Rite Publishing Presents

Faces of the Tarnished Souk: Belladonna, the Face of Love Unrequited



By Matt Banach and Justin Sluder



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Dedication: To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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Belladonna, the Face of Jove Unrequited

Originally brought to the Khan's island as a young slave, Belladonna survived by adapting and evolving, eventually breaking free from her chains to become a savvy broker of others' desires and the adored proprietor of the Coliseum Morpheuon's most popular festhall, the Nightshade Palace. Though she can take any shape she pleases, Belladonna's natural form is a beautiful half-elf maiden with long auburn hair, sparkling green eyes, and a face that could launch a thousand ships. Her radiant fey beauty masks a terrible truth: after years of living in the treacherous realm of Dream, constantly sparring with walking nightmares, Belladonna's mutable taskshaper nature altered her very essence to adapt her to her surroundings, transforming her into a nightmare herself. Fiercely self-reliant and motivated by a burning desire to survive, stoked by a lifetime of cruel betrayals, she now draws personal power from a primal dream archetype as universal and undeniable as the pain of a broken heart: "The Unrequited Love". Because the nightmare she exemplifies requires subtlety, and in the interest of maintaining a profitable hospitality business, Belladonna suppresses her frightful aura and presents herself to others as free-spirited, friendly, and frolicsome. As the observant hostess of the Coliseum's most popular nightspot (and an expert eavesdropper), she always knows who's in town, who they're meeting with, and what dirty deals they're discussing over drinks. Those who walk into the Nightshade Palace have no trouble finding her – she's the looker with the white tiger. While most of the time the white tiger is a simple magical pet, it is cover for a secret – sometimes the tiger is actually the wanted abolitionist outlaw Le Loup Solitaire, prowling around in disguise.

Dreamburning and Belladonna

Hope: Belladonna stands over a kneeling figure who gazes up at her with desperate, pleading eyes filled with tears. She coldly lifts her chin and looks away; the figure cries out in heartbreak and crumbles, scattering on the wind like a pile of old, dirty leaves.

Aspiration: Belladonna has a recurring dream wherein she peels off her own face, revealing a shifting mask of a thousand unremarkable visages. No longer pursued for her beauty, she disappears into a crowd of strangers, left to herself and at peace.

Goal*: Belladonna dimly recalls a time, back when they were both terrified child slaves struggling to survive, when she and Le Loup Solitaire cared for each other. But now when she envisions his face it is twisted into a rabid, snarling dog – no longer the trusting boy she could have loved. (*This dream is degraded, one step from being burnt away forever.)

In the Tarnished Souk

The Nightshade Palace is a sprawling complex of pillowstrewn silk tents, lavish feasting pavilions, and smoky

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gambling dens. It is a cornucopia of exotic indulgences, serving all manner of food, drink, and vice. Customized red velvet rope tricks dangle from clouds of glowing haze, providing private rooms for patrons to meet, drink, and revel. Belladonna and a diverse staff of servers and entertainers bustle about with enthusiastic attitudes, always encouraging indulgence and excess for after all, this is a dream.

Jore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - Belladonna is a beautiful half-elf woman who runs the Nightshade Palace, a popular festhall.

DC 20 – She is a skilled taskshaper with nymph heritage. A lovesick fool says, "She's the girl of my dreams, but that dream has become a nightmare.

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DC 25 – She is a versatile shapeshifter and mimic. A glance at her can stun, dazzle, or frighten onlookers.

DC 35 – She is vulnerable to cold iron, silver, and good weapons. She is evil and has become a living nightmare that feeds on heartbreak.

DC 45 - She and the outlaw Le Loup Solitaire were childhood friends. Le Loup is in love with her and secretly visits her, disguised as a white tiger. The seers predict that she will break his heart, soon and fatally.

How To Use Relladonna

- Belladonna is an engaging hostess, happy to facilitate the PCs' socialization with other NPCs. Her talents of disguise and mimicry also make her a peerless spy, infiltrator, or saboteur.
- Per the Khan's decree, table games of chance are the only tests of skill allowed outside of the Coliseum's venues. The Nightshade Palace holds high stakes games of dice and cards nightly.
- Lecherous men beware; should a fool coarsely proposition her, Belladonna would enjoy scaring the life out of him - literally.
- Le Loup Solitaire believes that he is Belladonna's true love and can 'save' her from life as a nightmare. He's wrong. Belladonna ends his delusions, clearly and brutally, by publicly betraving him to the Khan. Le Loup is crushed, the Khan's hounds close in, and the PCs may aid *Le Loup* - or watch him fight to the death, alone.
- Belladonna plagues a PC's dreams with night terrors, crafting nightmares of a lost love. Then, to compound the pain, she mimics the lost love while the PC is awake, prolonging the torture.
- playing "The Dragon's Mate" (Coliseum If Morpheuon, Chapter 10): Belladonna sabotages the Dragon's courtship by counseling him on the inevitability of alienation and heartbreak.



