

RAGING SWAN PRESS

DEMIPLANES: THE TWILIGHT DEMESNE



PREPARE QUICKER, PREPARE BETTER



ragingswan.com/gmsresource

DEMIPLANES: THE TWILIGHT DEMESNE

Hidden between the Plane of Shadow and the Material, is a mysterious realm of prophecy and divination wrapped within a forest of light-devouring trees. For untold centuries it has contained a secret, locked away by the enigmatic goddess of light and darkness that wove the very demiplane into being. Terrifying creatures, from cruel kytons to dragons of shadow and wrath, invade this interstitial realm in the hopes of uncovering the goddesses' lost knowledge. Only those who can survive the midnight labyrinth have a hope of uncovering the secrets of the Twilight Demesne and preventing sinister forces from discovering the truth... whatever it may be.

Design: Robert Brookes

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: Robert Brookes, William McAusland and Arthur Rackham. Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *Demiplanes: The Twilight Demesne*; we hope you enjoy it and that you check out our other fine print and PDF products.

Published by Raging Swan Press
July 2014
ragingswan.com
gatekeeper@ragingswan.com

CONTENTS

The Twilight Demesne At a Glance	2
Notable Locations	4
Did you Know?	7

STAT BLOCKS BY CR

CR		PAGE
12	The Keeper NG female kitsune oracle (heavens) 12	4

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *Demiplanes: The Twilight Demesne* 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 may be reproduced in any form without written permission. The moral right of Robert Brookes to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2014.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., 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 Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

To learn more about the Open Game License, visit
wizards.com/d20.



THE TWILIGHT DEMESNE AT A GLANCE

The Twilight Demesne is an umbral forest woven from a thread of the Plane of Shadow in the ancient past by a goddess of starlight and darkness. It exists within an infinitely narrow space between where the Plane of Shadow and the Material Plane overlap, neither coterminous to nor separate from either and can be reached from both. Nearly all the demiplane is a labyrinthine pine forest. Above rests a seemingly unending starry night's sky and eternally full moon called the Eye of the Keeper. A second, smaller moon hangs like an shadow against the sky in this in-between realm, nearly hidden against the darkness between the stars, containing a secret trove of knowledge long since forgotten.

PORTAL

The twisting dirt path disappears into a suffocating, smoke-like darkness from which no light escapes.

The Twilight Demesne has no artificial means of entrance. Paths leading to the demiplane appear seemingly at random on either the Material Plane or the Plane of Shadow. The spells *shadow walk* and *plane shift* can access the demiplane, but only transports travellers into the midnight labyrinth.

The portal out of the demiplane exists within the Midnight Labyrinth (location 2) as one of its many serpentine pathways; its position is constantly shifting and can only be found by successfully navigating the labyrinth.

PHYSICAL TRAITS

Gravity Normal; **Time** Timeless; **Shape and Size** Fluid, self-contained

OTHER TRAITS

Alignment Mildly neutral-aligned; **Magic** Magically morphic, enhanced magic (light and darkness descriptor), impeded magic (divination)

NOTABLE DENIZENS

"The Keeper" (location 1; NG female kitsune oracle [heavens] 13) Known as "the Keeper," this enigmatic kitsune protects the Starlight Shrine.

Ilail (location 1; CG female lyrakien azata) Familiar to the Keeper and benefactor to good-aligned travelers.

Hrourvex (location 6; NE male mature adult umbral dragon) An ancient invader who seeks the Twilight Demesne's secrets.

Pilum (location 6; LE augur kyton) One of a pack of dreaded kyton that invaded the demesne, now allied with Hrourvex to wrest control of the plane from the Keeper.

Salukh Am-Namaar (location 4; LN male wayang bard [shadow puppeteer] 6) A storyteller from the Plane of Shadow living in hiding in the Twilight Demesne.

