Rite Publishing Presents

Faces of the Tarnished Souk: Khufusiris, the Crooked Sleuth of Unfathered Sin



By Matt Banach and Steven D. Russell



ドマスションマラフション ムメンション ションシン マシフラマション レンション

Rite Publishing Presents:

Faces of the Tarnished Souk: Khufusiris the Crooked Sleuth of Unfathered Sin

Master Merchants (Design and Editing): Matt Banach and Steven D. Russell Master Illuminator (Cover Artist): Mark Hyzer Apprentice Illuminators (Interior Artwork): Mark Hyzer, Public Domain, Rick Hershey, and Arthur Wang Jowfy Apprentice (Development, Layout, and Publisher): Steven D. Russell

F F LANLANLAN KANYYYYYYYYYYYYYYYYYYY F F

Dedication:

To Clinton Boomer and Jonathan McAnulty -For bringing us the *Coliseum Morpheuon*.

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.

Faces of the Tarnished Souk: Khufusiris the Crooked Sleuth of Unfathered Sin © 2012 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

<section-header><section-header><section-header><section-header><section-header><text><text><text><text><text><text><text><text><text><text><text><text><text><text><text>

Khufusiris holds no permanent place of business, but reliably loiters in the Tarnished Souk's most disreputable taverns and dens of ill-repute. Recently he has taken to lurking in the back corner of the underground speakeasy known as The Face, greeting clients surrounded by walls of black tentacles and the

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

DC 15 - Khufusiris is a criosphinx, an ancient breed of

DC 20 - He is an advanced specimen of his species, pursuing no particular training but innately powerful due to his primodial bloodline and riven magic nature. Others say, "He's a rosy apple hiding a worm inside, but that worm knows its business." DC 25 - He is immune to magic and capable of sapping mystical energy with but a touch. He is a

DC 35 - He fears fire and acid, and has been seen

DC 45 - He recently betrayed a group of thieves who thought he was their ally, ratting them out to the Pasha of Swirling Ashes when a scheme to burgle the

F F RATTLANE SAFTER TREE A TANE SECONT TRADE 5 F

- Khufusiris operates as a thief-taker for hire, tracking down stolen goods and capturing wanted thieves. He usually performs as advertized when pursuing thieves he does not know, but often barters with or extorts thieves he knows, ransoming the stolen goods and taking a cut from both sides.
- Khufusiris is a dastardly betrayer; that betrayal is most painful and most dramatic if he begins as a valued ally of the PCs, offering his help and eagerly tagging along with the group. When he can best profit from it, he turns on the PCs and slinks away
- Khufusiris' betrayals come in many forms: informing on the PCs to their enemies, ratting them out to the Khan of Nightmares, selling them vital keys or items that do not perform as advertised, giving them bad information, hamstringing them before a battle, or simply stealing their prized
- (Coliseum Morpheuon, Chapter 10): Khufusiris knows the secret location of the Pasha's vault and will sell the PCs the information for a handsome price - then inform the Pasha of the impending burglary for an



そって ストムシンビントシンビアバイスグンビス ふとどっ ドイドレン

17

every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

ダイズシュアアウラス エマン ふてい シアン シンシン ママフマアマシン

Hidden Healing (Su): The regeneration and fast healing ability of Khufusiris is hidden from view (the wounds inside him heal first) and it takes a successful Heal and Perception check (DC 39) to notice that it is healing until the last hit point is healed.

Immunity to Magic (Ex) Khufusiris is immune to any spell or spell-like ability that allows spell resistance.

Outrun Ally (Su): 1/day as an immediate action Khufusiris can swap places with any ally that was within his line of sight at the beginning of the previous round, as per *greater teleport*. For example, if his allied employer teleported away this round, he could swap places with his employer, allowing Khufusiris to escape and leaving his employer stranded.

Snitch's ear (Ex): Khufusiris greases the right palms, and befriends the right people, so that when someone is using diplomacy to gather information about him or the person he is working for, he learns of it. Working its way towards them so that either the information is coming from Khufusiris indirectly or he actually arranges for them to meet with him so that they can gain the information directly from him. Khufusiris can feed misinformation so that it points toward a rival, or he may help these opponents to destroy his current allies with extremely useful information.

Unfriendly Fire (Ex): Once per round upon a successful Reflex save, Khufusiris can effectively use an adjacent creature that thinks he is its ally as a shield. Khufusiris takes no damage from a single attack while the ally suffers full damage (no save).