Belladonna, The Face of Love Unrequited CR 17

XP 102,400

Female nightmare nymph child half-elf taskshaper 15 LE Medium fey (augmented humanoid, elf, evil, human) **Init** +6; **Senses** darkvision 120 ft., low-light vision; Perception +22

Aura fear (60 ft., DC 25), frightful presence (30 ft., DC 25)

Defense

AC 28, touch 20, flat-footed 22 (+8 armor, +4 deflection, +6 Dex)

hp 116 (15d8+45); regeneration 5 (silver or good)

Fort +15, **Ref** +19, **Will** +11; +2 vs. good

terrors (DC 25), stunning glance (DC 25)

Defensive Abilities feign death (DC 33), *protection from good*; **DR** 5/cold iron or silver or good; **Immune** illusions

Offense

Speed 30 ft., fly 10 ft. (perfect) Melee +2 keen adamantine dagger +19/+14/+9 (1d4+4/17-20) Ranged mwk dagger +18 (1d4+2/19-20) Special Attacks dazzling beauty (8/day, DC 25), night Spell-Like Ability (CL 15th; concentration +23) 1/day—shadow walk

Jactics

Before Combat Belladonna prefers to avoid combat, using her charms and impressive social skills to deter combatants through parlay. She may also make use of her Change Shape ability to avoid combat by disguising herself and slink away. If she thinks a fight is inevitable, she activates her Dynamic Form and Instant Armor abilities. The second s

During Combat The first round of combat, Belladonna stops suppressing her aura of fear, triggers her Frightful Presence by making an Intimidate check, and spends a moment of change in order to Change Shape into something impressive (her favorites: Huge gold dragon, Huge fire elemental, Huge storm giant). She tries to break her opponent's will to fight, using Stunning Glance to stun determined combatants, breaking favored weapons (accessing Power Attack and Improved Sunder via Improved Imprint Feat), and mimicking her opponents or their allies via Perfect Copy.

Morale If reduced below 50 hit points, Belladonna flees, expending a moment of change to Change Shape into a Huge air elemental, increasing its fly speed via Dynamic Form, then slipping away via *shadow walk*. If reduced to 10 hit points or below, Belladonna uses Feign

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Death, using Shift Condition if necessary to ignore death itself and then escape.

Statistics

Str 14, Dex 22, Con 14, Int 20, Wis 14, Cha 26 Base Atk +11; CMB +13; CMD 33

Feats Extra Ability Shift, Extra Advanced Shaped Capacity, Extra Shaped Capacity (2), Inflict Terror, Magic Sense, Seduction, Skill Focus (Bluff)^B, Weapon Finesse

Skills Appraise +20, Bluff +32, Craft (alchemy) +23, Diplomacy +26, Intimidate +32, Knowledge (local) +20, Knowledge (planes) +20, Linguistics +20, Perception +22, Perform (dance) +23, Sense Motive +20, Stealth +30, Swim +6; Racial Modifiers +6 Intimidate, +2 Perception, +6 Stealth, +4 Swim

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon

SQ ability shift, advanced shapes, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +25

Combat Gear elixir of truth (5), wand of cure critical wounds (24 charges), wand of modify memory (11 charges); Gear +4 glamered mithral shirt, +2 keen adamantine dagger, mwk dagger (4), anklet of perfection +2, bracelet of charms, figurine of wondrous *power* (*bloodstone tiger*)

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shifts:

Dynamic Form Belladonna's speed for each movement mode she possesses gains a +30 ft. enhancement bonus for 15 hours. Additionally, she gains a +15 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active. She can activate this ability once per day as an immediate action.

Even More Changes Once per day, Belladonna can regain 11 moments of change as an immediate action.

Shape Lock Belladonna is automatically aware of any shapechanger she touches. In addition, once per day, she can force and lock a shapechanger into one shape it can assume. Belladonna choses the shape and she is aware of the spell the creature can emulate. A Fort save (DC 25) negates this effect. This effect cannot be dispelled but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. All though this is an immediate action its use in combat still requires a melee touch attack.

Shift Condition Once per day, as an immediate action, Belladonna can ignore a single condition (including death) for up to 15 rounds.

Advanced Shapes Belladonna possesses the following advanced shape capacity:

Improved Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by a 12th level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid) by spending a moment of change, but retains all of her own physical qualities. This ability functions as the alter self, beast shape IV, elemental body IV, form of the dragon III, giant form II, and plant shape III spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 15.

Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 15.

Moment of Change (Su) Each day, Belladonna has a pool of 18 moments of change. As a free action once a round, she can expend a moment of change to do any one of the following things:

Improved Imprint Feat For one round, Belladonna can exchange two feats she currently possess for two different feats. She must have personally witnessed the feats in action and fulfill all prerequisites for the feats. When encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

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Imprint Class Ability See Advanced Shapes above.

Improved Imprint Feat See Moment of Change above.

Improved Imprint Skill See Moment of Change above.

Instant Armor Belladonna gains a +5 natural armor bonus to AC for 15 minutes, if she is using the total defense maneuver this bonus increases to +15.

Shaped Resistance Belladonna can spend a moment of change to grant herself resistance 20 to a single energy type.

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Feats

A Few Moments More [General]

Your pool of moments is greater than normal. Prerequisite Moment of Change class feature. Benefit You gain 3 additional moments of change each dav.

Special You can gain A Few Moments More multiple times. Each time you take the feat after the first time, the number of additional moments of change per day you gain increases by 1.

Extra Ability Shift [General]

You possess another ability shift.

Prerequisite Ability shift class feature.

Benefit You gain either another use of an ability shift you already have, or you gain a new ability shift which you can use once per day.

Special You may take this feat multiple times. Each time you take this feat, you gain either another use of an ability shift you already have, or you gain a new ability shift which you can use once per day.

Extra Advanced Shaped Capacity [General]

Through constant practice, you have advanced your capacity to adapt.

Prerequisite Advanced shapes and shaped capacity class features.

Benefit You gain one additional advanced shaped capacity. You must meet all of the prerequisites for his advanced shaped capacity.

Special You may take this feat more than once. Its effects do not stack. Each time you take the feat, you gain a different advanced shaped capacity.

Extra Shaped Capacity [General]

Through practice, you have increased your capacity to adapt.

Prerequisite Shaped capacity class feature.

Benefit You gain one additional shaped capacity. You must meet all of the prerequisites for this shaped capacity.