NOTABLE LOCATIONS

1. **Starlight Shrine:** A temple-library maintained by the Keeper serving as a repository of knowledge and divinations.
2. **Midnight Labyrinth:** A seemingly endless forest of light-devouring trees that encompasses most of the plane.
3. **Dusk Blossom Grove:** A place of respite within the labyrinth that monsters avoid.
4. **Gloom Willow:** Burrows beneath this shadowy willow tree, are the lair of the reclusive wayang bard Salukh Am-Namaar.
5. **Wailing Wood:** A horrifying forest of kytons transmuted into trees after a failed invasion of the demiplane.
6. **Dragonglass Moon:** This bizarre moon of obsidian contains unfathomable clockwork devices forged by the demiplane's creator and is now home to the sinister dragon Hrourvex.

LORE

A PC making a Knowledge (planes) check may know some information about Twilight Demesne. A successful check reveals all information revealed by a lesser check.

DC 15: The Twilight Demesne is forged from the essence of the Plane of Shadow, and inherited some of its fluidic form, making mapping the plane all but impossible.

DC 20: Divination magic is impeded across the demiplane except within the walls of the Starlight Shrine.

DC 25: The stars in the plane's sky are an ever-changing illusion that sometimes mirrors celestial alignments from other Material Plane worlds.



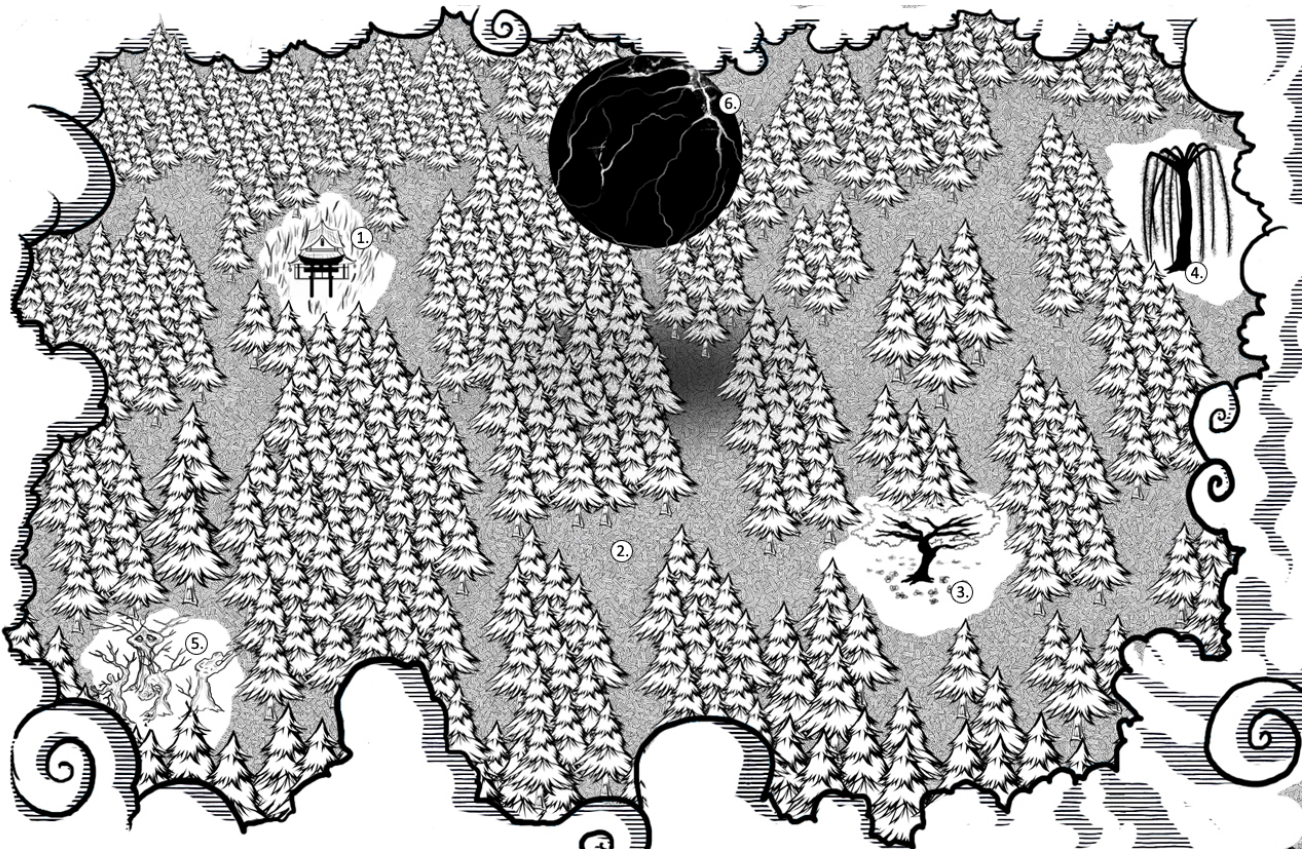
DEMIPLANE DRESSING

Use the table below, to determine minor points of interest the party discover during their exploration of the Twilight Demesne.