Feats

Adjust Power Attack (Combat)

Your physical combat prowess is finely tuned to the point that you can shift your muscles in order to deliver a more effective attack.

Prerequisite: Str 17, Power Attack

Benefit: Once per round you may activate or deactivate the Power Attack feat before an attack roll is made, even if it is not your turn (e.g. an attack of opportunity).

Normal: Power Attack may only be activated on your turn and lasts for an entire round.

Armor's Gap (Combat)

You can bypass a target's armor with a weapon by searching for gaps and flaws.

Prerequisite: Perception 6 ranks, base attack bonus +4

Benefit: After a full round of doing nothing but analyzing you opponent, you can bypass this opponent's armor or natural armor with your next attack. You must use a piercing weapon with which you are proficient and make a successful Perception check (DC equals 10 + the opponent's Armor Class) which takes a full round. A failed check means the target's armor has no discernable weakness, and you cannot try again against that opponent until you put another rank into Perception. If successful you can repeat this action against the same enemy, though the DC increases by +2 for each attempt as your opponent is now aware of his weakness and seeks to protect it. Ranged attacks increase the DC of the Perception check by +1 for every 10 ft. beyond the first 10 ft. **Special:** You gain no benefit from the use of this ability if your opponent has the benefits of cover or

Awesome Blow (Monster)

concealment.

This creature can send opponents flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Capture Alive (Combat)

You have learned how to defeat your opponents without killing them.

そってていしょう シンビス ハイスアンビス ふととん ムビマ ちん かん

Benefit: When you deal damage that would kill your opponent you can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) you can allow your opponent to yield, render her unconscious for 1 hour for each character level you possess, leave a vicious scar, permanently blind her (or only take one eye), or remove an appendage.

Drain Defense (Monster)

You can drain active spell effects with a touch or an strike.

Prerequisites: drain spell special attack

Benefit: Once per round Your touch or special attack has a chance of dispelling an active spell or effect of a magic item that provides protection against your attacks (such as a *ring of protection* or a *mage armor* spell). You automatically dispel any spell that you could normally drain, and suppress a magical items for 1d4+1 round with a caster level equal to your challenge rating or less (and gain the benefits as if you had drained a spell of that level). You cannot drain spells during the same round you use drain defense but you might use it on a non spellcaster or make you opponent easier to hit the following round.

<u> メレジンススマ 人 ムン スマックショウス パン ハ アススて () アメ</u>





The Huntsmen's Sigil Tattoo

Huntsmen's Sigil is by far its most well known epithet. Auberyon the Solstice King, Lord of the Primal Court had his most celebrated artisans spend 7 years creating this unusual tattoo. Designed to be passed on via a killing stroke, it has a long and sordid history of bearers. Auberyon though he would find it amusing to see various hunters become the hunted after they won their prize, unfortunately as always after a few decades of this he became bored with the idea. It eventually found it's way into the possession of the thief-taker Khufusiris after he killed an drow kithmourn assassin named Bergtar Barriate "Prince of Kinslayers" having tracked him for 7 moons across the slumbering sea to the Isle of Dreams Torn Asunder.

デベルションションシンファファンシンシンシンシンシンシン

<section-header><section-header><section-header><section-header><section-header><section-header><section-header><section-header><text><text><text><text><text><text><text><text><text><text><text><text><text><text><text><text><text> When first encounter in its unawakened state this tattoo has no special abilities. If a destined wielder (GM adjudication) comes within 100' of the creature bearing it, he gets a "gut feeling" that the creature possesses something that is "meant" to be his. If a destined character has encountered it, but is not currently bearing the Huntsmen's Sigil and is within 100' no creature can land a killing blow on the wielder (all attacks are negated) unless the attacker makes a successful Will Save DC 40, instead the creature is rendered unconscious. If the current wielder is slain, the tattoo is magically transferred and appears on the chest of its slayer. When the wielder reaches or exceeds a certain level he learns of a specific ritual he can perform along with a sacrifice of a minimum value in gold pieces required to perform it (this sacrifice is consumed to power the ritual). Each ritual requires 1 hour to perform, after it is performed that special quality is awakened with the item granting that ability. The DC for each ability is equal to 10 + half the wielder's character level + the wielder's Intelligence modifier. The caster level of these spells is equal to the HD of the wielder (max 20th level).