Special You may take this feat more than once. Its effects do not stack. Each time you take the feat, you gain a different shaped capacity.

Inflict Terror [General]

You can create the type of fear you want.

Prerequisites Fear-effect special ability, Intimidate 10 ranks, Cha 13.

Benefit You can choose to have those who fail their save against your fear affects subject to the Cowering, Frightened, Panicked, or Shaken condition rather than its normal effect.

Magic Sense [General]

You can sense magic energies and identify spells you save against.

Benefit As a standard action, you can sense the presence of enchanted items or permanent spell effects



Seduction

within 30 ft, identifying which items or area are magical. In addition, whenever you succeed at a saving throw against a spell, spell-like ability, or supernatural ability, you know what would have happened had you failed vour save. This is considered an extraordinary ability. **Special** This ability to sense enchanted items or spell

effects does not allow you to bypass or reduce the effects of blindness or concealment in combat.

Seduction [General]

You are good at using your sexual charms.

Prerequisite Cha 13

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

Special If you act with hostility toward or bluntly reject the advances of a creature you have used this feat with, their attitude toward you automatically declines by one step and you may not use Seduction with them again until it has improved. Sexual compatibility is determined by apparent race and sex of the seducer with respect to the normal sexual preferences of the target.

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Magic Items

Anklet of Perfection

Aura strong transmutation; CL 12th Slot anklet (counts as wrist); Price 34,000 gp (+2), 136,000 gp (+4), 306,000 gp (+6); Weight -

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Description

Braided strands of adamantine, gold, mithral, and silver make up this simple in design anklet. It grants the wearer a +2, +4, or +6 enhancement bonus to all six ability scores. Unlike a headband of vast intelligence, the anklet does not grant skill ranks.

Construction

Requirements Craft Wondrous Item, *bear's endurance, bull's strength, cat's grace, eagle's splendor, fox's cunning, owl's wisdom;* **Cost** 17,000 gp (+2), 68,000 gp (+4), 153,000 gp (+6)

Figurine of Wondrous Power, Bloodstone Tiger

Aura moderate transmutation; CL 11th Slot —; Price 10,000 gp; Weight 1 lb.

Description

When animated, a bloodstone tiger acts in all ways like a normal tiger under the command of its possessor. The item can be used twice per week for up to 6 hours per used. When 6 hours have passed or when the command word is spoken, the bloodstone tiger once again becomes a tiny statuette.

Construction

Requirements Craft Wondrous Item, *animate objects*; **Cost** 5,000 gp

Magical Libations

The following bewitched liqueurs can be made in more than one way, and are presented with at least two different ways to make them, but the cost to make them remains the same unless stated differently.

Amount
1/2 ounce
1 ounce
2 ounces
8 ounces
16 ounces
25 ounces
128 ounces
31.5 gallons
252 gallons

A Sobering Comment on the Perils of the Devil's Drink

Rousing tavern scenes are a staple of many high fantasy campaigns, and magical games deserve magical brews, but alcohol is considered a vice for good reason. While many of the magical libations listed below have beneficial effects, along with some explicit drawbacks, GMs should also apply their campaign's rules for intoxication (and addiction, if necessary) to reflect the consequences of intemperance. Just like one's favorite beverage, it is all a matter of taste.



Ambrosia

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Aura strong transmutation; CL 20th

Slot —; **Price** 25,000 gp (cup), 400,000 gp (gallon), 12,600,000 gp (barrel); **Weight** 1 lb (cup), 16 lbs. (gallon), 1,000 lbs. (barrel)

Description

This heavenly golden nectar smells of exquisite perfume and tastes like sweet honey. Literally the nectar of the gods, it comes from celestial fields blessed by good deities. It can only be served in a vessel of pure gold any cup or glass made of lesser stuff merely dissolves under the ambrosia's power as the divine liquid evaporates. A R Land T Land L Land L Land L Land

Any who drink at least 1 cup of this divinely inspired brew gain the following benefits for 1 hour: +4 bonus to their ability scores, +5 morale bonus to Armor Class and Saving Throws, fast healing 5, immunity to bleed, disease and poison. Any unwanted effects the drinker is suffering are removed completely. A cup of ambrosia can be poured over the remains of a corpse to restore it to life (as *true resurrection*).

Construction

Requirements Brew Potion, Craft (alchemy) 10 ranks, *miracle* or *wish*, crafter must possess a *philosopher's stone*

Requirements Craft Wondrous Item, Craft (alchemy) 20 ranks, *miracle* or *wish*, crafter must possess a *philosopher's stone*

Cost 12,500 gp (cup), 200,000 gp (gallon), 6,300,000 gp (barrel)

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Anaximander's Weeping Dryad Ale

Aura faint transmutation and strong necromancy; **CL** 5th

Slot —; **Price** 225 gp (mug), 1,800 gp (gallon), 56,700 gp (barrel); **Weight** 1 lb (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This light ale is micro-brewed by evil artisans out of grains grown amongst the ashes of ancient forests recently burnt to the ground. Connoisseurs claim that you can really taste the might of tall oaks in the last bark-flecked dregs of each glass. It is served in a glass rimmed with the blood-sap of a treant, woodland fairy, or dryad.

Any creature not of the fey or plant type who drinks this gains a +1 enhancement bonus to natural armor for 1 hour, suffers 1d2 Charisma damage, and can deal 2d4 points of damage to mundane plants with a touch each round. Against a fey or plant creature, the drinker's touch deals 1 point of damage.

Any creature of the fey or plant type who drinks more than a sip of this is fatigued for 1 hour and suffers 1d4 Constitution damage.