D20

1	An illusory swarm of darkly-hued butterflies swarm about the party. A DC 18 Will save reveals them to be an illusion. The swarm disappears after a few minutes.
2	A spontaneous manifestation of <i>deeper darkness</i> (CL 15) targets a random PC's main weapon.
3	The remains of a skeletal corpse clutching a compass and carrying an empty water skin lies in the bushes near the trail (DC 20 Perception spots).
4	Shards of obsidian litter the trail.
5	A spontaneous manifestation of <i>darkness</i> (CL 10) targets a random PC's primary weapon.
6	A low, indistinct whispering emanates from the forest. If the PCs investigate, the whispering moves away.
7	A bright patch of stars is visible through the forest canopy.
8	A shooting star streaks across the sky.
9	A large and unusually luminous duskblissom (sheds light as a torch) grows near the path. If picked, it sheds light for an hour.

10	Temperature drops 20 degrees for 1 minute.
11	Temperature rises 20 degrees for 1 minute.
12	A random PC's shadow moves on its own; as the PCs watch it seems to try and strangle the shadow of his nearest companion.
13	An ancient, unlit stone lantern lies among a crowded tangle of weeds.
14	The stars briefly go out simultaneously, plunging the forest into darkness. At that moment, a faint breeze caresses the nearby trees.
15	An aurora ripples overhead for 1 hour, increasing the light level by one step.
16	A spontaneous manifestation of <i>light</i> (CL 10) targets a random PC's primary weapon.
17	The roots of a huge tree have split a nearby tall, hexagonal plinth.
18	A tree trunk carved with a useless directional arrow points in a random direction. The carving is crude and was obviously done in haste.
19	A spontaneous manifestation of <i>daylight</i> (CL 15) targets a random PC's primary weapon.
20	With a sickening crack, the branch of a nearby tree breaks free and falls onto the path, narrowly missing the party.



NOTABLE LOCATIONS

1: THE STARLIGHT SHRINE

Within a pocket of the Twilight Demesne lies the Starlight Shrine, an ancient wooden structure dating back to the time of the plane's creation. The shrine rests in a clearing roughly two hundred feet across, dotted with twisting cherry-blossom trees with bioluminescent petals a pale shade of blue that shed light equivalent to candlelight.

Moss-covered, stone lanterns line the flagstone path leading to the spacious courtyard in front of the shrine with a large, white-lacquered torii gate marking the courtyard's entrance. The shrine is a two-storey lodge constructed entirely from interlocked timbers; not a single nail was used in the shrine's construction. The architecture of the shrine is notably Eastern, with sweeping points at the corner of its terra-cotta shingled roof and ornate iron lanterns hanging from each corner of the square building's eaves.

Beyond sliding, double-doors, the ground floor of the shrine greets visitors with a spacious foyer lit by stone braziers burning with *continual flame*. On the western wall is a wide mural depicting a lone mountain silhouetted by an enormous full moon. A pair of statues flank the mural, one depicting a robed woman with her hands outstretched above, the other a similarly dressed woman gracefully standing on one foot, reaching down towards the ground. A low, wooden table surrounded by squat stools rests opposite the statues at the eastern side of the shrine, adorned with a decorative tea set and floral arrangements of duskblooms. A spiral staircase ascends the northern side of the shrine to the second floor.

The second floor contains a grand library, filled with hundreds of texts in myriad languages—some so ancient their native speakers no longer live. These books and scrolls are a part of a collection of lore gathered from across the planes dealing with topics of arcane lore and astrology. If studied for one hour, they grant a +4 bonus on any Knowledge check. At the centre of the library is an elaborate eldritch diagram painted in stark, white lines on the floor. A DC 18 Knowledge (nature) or (arcana) check identifies this diagram as a form of astrological chart designed to divine portents of the future.