Table: Awakened Abilities	
----------------------------------	--

Level	Special Ability	Component Cost
4 th	1/day phantasmal pit	2,400 gp
$7^{\rm th}$	1/day predatory stealth	6,000 gp
10 th	1/day cure moderate wounds, neutralize poison	13,000 gp
13^{th}	displacement (continuous)	24,000 gp
16 th	1/day treacherous phantasm	48,000 gp
19 th	İmmunity to charm, compulsion, and poison	56,000 gp

Destruction

Huntsmen's Sigil can be broken by casting an erase spell upon it, but it cannot be ruined and destroyed unless an erase spell is cast upon it by a rune giant while standing at the center of the Primal Court.

New Spells

Phantasmal Pit

School: Illusion (Phantasm) [Fear, Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) **Target:** One living creature Duration: 1 round/level or one round Saving Throw: Will disbelief, then Fortitude partial; see text:

Spell Resistance: yes

You create a phantasmal image of a pit simply by formin the thoughts of the subject's subconscious mind into something that its conscious mind can visualize: an infinite pit. Only the spell's subject can sense the phantasmal pit. You see only a vague shape on the ground. The target first gets a Will save to recognize the sensation as unreal. If that save fails, the subject believes it is falling and falls prone. The subject then must succeed on a second Will save or is afflicted with the stunned condition from fear. If the subject of phantasmal pit succeeds in disbelieving and possesses telepathy or is wearing a helm of *telepathy*, the fear of the pit can be turned upon you. You must then disbelieve it or become subject to believing you're falling, fall prone, and succeed on your second Will save or be stunned.

Casting Time: 1 standard action Components: V, S, DF Range: Close (25 ft. + 5 ft./2 levels) **Targets:** One creature/ level, no two of which can be more than 30 ft. apart Duration: 10 minutes/level Saving Throw: Fort negates (harmless); Spell Resistance: Yes (harmless)

Predatory stealth masks the presence of the selected creatures, granting them a +5 competence bonus on Stealth checks and preventing them from being automatically detected by scent. Creatures with the scent ability must make

Perception checks to detect affected creatures (and any items they carry) as if they lacked that ability. Creatures with the blindsense ability are likewise unable to detect the subjects' presence, while those with blindsight can detect the subjects' presence as if using blindsense instead.

Treacherous Phantasm

School: Illusion (Mind-Affecting); Level: Brd 6, Sor/Wiz 8 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. + 40 ft./level) Target: One creature **Duration:** See text Saving Throw: None; Spell Resistance: No

This insidious spell creates an illusory image chosen by the caster, usually the caster, someone close to the target, or someone whom the target trusts. This image is overlaid on his sense of reality and is accepted as real by all his senses (including touch); even magical effects such as *true seeing* fail to dismiss the image, though it will reveal it to be false. If the victim does not know the image to be false, statements or arguments by others that contradict the phantasm become altered or twisted to conform to the victim's perceptions. The illusory image does everything in its power to mislead the victim into eventually committing a tragic act (e.g., killing himself or a loved one, or committing an act of extreme heinousness that is against the subject creature's nature). The illusion ends when the tragic act has been committed, leaving the spell's target to deal with the consequences. The phantasm also records everything the subject experiences including the subject's very thoughts, while under the effect of this spell. If the caster dismisses the spell, all of that information is conveyed to the caster.

F F Larry Made Transa and the transa for the transaction of transaction of the transaction of
The treacherous phantasm is a particularly subtle illusion, usually taking weeks or months to work its magic. A *dispel magic* has no effect, though a *break* enchantment may dispel the illusion.

Predatory Stealth

School: Illusion (Glamer); Level: Drd 3, Rgr 3, Sor/Wiz 3

ノムメビジラススヤ 人立之 スペシヴェ ウス ズムム やススてどう

Khufusiris the Mongrel of **Barren** Mystery CR 13 XP 3,200

advanced primordial riven magic criosphinx N Large magical beast Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +18

Defense

AC 22, touch 10, flat-footed 21 [50 % miss chance displacement] (+1 dex, +12 natural, -1 size) hp 168 (16d10+80) Fort +14, Ref +11, Will +5 Immune magic

Offense

Speed 40 ft., fly 70 ft. (poor) Melee gore +23 (2d6+8), 2 claws +23 (1d8+8) **Space** 10 ft.; **Reach** 5 ft. Special Attacks awesome charge, break magic item, drain spells, pounce, rake (2 claws +15, 1d8+8) Spell-like Abilities (CL 13, Concentration +18) At will-detect magic, greater dispel magic

Tactics

Before Combat: Khufusiris tends to climb high ahead out of sight of his opponents usually diving out of the sun.