Construction

Requirements Brew Potions, Craft (alchemy) 3 ranks, *barkskin, horrid wilting*

Requirements Craft Wondrous Item, Craft (alchemy) 7 ranks, *barkskin, horrid wilting*

Cost 112 gp, 5 sp (mug), 900 gp (gallon), 28,350 gp (barrel)

Balor's Blood

Aura moderate evocation and necromancy; CL 9th

Slot —; **Price** 175 gp (mug), 1,400 gp (gallon), 44,100 gp (barrel); **Weight** 1 lb. (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This hot, blood-based beverage is more soup than drink, filled with bits of fresh marrow and spiked with a strong dose of demonic moonshine. A favorite of demons and evil spirits, the reddish-black sludge tastes bitter, coppery, and stings viciously on the tongue of any mortal foolish enough to quaff it. It is served in a humanoid skull, usually garnished with at least one pickled eyeball, ear, or tongue skewered on an iron spike.

This syrupy concoction grants creatures of the demon subtype a +3 luck bonus on attack and damage rolls for 1 minute, but also suffer 1d4 Wisdom damage. Creature not of the demon subtype suffer the effects of a *poison* spell (DC 16) instead of gaining the luck bonus.

Construction

Requirements Brew Potion, Craft (alchemy) 5 ranks, *divine favor, poison*

Requirements Craft Wondrous Item, Craft (alchemy) 7 ranks, *divine favor, poison*

Cost 87 gp, 5 sp (mug), 700 gp (gallon), 22,050 gp (barrel)

Cackling Cauldron

Aura faint conjuration (creation); CL 3rd

Slot —; **Price** 100 gp (mug), 800 gp (gallon), 33,000 gp (barrel); **Weight** 1 lb. (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

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This bubbling fermented cider is tangy, crisp and acidic, smelling like apple pie and burnt caramel. It is served boiling hot in a miniature cast iron cauldron, garnished with a few floating newt eyes.

Those who drink this cider gain an *unseen servant* (as the spell) for 1 hour, and grows a "witch's wart" for the same time period.

Construction

Requirements Brew Potion, Craft (alchemy) 3 ranks, *unseen servant*

Requirements Craft Wondrous Item, Craft (alchemy) 7 ranks, *unseen servant*

Cost 50 gp (mug), 400 gp (gallon), 16,500 gp (barrel)

Drunkard's Absolution

Aura faint conjuration (healing); CL 3rd

Slot —; **Price** 50 gp (mug), 400 gp (gallon), 12,600 gp (barrel); **Weight** 1 lb (mug), 8 lbs. (gallon), 330 lbs. (barrel)

Description

This viscous, clumpy green syrup tastes like a mouthful of freshly cut grass, but with a pleasant peppermint aftertaste. While it is famous for curing ails, it is disdained among some tavern crowds as "the Coward's Quaff" and is deliberately overpriced to take advantage of desperate, intemperate souls. It is served topped with a fried egg, in a paper or wooden cup, with the drinker's outstanding bill stuck to the bottom.

Drunkard's absolution affects the drinker as the *cleanse of alcohol* spell, though it is useless against the effects of rotgut whiskey.

Construction

Requirements Brew Potion, Craft (alchemy) 1 rank, *cleanse of alcohol*

Requirements Craft Wondrous Item, Craft (alchemy) 3 ranks, *cleanse of alcohol*

Cost 25 gp (mug), 200 gp (gallon), 6,300 gp (barrel)

Efreeti's Kiss

Aura faint abjuration and evocation; CL 6th

Slot -; **Price** 75 gp (tea cup), 900 gp (bottle), 150,000 gp (barrel); **Weight** - (tea cup), 2 lbs. (bottle), 400 lbs. (barrel)

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Description

This steaming beverage is made of black tea and fireinfused brandy imported from the City of Brass. Despite its own heat, it is quite refreshing, even in sweltering climates. It is served boiling hot in a metal teacup, traditionally poured from a brass lantern teapot.

Each cup of Efreeti's Kiss grants the drinker fire resistance 1 for one hour and the ability to cast *spark* as a spell-like ability (once per cup). Each additional cup increases the fire resistance by 1 (maximum 10), and the duration by 1 hour (maximum 10).

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Requirements Brew Potion, Craft (alchemy) 1 rank, *burning hands, resist energy, spark*

Requirements Craft Wondrous Item, Craft (alchemy) 5 ranks, *burning hands, resist energy, spark*

Cost 37 gp, 5 sp (tea cup), 450 gp (bottle), 75,000 (barrel)

Juggernaut Juice

Aura faint necromancy and transmutation; CL 5th Slot —; Price 325 gp (mug), 2,500 gp (gallon), 80,000 (barrel); Weight 1 lbs. (mug), 8 lbs (gallon), 330 lbs (barrel)

Description

This constantly fizzing reddish-orange alcoholic punch contains several secret ingredients including titan's blood, extract of dire bear groin, and powdered horn of minotaur. It provides a surge of aggressive energy and is a favorite of brutes, boorish fighters, and those seeking liquid courage. It is served cold in a stein or large goblet, traditionally decorated with a trophy of war such as an enemy's tooth, a scalp, or a bit of broken armor.

This mixture has several effects on those who drink it. They gain a +4 morale bonus to Charisma and Constitution, 10 temporary hit points, and a -6 penalty to Wisdom (minimum 1). These effects last for 10 minutes, except the Wisdom penalty, which persists for 1 hour.