Once per day, a character who uses the astrological chart to divine future events or another creature, object or place may make a Knowledge (nature) or (arcana) check against the listed DCs below to use the associated spell-like ability.

DC	SPELL EFFECT (CL 17)
20	<i>Augury</i>
25	<i>Divination</i>
30	<i>Vision</i>
35	<i>Foresight</i>

THE KEEPER

CR 12 (XP 12,800)

Dressed in an immaculate robe of black and white silks, this ivory skinned woman has long hair as black as night, flecked with stardust, and white eyes that shed moonlight.

Female kitsune^{ARG} oracle (heavens) 12

NG Medium humanoid (kitsune, shapeshanger)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; Perception +9, Sense Motive +2

Speed 30 ft.; **ACP** 0; **Acrobatics** +2

AC 28, touch 14, flat-footed 26; **CMD** 21

(+8 armour [*coat of many stars*], +2 deflection [*ring of protection* +2], +2 Dex, +3 natural [*amulet of natural armour* +3], +2 shield [*ring of force shield*])

Fort +8, **Ref** +8, **Will** +14

hp 69 (12 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +7

Melee +1 *ghost touch keen sickle* +12/+7 (1d6-1)

Atk Options interstellar void

Interstellar Void (Su [standard; 2/day]) One target in 30 feet takes 12d6 cold damage and is fatigued (DC 22 Fort halves and negates fatigue).

Special Actions change shape, fox shape

Change Shape (Su [swift; at will]) as *alter self* but does not adjust ability scores.

Fox Shape (Su [swift; at will]) as *beast shape II* (fox only).

Oracle Spells Known (CL 12th; concentration +18; +4 bonus on caster level checks)

6th (4/day)—*chain lightning* (DC 22), *mass cure moderate wounds*, *word of recall*

5th (6/day)—*overland flight*, *plane shift*, *mass cure light wounds*, *true seeing*

4th (7/day)—*cure critical wounds*, *death ward*, *rainbow pattern*, *sending*, *tongues*

3rd (7/day)—*cure serious wounds*, *daylight*, *deeper darkness*, *dispel magic*, *remove curse*, *wind wall*

2nd (8/day)—*cure moderate wounds*, *darkness*, *hold person* (DC 18), *hypnotic pattern* (DC 18), *make whole*, *shatter*, *silence*

1st (8/day)—*comprehend languages*, *cure light wounds*, *colour spray* (DC 17), *endure elements*, *entropic shield*, *obscuring mist*, *protection from evil*

0 (At Will)—*bleed*, *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *stabilize*

Combat Gear *otherworldly kimono*, *potions of cure moderate wounds* (2), *scroll of plane shift*, *scroll of raise dead*

Abilities Str 8, Dex 15, Con 10, Int 12, Wis 14, Cha 22

SQ oracle's curse (clouded vision), revelations (awesome display, coat of many stars 12 hours/day, guiding star, interstellar void 2/day, lure of the heavens)

Feats Eschew Materials, Fox Shape, Weapon Finesse, Swift Kitsune Shapechange, Craft Wondrous Item, Extra Revelation

Skills as above plus Diplomacy +16, Knowledge (arcana) +14, Knowledge (planes) +14, Knowledge (religion) +8, Linguistics +4, Spellcraft +11, Survival +8

Languages Aklo, Celestial, Common, Draconic, Infernal, Sylvan

2: THE MIDNIGHT LABYRINTH

A dense forest of perpetual darkness, the Midnight Labyrinth encompasses nearly the entire demiplane. Here, towering pine trees with needles the blue-black colour of a night's sky drink in the light. All light sources are diminished here, having the radius of light they create halved.

The Midnight Labyrinth is a twisting morass of folded space, rendering navigation by traditional means impossible. A network of dirt paths twist and weave through the forest, though the frequently forking paths often double-back or end without warning. Finding a location within the labyrinth is a matter of time and luck because of the demiplane's true nature. It is not one singular location, but a network of small, interconnected pocket dimensions linked via the labyrinth. Spells such as *teleport* cannot take a traveller out of the Midnight Labyrinth. Attempts to teleport to a previously visited location have a 25% chance of success. Failure indicates the character is deposited randomly somewhere within the labyrinth.