Combat: Khufusiris likes to dive-bomb from high in the sky performing a falling awesome charge and pounce attack, often with a full out power attack against a spellcaster so he can drain spells each round, though he never kills them as he always wants to check first to see if there is a bounty on someone's head. If a magical item inflicts a great deal of harm upon him, he seeks to break it so that it cannot do so again.

Morale: Khufusiris is not at great thinker, but he is no fool, if he is seriously injured when things are not going as planned he takes wing and flees.

Statistics

Str 27, Dex 12, Con 21, Int 8, Wis 13, Cha 9

Base Atk +16; CMB +25 (+29 bull rush, +27 awesome blow); CMD 37 (38 vs. awesome blow, 40 vs. bull rush and trip)

Feats Alertness^B, Capture Alive, Cleave, Drain Defense, Flyby Attack, Improved Awesome Charge, Improved Bull Rush, Improved Natural Attack^B(gore, claws), Power Attack, Skill Focus (Survival)

Skills Fly +5, Perception +20, Sense Motive +5, Survival +7.

Languages Common, Sphinx

Ecology

Environment warm deserts **Organization** solitary

Treasure hunter's sigil (awakened to 13th level)

Special Abilities

Awesome Charge (Ex) Khufusiris can smash opponents backwards with a blow from its horns. On a charge or bull rush attack, Khufusiris gains the use of the awesome blow feat if he hits the target.

Break Magic Item (Su) If Khufusiris touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check (1d20 + the item's caster level) DC 23. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).

Drain Spells (Su) Once per round with a touch attack (or as a part of a successful melee attack), Khufusiris can drain spells (or spell slots) from a spellcaster. Each touch drains 6 levels of prepared spells or unused spell slots, starting with the highestlevel spells and working down. Each drained spell level gives Khufusiris 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

Immunity to Magic (Ex) Khufusiris is immune to any spell or spell-like ability that allows spell resistance.

Khufusiris the Mongrel CR 9

XP 3,200

advanced primordial criosphinx N Large magical beast Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +18

Defense

AC 22, touch 10, flat-footed 21 (+1 dex, +12 natural, -1 size) **hp** 114 (12d10+48) Fort +12, Ref +9, Will +4

Offense

Speed 40 ft., fly 70 ft. (poor) Melee gore +18 (2d6+7), 2 claws +18 (1d8+7) Space 10 ft.; Reach 5 ft. Special Attacks awesome charge, pounce, rake (2 claws +15, 1d8+7)

Jactics

Before Combat: Khufusiris tends to climb high ahead out of sight of his opponents usually diving out of the sun.

Combat: Khufusiris likes to dive-bomb from high in the sky performing a falling awesome charge and


ANY Z Z C KAL F T N Z

TY & & MITTLANLE MATTER TRANSFER

17

has (max 10d6), healing half the amount drained. There is no save against his ability.

Hidden Healing (Su): The regeneration and fast healing ability of a betrayer creature is hidden from view (the wounds inside the creature heal first) and it takes a successful Heal and Perception check (DC 15 + the betraval creature's CR + its Constitution modifier) to notice that it is healing until the last hit point is healed.

Outrun Ally (Su): 1/day as an immediate action the betrayer creature can swap places with any ally that was within his line of sight at the beginning of the previous round, as per *greater teleport*. For example, if his allied employer teleported away this round, he could swap places with his employer, allowing the betrayer to escape and leaving his employer stranded. Snitch's ear (Ex): A betrayer creature greases the right palms, and befriends the right people, so that when someone is using diplomacy to gather information about the organization he belongs too, he learns of it. Working its way towards them so that either the information is coming from it indirectly or it actually arranges for them to meet with it so that they can gain the information directly from it. A betrayer creature can feed misinformation so that it points toward a rival, or it may help these opponents to destroy his current allies with extremely useful information.

Unfriendly Fire (Ex): Once per round upon a successful Reflex save, a betrayal creature can effectively use an adjacent creature that thinks the betrayer is its ally as a shield. The betrayer takes no damage from a single attack while the ally suffers full damage (no save).

