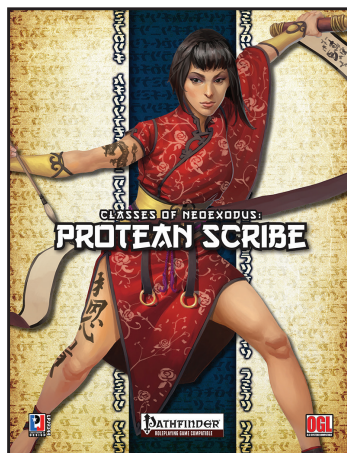
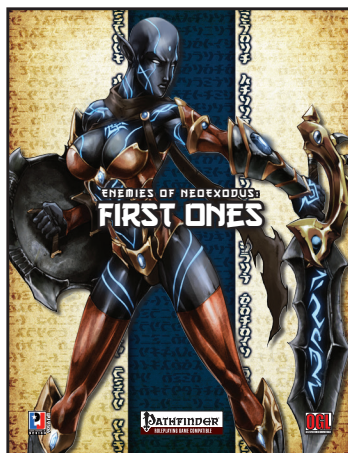
Benefit(s): You may as a touch attack, inscribe a transposition rune onto any unattended object or surface. This functions like the arcane mark spell. You may use your transposition class feature to swap the object inscribed with the transposition rune with your eidolon or vice versa. The object inscribed with the transposition rune may not be more than two size categories larger or smaller than your eidolon or exceed a distance away from you equal to the maximum range that your eidolon may safely travel away from you. If the object inscribed with the transposition rune is bigger than your eidolon, then your eidolon may appear on any square that the object previously occupied, and vice versa if the object inscribed with the transposition rune is smaller than your eidolon.

Note: When something/someone has the rune marked object in their possession, the transposition will not automatically work. The creature wielding the object you have placed a transposition rune on, and they have a sufficient enough grip on it, they are granted a Strength check against your caster level in the class that grants you your eidolon class feature, to prevent the object from being transposed. Likewise, If something/someone is standing on the marked surface, the transposition will not work.

NEOEXODUS

CAMPAIGN SETTING

AVAILABLE NOW AT LPJDESIGN.COM



THE WORLD OF EXODUS NEEDS HEROES...

Designation of Open Game Content: All Text

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.

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

Undeclared 29, Copyright 2017, Louis Porter Jr. Design, Inc.