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Requirements Brew Potion, Craft (alchemy) 3 ranks, *bear's endurance, bestow curse, eagle's splendor, false life*

Requirements Craft Wondrous Item, Craft (alchemy) 10 ranks, *bear's endurance, bestow curse, eagle's splendor, false life*

Cost 162 gp, 5 sp (mug), 1,250 gp (gallon), 40,000 gp (barrel)

Milk of Mammon

Aura faint conjuration and necromancy or moderate conjuration; CL 3rd or 11th

Slot —; **Price** 50 gp (mug), 12,600 (barrel); **Weight** 1 lb (mug), 330 lbs (barrel)

Description

This rich and creamy drink is made from the raw milk of a celestial animal (or at least a blessed cow) spiked with a nasty swirl of gold-flecked schnapps. Its luxurious, heavy draw is pleasant and at first very filling, but the feeling of fullness quickly fades, leading to increased thirst and appetite. It is served warm in a stone or porcelain mug, usually as a precursor to a hearty meal.

Drinking a mug of this brew before resting doubles the amount of natural healing achieved during resting; but, if the drinker does not eat two day's worth of food before resting, they are fatigued for the next 24 hours.

If *heal* is used to create a batch of Milk of Mammon instead of *cure light wounds*, the drinker is fully healed after 8 hours of rest, but must eat four day's worth of food before resting or become exhausted for the next 24 hours.



Construction

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Requirements Brew Potion, Craft (alchemy) 1 rank, *cure light wounds* or *heal, touch of fatigue* **Requirements** Craft Wondrous Item, Craft (alchemy) 5 ranks, *cure light wounds* or *heal, touch of fatigue* **Cost** 25 gp (mug), 6,300 gp (barrel)

Pixie Clover Wine

Aura moderate enchantment; CL 5th

Slot -; Price 5 gp (thimble), 250 gp (bottle), 20,000 gp (barrel); Weight - (thimble), 1 1/2 lbs (bottle), 330 lbs. (barrel)

Description

This sweet purple wine is euphorically delicious, tasting of cloves, honey, and warm fruit. Its fragrance wafts thickly and visibly like violet smoke, bringing heady scents of summer fields and the hint of forbidden mischief. It is best served slightly chilled in a glass thimble.

The potency of this wine depends on the amount drank. A single thimble effects the drinker as the *confusion* spell for 5 rounds, and a -2 Wisdom penalty for 5 mintues. Two to four thimbles effects the drinker as the *confusion* spell for 5 minutes, gives the drinker a -4 penalty on Will saves for 1 hour, and a -4 Wisdom penalty for 1 hour. Five or more thimbles effects the

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Construction

Requirements Brew Potion, Craft (alchemy) 5 ranks, *confusion, haste, mind fog, seeming*

Requirements Craft Wondrous Item, Craft (alchemy) 10 ranks, *confusion, haste, mind fog, seeming*

Cost 2 gp 5 sp (per 1/2 ounce thimble), 10,000 gp (per 31.5 gallon barrel), 80,000 gp (per 252 gallon tun)

Rotgut Whiskey

Aura faint necromancy; CL 7th

Slot —; **Price** 2 gp (shot), 50 gp (bottle), 8,000 gp (barrel); **Weight** — (shot), 1 1/2 lbs. (bottle), 330 lbs. (barrel)

Description

This dark yellow whiskey is strong, bitter, and highly acidic. Its smell is pungent and unpleasant, and its taste has been compared to curdled urine strained through a beggar's dirty sock. It is best not drunk at all, but those who do prefer it served as a shot in a small lead cup.

For each shot, the drinker gains one of the following conditions for 1 hour. Each additional shot adds a new condition and increases the duration of all conditions by 1 hour.

d20	Condition	
1	blinded	
2	confused	
3	dazed	
4	deafened	
5	exhausted	
6	fatigued	
7	nauseated	
8	paralyzed	
9	prone	
10	sickened	
11	staggered	
12	stunned	
13-20	unconscious	

"Practiced" drinkers of rotgut whiskey (those who have imbibed 13 or more shots of rotgut whiskey over 13 days) may choose which condition affects them instead of rolling, but they must choose a new condition with each subsequent shot.

Construction

Requirements Brew Potion, Craft (alchemy) 1 rank, *poison*

Requirements Craft Wondrous Item, Craft (alchemy) 5 ranks, *poison*

Cost 1 gp (shot), 25 gp (bottle), 4,000 gp (barrel)



The Wise and Eternal Khan's Chimeric Beverage of Ten Thousand Enlightened Victories

Aura moderate enchantment (compulsion) [mind-affecting] and illusion (phantasm) [mind-affecting, evil]; **CL** 9th

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Slot –; **Price** 200 gp (cup), 3,200 gp (gallon), 100,000 gp (barrel); **Weight** 1/2 lb. (cup), 8 lbs. (gallon), 330 lbs. (barrel)

Description

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This unique beer is the official alcoholic beverage of the Coliseum Morpheuon and is served exclusively within the Chimeric Amphitheater. Named by the Khan of Nightmares himself, it is most commonly short-handed as "Khan Light". While at first it appears to be nothing at all - a literally invisible liquid - when consumed it transforms itself, mimicking the drinker's most idealized memory of delicious liquid refreshment. It is made exclusively from grains cultivated in the Khan's own fields, tended by dream-crafting oneirobound slaves and watered by tears distilled from the Slumbering Sea.

Those who drink this experience "entertaining" hallucinations – dictated by the Chimeric Amphitheater itself - which correspond to events, performances, and the mood of the crowd. They also gain a +1 morale bonus to all saving throws, except for mind-affecting effects. Against mind-affecting effects, they suffer a -4 penalty on their saving throws. Creature normally immune to mind-affecting effects that drink this beverage lose their immunity for 4 hours. So long as at least one mug is consumed every 4 hours, the drinker does not require rest, allowing them to cheer for their favored gladiators, or jeer those they despise. The magical effects of this libation only function within the Chimeric Amphitheater. If a creature goes more than 24 hours without drinking another Khan Light (whether inside the Chimeric Amphitheater or not), they fall asleep and suffer the effects of a *nightmare* spell (DC 17).