Abilities: Increase from the base creature as follows: Con + 4 (+2 hp per HD, +2 to Fortitude saves, and anyof the base creature's Constitution-based DCs), +4 Cha (+2 to Bluff, diplomacy, Disguise, Handle Animal, Intimidate, Perform, and Use Magic Device; attempts to influence others, and Channel Energy DCs, +2 to any of the base creature's Charisma-based DCs)

Skills: The base creature gains a +8 racial bonus on Bluff and Diplomacy checks.

Organization: Solitary

Treasure: double standard (steals from its allies, or is paid well for its betraval)

Primordial Creature (CR + 1)

This creature is filled with the power of the wild and untamed forces of the world.

Quick Rules: Gains the scent ability; Speed +10 ft. to all forms of movement; +2 on all attack and damage rolls, -2 penalty to all skill checks; +2 to AC and CMD; +1 hp/HD.

Rebuild Rules: gains the scent ability; AC increase natural armor by +1; Speed +10 ft. to all forms of movement; Ability Scores +2 Str, Con, Dex, and Wis, -4 Int (minimum 2), -2 Cha; Feats Alertness, Improved Natural Attack for each natural attack form;



Riven Magic Creature

Riven Magic Creature (CR +2)

A riven magic creature's quick and rebuild rules are the same.

Rebuild Rules: Immune magic; Special Attacks drain spells, break magic item, caster's bane; Ability Scores +2 Str and Con.

Caster's Bane (Sp): The riven magic creature with an Intelligence or Wisdom score of at least 8 can use greater dispel magic and detect magic at will, as a standard action, with a caster level equal to its Challenge Rating.

Drain Spells (Su): Once per round with a touch attack (or as a part of its melee attack), the riven magic creature can drain spells (or spell slots) from a spellcaster. Each touch drains levels of prepared spells or unused spell slots equal the 1/2 the riven magic creature's CR (minimum 1), starting with the highestlevel spells and working down. For example, say a CR 16 riven magic creature touches a sorcerer with a 4thlevel spell slot, a 3rd-level slot, two 2nd-level slots, and five 1st-level slots left unused. It drains the 4thand 3rd level slots, as well as one 1st-level slot.

パイストシュンシンススペイスアンスム アンススムシュンススペ

Each drained spell level gives the riven magic creature 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.

Break Magic Item (Su): If the riven magic creature touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check $(1d_{20} + \text{the item's caster level})$ with a DC equal to 10 + the riven magic creature's CR. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).

Immunity to Magic (Ex): A riven magic creature is immune to any spell or spell-like ability that allows spell resistance.

ビンコンシンシン ムレン こくさんし ひこ スレー ひここくどう

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 doe 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" mains 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.

レゴビュ ら デッシュントリフススロムスと スピムッズスドアドムルッテ きょ ツレム

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, royaltyfree, 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.

All proper names and text on the first page are product identity all other content including translated common names on the first page are open gaming content.

Open Content is the designated as follows: All common names the all information on stat blocks, templates, classes, magic items (excluding the lore section), spells, and feats.

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

んごうえんふるととん アイスア さんきどう みとえたア ひとろとんみだ 下ざみ

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 Dave material by E. Gary Gygax and Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Cook. and Skip Williams. Monte The Book of Experimental Might. Copyright 2008, Monte J. Cook. All reserved. rights

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

101 Not So Simple Templates, Copyright 2011, Steven D. Russell; Author: Steven D. Russell.

Book of Monster Templates, Copyright 2010, Steven D. Russell; Authors: Steven D. Russell with Ben McFarland, Crystal Fraiser, Jonathan McAnulty, Justin Sluder, and Michael Welham.

Coliseum Morpheon, Copyright 2010, Steven D. Russell; Authors: Clinton J. Boomer and Jonathan McAnulty.

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

Pathfinder Roleplaying Game Bestiary, Copyright 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Eldritch Might Copyright 2001-3 Monte J. Cook. All rights reserved.

Forgotten Foes © 2010 Tricky Owlbear Publishing, Inc.; Authors Mark Gedak and Stefen Styrsky.

Adventurer's Handbook: Genius Guide Volume 1. Copyright 2010, Super Genius Games, Authors: Owen K.C. Stephens and Stan!

Khufusiris the Crooked Sleuth of Unfathered Sin © 2011 Steven D. Russell: Authors: Matt Banach and Justin Sluder

アベルシルトルコンジンド・アンプレンジンド・シンプンドレード

17