Characters travelling above the treetops discover the forest seems to spread in all directions into infinity. Despite there being clearings in the forest, none are visible from above due to the nature of the demiplane's interlinked pocket dimensions.

The sky is an illusory projection of shifting stars and a gleaming, ever-full moon. The stars and moon can never be reached no matter how long a character flies upward. It is impossible to fly higher than six miles above the labyrinth. A character attempting to do so feels as though they keep flying but makes no further progress. The only landmark that can be reached from above the labyrinth is the Dragonglass Moon (location 6).

MIDNIGHT LABYRINTH ENCOUNTERS

D20	EL	
1	8	Svartalfar explorer
2	—	Find the path to the Gloom Willow
3	3-7	1d4 shadows
4	5	Shadow mastiff
5	—	Find the path to the Wailing Wood
6	1	Skeletal corpse of lost traveller with gear
7	—	Find the path to the Dusk Blossom Grove
8	5	Lurker in Light
9	2	Helpful Lyrakien Azata
10	—	Find the path to the Starlight Shrine
11	6	Mothman
12	3	Lost d'zirak merchant
13-15	—	Fox statue landmark
16	4	Gloomwing
17	8	Tenebrous worm
18	4	Shae pilgrim
19	5	Wraith
20	12	Nightshade, Nightskitter

Every hour a character travels in the Midnight Labyrinth, roll on the Midnight Labyrinth Encounters table. Further aiding cunning travellers, there are foot-tall, granite fox statues through the midnight labyrinth. These ancient statues are encrusted with lichen and moss, some skewed at odd angles from centuries of settling into the soft earth and radiate a moderate aura of divination magic. Each statue is particular in placement, however, and a secret to successfully navigating through the Labyrinth. A DC 20 Perception check reveals any individual fox statue placed near an intersection in the labyrinth is looking directly at one of the many forking paths. The path observed by the fox statue always leads to another fox statue. Characters following the guidance of the fox statues find themselves at the Starlight Shrine within 1d3 hours.

3: DUSK BLOSSOM GROVE

Travellers arrive at the Dusk Blossom Grove. This clearing within the shadows of the Midnight Labyrinth is 120 feet across and laden with night black flowers with luminescent stamen that shed a faint silvery light known as duskblooms.

At the centre of the grove rises a great cherry blossom tree, sixty feet tall, with boughs extending to the edges of the clearing. The tree's petal blossoms are bioluminescent, shedding a soft bluish light, each with the brightness of a single candle.

Within the tree's bough swirl star-like motes of light and inky shadows, creating an illusion of a night's sky. Within the dusk blossom grove, illumination levels are equal to moonlight. From this grove, a half-dozen dirt paths snake out into the suffocating darkness of the pine forest beyond. Most creatures dwelling within the Midnight Labyrinth (with the exception of Lyrakien azata) tend not travel near or into the dusk blossom grove, making it a safe haven for explorers.



4: THE GLOOM WILLOW

Hidden deep within the Twilight Demesne stands a secluded grove containing an ancient weeping willow. This willow is possessed of an otherworldly appearance, with ink black branches and foliage that flickers and gutters like smoke on the wind. All light levels within 100 feet of the Gloom Willow are reduced by a further step. This effect is identical to a *deeper darkness* spell (CL 10) and is centred on the tree. If dispelled the effect returns in 24 hours.

At the base of the tree is a hollow containing a small, iron-banded wooden door framed by writing etched in the fluidic language of the wayang race.

The Gloom Willow is the home of the wayang bard Salukh Am-Namaar (LN male wayang bard [shadow puppeteer] 6, a refugee from the Plane of Shadow. Salukh came to the Twilight Demesne roughly a century ago seeking safe harbour from a group of vicious kytons. Ever since, Salukh has lived in the hollow of the Gloom Willow, deep below the Demesne, with the blessing of this plane's caretaker, the Keeper. Salukh is a paranoid creature, always fearful his kyton pursuers will return one day. As such the entrance to his subterranean home is warded with both *arcane lock* (DC 20) and *alarm*.