Construction

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Requirements Brew Potion, Craft (alchemy) 15 ranks, *bless, mind fog, nightmare*

Requirements Craft Wondrous Item, Craft (alchemy) 18 ranks, *bless, mind fog, nightmare*

Cost 100 (cup), 1,600 gp (gallon), 50,000 gp (barrel)

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レンプレスピック

CR 13

XP 25,600

Female nightmare nymph child half-elf taskshaper 11 LE Medium fey (augmented humanoid, elf, evil, human) Init +5; Senses darkvision 120 ft., low-light vision; Perception +16

Aura fear (60 ft., DC 22), frightful presence (30 ft., DC 22)

Defense

AC 23, touch 18, flat-footed 18 (+5 armor, +3 deflection, +5 Dex)

hp 75 (11d8+22); regeneration 5 (silver or good)

Fort +11, Ref +15, Will +7; +2 vs. good

Defensive Abilities feign death (DC 28), protection from good; **DR** 5/cold iron or silver or good; **Immune** illusions

Offense

Speed 30 ft., fly 10 ft. (perfect) **Melee** +1 adamantine dagger +14/+9 (1d4+2/19-20) **Ranged** mwk dagger +14 (1d4+1/19-20) Special Attacks dazzling beauty (6/day, DC 22), night terrors (DC 22), stunning glance (DC 22) Spell-Like Ability (CL 11th; concentration +18) 1/day—*shadow* walk

Jactics

Before Combat Belladonna makes use of her change shape ability to avoid combat. If she knows a fight is inevitable, she activates her Dynamic Form and Instant Armor abilities, and she assumes whatever form she thinks will aid her the most in combat.

During Combat If forced to fight, Belladonna fights defensively and makes use of her other abilities as best needed to escape whatever situation she finds herself in. Morale If reduced below 33 hit points, Belladonna flees.

Statistics

Str 12, Dex 20, Con 12, Int 17, Wis 12, Cha 24 Base Atk +8; CMB +9; CMD 27

Feats Extra Shaped Capacity (2), Inflict Terror, Magic Sense, Seduction, Skill Focus (Bluff)^B, Weapon Finesse

Skills Appraise +11, Bluff +26, Craft (alchemy) +16, Diplomacy +20, Intimidate +26, Knowledge (local) +15, Knowledge (planes) +15, Linguistics +15, Perception +16, Perform (dance) +15, Sense Motive +10, Stealth +20, Swim +5; Racial Modifiers +6 Intimidate, +2 Perception, +6 Stealth, +4 Swim

Celestial, Languages Abyssal, Aklo, Common. Draconic, Dwarven, Elven, Giant, Halfling, Ignan, Infernal, Orc, Sylvan, Undercommon

SQ ability shift, advanced shapes, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +20

Combat Gear elixir of truth (2), wand of cure moderate wounds (24 charges), wand of modify memory (11 charges); Gear +1 glamered mithral shirt, +1 adamantine dagger, mwk dagger (4), bracelet of charms (2 charms), figurine of wondrous power *(bloodstone tiger)*

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shifts:

Dynamic Form Belladonna's speed for each movement mode she possesses gains a + 30 ft. enhancement bonus for 11 hours. Additionally, she gains a +11 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active. She can activate this ability once per day as an immediate action.

Shape Lock Belladonna is automatically aware of any shapechanger she touches. In addition, once per day, she can force and lock a shapechanger into one shape it can assume. Belladonna choses the shape and she is aware of the spell the creature can emulate. A Fort save (DC 22) negates this effect. This effect cannot be dispelled but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. All though this is an immediate action its use in combat still requires a melee touch attack.

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Advanced Shapes Belladonna possesses the following advanced shape capacity:

Improved Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by an 8th level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid type creature) by spending a moment of change, but retains all of her own physical qualities. This ability functions as the alter self, beast shape IV, elemental body III, form of the dragon I, and *plant shape II* spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 11.

Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 11.

Moment of Change (Su) Each day, Belladonna has a pool of 14 moments of change. As a free action once a round, she can expend a moment of change to do any one of the following things:

Improved Imprint Feat For one round, Belladonna can exchange two feats she currently possess for two different feats. She must have personally witnessed the feats in action and fulfill all prerequisites for the feats. When encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

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Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

Imprint Class Ability See Advanced Shapes above.

Improved Imprint Feat See Moment of Change above.

Improved Imprint Skill See Moment of Change above.

Instant Armor Belladonna gains a +3 natural armor bonus to AC for 11 minutes, if she is using the total defense maneuver this bonus increases to +11.

Shaped Resistance Belladonna can spend a moment of change to grant herself resistance 20 to a single energy type.

Sweet Bella, the Girl of Your Dreams CR 8

XP 4,800

Female nymph child half-elf taskshaper 7 LE Medium fey (augmented humanoid, elf, human) **Init** +3; **Senses** low-light vision; Perception +13

Defense

AC 20, touch 15, flat-footed 17 (+5 armor, +2 deflection, +3 Dex) hp 49 (7d8+14) Fort +8, Ref +10, Will +5 DR 5/cold iron

Offense

Speed 30 ft. Melee adamantine dagger +9 (1d4+1/19-20) Ranged dagger +8 (1d4+1/19-20) Special Attacks dazzling beauty (5/day, DC 17), stunning glance (DC 17) Tactics

Before Combat Belladonna prefers to avoid combat, using her charms and impressive social skills to deter combatants through parlay. She may also make use of her Change Shape ability to avoid combat by disguising herself and slink away. If she thinks a fight is inevitable,

she activates her Dynamic Form and Instant Armor abilities.

During Combat Belladonna stares down her most determined opponents with Stunning Glance and fights defensively, imploring nearby allies to come to her rescue by playing damsel-in-distress, and attempting to escape swiftly.

Morale If reduced below 20 hit points, Belladonna flees, expending a moment of change to Change Shape into a Small air elemental, increasing its fly speed via Dynamic Form.

Statistics

ヘブラオトウフミミヤ ムシンニミヤシティションシン レフスミケマシル

Str 12, **Dex** 16, **Con** 12, **Int** 15, **Wis** 12, **Cha** 19 **Base Atk** +5; **CMB** +6; **CMD** 21

Feats Extra Shaped Capacity, Magic Sense, Seduction, Skill Focus (Bluff)^B, Weapon Finesse

Skills Appraise +10, Bluff +17, Craft (alchemy) +12, Diplomacy +12, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +10, Perception +13, Perform (dance) +12, Sense Motive +9, Swim +5; **Racial Modifiers** +2 Perception, +4 Swim

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Giant, Infernal, Sylvan, Undercommon **SQ** ability shift, change shape, mimicry, moment of change, nymph blood, perfect copy, shaped capacity, unearthly grace, wild empathy +13

Combat Gear elixir of truth, wand of cure light wounds (17 charges); **Gear** +1 glamered mithral shirt, adamantine dagger, dagger (4), figurine of wondrous power (bloodstone tiger)

Special Abilities

Ability Shift (Su) Belladonna has gained the following ability shift which she can use once per day as an immediate action.

Dynamic Form Belladonna's speed for each movement mode she possesses gains a +30 ft. enhancement bonus for 7 hours. Additionally, she gains a +7 circumstance bonus on all Acrobatics, Climb, Fly, and Swim checks while this ability is active.

Change Shape (Su) Belladonna has the ability to assume the appearance of any humanoid creature (usually a humanoid type creature) by spending a moment of change, but retains all of her own physical qualities. This ability functions as the *alter self, beast shape II*, and *elemental body I* spells (She does adjust her ability scores based on her size as per the spell) with an effective caster level of 7.

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Mimicry (Ex) Belladonna is proficient in all weapons, armor, and shields. Additionally, she can use any spell trigger or spell completion item as if the spells were on her spell list. She has an effective caster level of 7.

Moment of Change (Su) Each day, Belladonna has a pool of 10 moments of change. As a free action once a round, she can expend a moment of change to do any one of the following things:

Imprint Feat For one round, Belladonna can exchange one feat she currently possess for another feat. She must have personally witnessed the feat in action and fulfill all prerequisites for the feat. When

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encountering a new feat, she can make a Perception check (DC 15 + 1 per 10 ft. of distance) to gain the ability to imprint the new feat when using this ability.

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Improved Imprint Skill Exchange the ranks of any one Skill for one skill check.

Modified Advantage Gain a +1 bonus to any single d20 roll. Belladonna could make a minor internal change to her form that assists in the performance of a task. Whether she's making her fist heavier, making the arch of her swing move faster, changing the shape of her eyes and ears to heighten her senses, or she moves nerves around increasing her reaction time.

Perfect Copy (Su) When using her change shape ability, Belladonna can assume the appearance of specific individuals.

Shaped Capacity Belladonna has learned the following shaped capacities:

Impersonate Using her ability to emulate the thoughts of a creature she has touched, Belladonna can impersonate another living creatures' mannerisms, speech patterns, knowledge, and overall demeanor, thus gaining a +5 competence bonus to Disguise checks. Belladonna can use this ability at will, although she must have touched the creature to be impersonated at some point and then spent a moment of change before she can use the ability. The creature gains no sense that the taskshaper is impersonating them.

Imprint Class Ability At the cost of a moment of change, Belladonna can use any class ability that could be possessed by an 3rd level character that can be performed as a single action (does not include spellcasting or bonus feats). She must have personally witnessed the class ability in action. When encountering a new class ability, Belladonna can make a Perception check (DC 15 +1 per 10 ft. of distance) to gain the ability to imprint the new class ability when using this ability.

Improved Imprint Skill Moment of Change above.

Instant Armor Belladonna gains a +2 natural armor bonus to AC for 7 minutes, if she is using the total defense maneuver this bonus increases to +7.

Templates

Nightmare Creature

Spawned from the worst the collective unconscious can create, nightmare creatures can be nearly anything. They often appear as something or someone completely harmless until the time is right to make things go horribly wrong.

Creating a Nightmare Creature

"Nightmare creature" is an inherited template that can be added to any creature of evil alignment whose Intelligence and Charisma scores are each at least 6 (referred to hereafter as the base creature). A nightmare creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating Same as the base creature +1. **Subtype** A nightmare creature gains the evil subtype if it did not already possess it.



Nightmare Creature Template

Senses Nightmare creatures possess darkvision to a range of 120 ft.

Aura Nightmare creatures are terrifying, possessing the following two abilities.

Aura of Fear (Su) Nightmare creatures exude a natural aura of fear, forcing all within 60 ft. to make a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or become shaken while they remain within 60 ft. of the nightmare creature for the next 24 hours. If the save is successful, the creature is immune to that nightmare creature's fear aura for 24 hours. This ability even affects creatures that cannot see the nightmare creature. A nightmare creature can suppress or reactivate their fear aura as a free action once per round.

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Frightful Presence (Ex) When a nightmare creature charges, makes a surprise attack, or succeeds on an Intimidate or Perform check (DC 15), every creature within 30 ft. must make a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or become panicked for 2d6 rounds. Success renders a creature immune to that nightmare creature's frightful presence for 1 hour. A nightmare creature can choose for this ability to not activate.