5: THE WAILING WOOD

Deep within the Twilight Demesne a rasping whisper of agony and rage lures unsuspecting travellers to a terrible secret. When in the Midnight Labyrinth, travellers can sometimes hear the tormented, whispering noises of a dozen creatures in perpetual agony. A character can follow these haunting, ephemeral sounds to their source with a DC 15 Perception check.

The noises eventually leads to a barrier of twisting, inky brambles and wicked thorns ten feet high that swallows a portion of the forest. The barrier is ten feet thick and ten feet high, functioning as a *wall of thorns*, encircling a 200 foot wide grove of twisted, knotty trees.

Beyond the barrier of thorns, the trees are stunted and deformed with no visible foliage, each one emitting a rasping whisper of agony. A DC 16 Knowledge (nature) check or DC 20 Perception check reveals these are not trees at all, but the dendrified forms of humanoid creatures transmuted into tree-like shapes. A character examining the tree forms can make a DC 21 Knowledge (planes) check to recognize the trees were once wicked outsiders known as Kytons. Though transmuted, the kytons are alive and aware of their surroundings, and telepathy effects and spells like *detect thoughts* can make contact with their minds. Only a *mage's disjunction*, *miracle* or *wish* can undo the transmutation.

Among these transmuted kytons are six evangelist kytons, two sacristan kytons, and one interlocutor kyton called Centesis. These creatures invaded the Twilight Demesne shortly after the wayang refugee Salukh arrived seeking asylum. Prepared for their arrival, the Keeper of the Twilight Demesne used one of the charges from her *ring of three wishes* to imprison the kytons.

Of the invading kytons, one intruder, the augur kyton Pilum (LE augur kyton), eluded the Keeper's wrath and escaped into the labyrinth. Pilum has since made an alliance with the umbral dragon Hrouvex and has stolen the Keeper's *ring of three wishes* in the hopes of freeing its masters and seeking revenge on the Keeper.

6: THE DRAGONGLASS MOON

Visible to all travellers in the Twilight Demesne, the Dragonglass Moon is a rough-looking sphere of obsidian hanging low in the sky. Unlike the Eye of the Keeper, the Dragonglass Moon is a tangible landmass; a two mile wide sphere of obsidian hovering five miles above the surface of the labyrinth in abundant breathable air. The position of the Dragonglass moon is fixed in the sky, though the shifting nature of the plane itself means it appears to change location when viewed from different spots within the labyrinth.

The surface of the moon is a jagged landscape of razor sharp blades of obsidian, jagged cliffs and crumbling ravines. All of the surface of the moon is considered difficult terrain. The sole site of interest is a massive clockwork door of bronze, copper and brass set into the far side of the moon facing the night's sky. The circular door is sixty feet wide and sealed by a mechanical lock (DC 35 Disable Device opens).

Behind this door lies a subterranean library and orrery belonging to the original, unknown creator of the Twilight Demense. The orrery now serves as the lair for the umbral dragon Hrouvex (NE male mature adult umbral dragon) who believes he is close to unlocking the secrets of the plane's creation and its true purpose. Hrouvex is obsessed with researching the orrery and spares little attention to the demiplane below.

The arrival of the kyton invaders briefly caught Hrouvex's attention and he has allowed the augur kyton Pilum (LE augur kyton) to cohabitate in an effort to keep an eye on the kytons' activities, whom he sees as the only true rival to his research. For now the Keeper is aware of Hrouvex but content to let the dragon labor away in his research—better that he stay on the dragonglass moon than threaten the denizens of the Twilight Demesne.

DID YOU KNOW?

If you enjoyed this product, please consider leaving a review.

If you didn't enjoy this product, did you know Raging Swan Press offers a money back guarantee?

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 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 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

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

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder RPG Bestiary. ©2009 Paizo Publishing LC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook and Sip Williams.

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

Tomb of Horrors. ©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 by TSR.

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

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 Bestiary 4. © 2012, Paizo Publishing, LLC; Authors: Jason Bulmahn, Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, 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.

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

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

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

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

Demiplanes: The Twilight Demesne. ©Raging Swan Press 2014; Author: Robert Brookes.

Visit us at ragingswan.com