Defensive Abilities A nightmare creature gains DR 5/silver or good, immunity to all illusion spells and effects, and regeneration 5 (silver or good spells). They also gain a permanent, supernatural *protection from good* effect (as the spell).

Speed Nightmare creatures gain a fly speed of 10 ft. with perfect maneuverability. If the base creature

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already has a fly speed, it increases to 10 ft. or remains the same, whichever is faster. In either case, its maneuverability become perfect. Although slow in the air, a nightmare creature's flight is nonetheless ominous to see.

Special Attacks Nightmare creatures possess the following special attacks.

Night Terrors (Su) A nightmare creature can enter the dreams of a sleeping creature at will as a standard action. This ability has the same effect as a *dream* spell, except that once inside the dream of another creature, the nightmare creature can control the dream world with which the sleeper interacts.

When the nightmare creature first arrives in the dream, it can deliver a message, as described in the dream spell. So long as it does not attempt to control the victim's dream, this message is harmless and the dreamer can awaken at any time.

Immediately upon entering the victim's dream or at any time thereafter while it remains there, the nightmare creature can attempt to control the victim's dream. The victim must then succeed on a Will save (DC 10 + 1/2 the nightmare creature's hit dice + the nightmare creature's Charisma modifier) or remain unconscious and asleep, trapped in the dream world with the nightmare creature. The nightmare creature controls all aspects of the dream world, and the victim is powerless to change anything-although the nightmare creature might allow it to think it has such power or even that it has awakened from the dream. Each hour thereafter, the victim must make a new Will save. Success allows it to awaken immediately; failure means it remains asleep and trapped in the dream world. The victim automatically awakens after 8 hours if it is still alive.

Each hour that the victim remains trapped in sleep by the nightmare creature, it takes 1d4 points of Charisma damage. A creature that has taken Charisma damage during its dream awakens fatigued and does not heal or regain spells as it normally would while resting. A creature reduced to o Charisma by the night terrors dies.

A wish or miracle spell, or an antimagic field ends the effect and awakens the victim. A protection from evil spell blocks night terrors for its duration, but it does not awaken the creature. A dream spell used on the sleeping creature allows the victim a new save to break free of the effect, but the deliverer of the dream message must succeed on a Will save or be trapped in sleep with the nightmare creature ruling its dreams, just as though it were the original target of the night terrors. A blanket of silver links worth at least 2,000 gp prevents a nightmare creature from entering the sleeping creature's dreams so long as it is in contact with the sleeping creature, but it has no effect if placed on a sleeping creature already embroiled in night terrors.

Nightmare Spellcasting (Su) A nightmare creature's effective caster level for fear, phantasm, and shadow spells is treated as two higher than the base creature's caster level.

Spell-Like Ability (Sp) Once per day, a nightmare creature can *shadow walk* (as the spell) with a caster level equal to their hit dice.

Special Qualities Nightmare creatures possess the following ability.

Feign Death (Ex) With a successful Bluff check, a nightmare creature can make itself appear dead. Any creature wishing to ascertain whether the nightmare creature is really dead must make a Heal check opposed by the nightmare creature's Bluff check. The nightmare creature cannot move or take any actions while pretending to be dead.

In addition, whenever a nightmare creature falls unconscious, it appears dead. The Heal DC to ascertain that the nightmare creature is alive is 10 + the nightmare creature's hit dice + the nightmare creature's Charisma modifier. Nightmare creature use this ability to escape destruction, to gain revenge, or to trick foes into approaching them.

Ability Scores Dex +4, Int +2, Cha +4.

Skills Nightmare creatures possess a +6 racial bonus on Intimidate and Stealth checks. Intimidate and Stealth are always class skills for nightmare creatures.

Nymph Child

Born of a union of mortal and the rapturously beautiful fey known as a nymph, a nymph child is a creature of both worlds, but typically not at home in either.

Creating a Nymph Child

"Nymph child" is an inherited template that can be added to any living creature except for elementals, oozes, or nymphs (referred to hereafter as the base creature). A nymph child differs from the base creature as follows.

Challenge Rating Same as the base creature +2.

Type Animals, humanoid, monstrous humanoids, and vermin become fey.

Senses A nymph child gains low-light vision.

Defensive Abilities A nymph child gains DR 5/cold iron.

Special Attacks Nymph children possess the following abilities.

Dazzling Beauty (Su) Three times per day, plus once per day per 3 Hit Dice, a nymph child can affect all humanoids within 30 ft. Those who look directly at a nymph child must succeed on a Fortitude save (DC 10 + 1/2 the nymph child's hit dice + the nymph child's Charisma modifier) or be dazzled for 24 hours.

Stunning Glance (Su) As a standard action, a wrathful nymph child can stun a creature within 15 ft. with a look. The target creature must succeed on a Fortitude save (DC 10 + 1/2 the nymph child's hit dice + the nymph child's Charisma modifier) or be stunned for 1d4 rounds.

Special Qualities A nymph child possesses the following abilities.

Nymph Blood (Ex) For all special abilities and effects, a nymph child is considered both a nymph and the base creature.

Unearthly Grace (Su) A nymph child add half its Charisma bonus (positive only) as a bonus on all saving throws, and as a deflection bonus to Armor Class.

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Wild Empathy (Ex) Nymph children have wild empathy as a druid of their hit dice. They gain a +2 racial bonus when using this ability. Ability Scores Dex +2, Int +2, Wis +2, Cha +4

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Skills Nymph children gain a +4 racial bonus on Swim checks. All nymph children gain Sylvan as a bonus language.

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