Rite Publishing Presents

Faces of the Tarnished Souk: The Dark Lady Ninyantë, Mistress of Venom







By Matt Banach and Justin Sluder



ダメシメアウフスズヤレン えぞうぶん シスゴムレススてやマメル

Rite Publishing Presents:

Faces of the Tarnished Souk:

The Dark Lady Ninyantë, Mistress of Venom

Master Merchants (Designers): Matt Banach and Justin Sluder Guild Masters (Editor): Matt Banach and Steven D. Russell Master Illuminator (Cover Artist): Hugo Solis Apprentice Illuminators (Interior Artwork): Hugo Solis, Jan Matejko, Sade, and Joe Calkins Jowly Apprentice (Development, Layout, and Publisher): Steven D. Russell FWLAIPYDZZWLAWZXKLWZZCPTLLIWY 2

くびじょら デドスュメアカフススドムスス スピメム かえスビデスレス しょうじょ

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 <u>http://paizo.com/pathfinderRPG</u> 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: The Dark Lady Ninyantë, Mistress of Venom © 2011 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 <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

レンド スケックシン アメイ シスス

The Dark Lady Ninyantë, Mistress of Venom

The Dark Lady Ninyantë, Mistress of Venom is a highsociety femme fatale and the undisputed mother superior of the Tarnished Souk's poison trade, having slithered into Dream after murdering her royal husband and cruelly causing the death of half his kingdom in the process. Flashing a fanged smile oozing with predatory sensuality, this alabaster-skinned amazon wraps her stunning seven-foot frame in sultry red silks and coils of serpent-like golden jewelry worthy of a pharaoh's queen. In those rare instances where her charm, beauty, or reputation do not get her everything she wants, Ninvantë is capable of dealing out death personally via tenebrous tricks and diabolical poisons. Concerned only with her own power and pleasure, she is a vain, amoral hedonist who murders and manipulates without qualm. When dealing with others, she acts with haughty, selfassured superiority, seducing or snubbing suitors and dispensing vicious, back-biting comments to rivals and her inferiors. The Mistress of Venom attends nearly every decent party held by the Coliseum's elite (since none dare risk her wrath by failing to invite her) and she holds a disturbingly encyclopedic knowledge of the favorite foods, beverages, and vices of the Coliseum's benefactors, their entourages, and even the inner court of the Khan of Nightmares. Newcomers to the Souk commonly mistake the Dark Lady Ninyantë for a vampiress due to her deathly pale skin, unholy aura, and prominent fangs - a misapprehension she finds amusing and deliberately enables through affected mannerisms misleading double-talk. Her true thoughts and inscrutable to even the cleverest mind-reading courtiers, the unforgiving Ninyantë is secretly plotting to kill the Pasha of Swirling Ashes as revenge for a minor slight the unsuspecting efreeti playboy has long forgotten giving.

Dreamburning and the NPC

Hope: Ninyantë ultimately envisions herself as a goddess, worshipped for her beauty and feared for her terrible wrath.

Aspiration: Ninyantë aspires to usurp the Queen of Thistles and become Khanbika. She holds no adoration for the Khan of Nightmares; she simply covets his powers over life, death, and reality.

Goal: Night to night, Ninyantë dreams about taking delicious revenge against anyone who disrespects her. She anticipates crushing their spirits, poisoning their bodies, and otherwise visiting every manner of anguish upon them and everyone they love.

In the Tarnished Souk

The Dark Lady Ninyantë's poison shop, The Little Drop, is a tall, narrow black tent adorned with black lace and tassels of living shadow. Even at midday in the Tarnished Souk, it seems far away and cloaked in darkness, lit by a single sputtering lantern. Inside, thousands of bottles and pouches dangle from the ceiling on strings, forming a sprawling chandelier of toxins and tinctures. Slim, luxurious chaise lounges offer guests places to sit, while the Mistress of Venom coils herself on a sumptuous couch of slick eel-skin leather. Ninvantë always offers prospective customers a drink of fine wine or ritually prepared tea; she poisons these refreshments only some of the time.

Jore

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

DC 15 A sultry purveyor of poisons and a catty socialite, Ninyantë appears to be a vampire but is really a serpentwoman.

DC 20 A shadow assassin, she has said, "Poison is truth and the truth is that most creatures are disposable."

DC 25 She crafts poisons that can afflict even the unpoisonable. Her bracers turn into biting, snake-like whips. No one can read her thoughts, but she shamelessly pries into the minds of others.

DC 35 Many of her shadowy powers do not work in well-lit areas. She is a petty, evil woman who holds lasting grudges.

とんてて かど どんんとん じじょう

ススノッススイやマド といっ

DC 40 Ninvantë has both dark naga and human blood. She plots deadly revenge against the Pasha of Swirling Ashes.

How to use The Dark Jady Ninyantë,

- Ninyantë can serve many roles in a campaign femme fatale, black widow, social antagonist, poison dealer, hired assassin, etc. While she is beautiful, skilled, and useful, she is also unapologetically evil and GMs should have fun with her wickedness.
- The Mistress of Venom crafts custom poisons capable of killing even those creatures normally immune to poison. For PCs looking to take down an otherwise hard-to-kill target, or GMs looking to give their PCs a much-needed assist, Ninyantë can provide a secret weapon - for a heavy price.
- Ninyantë has plenty of money; she prefers alternative forms of payment - favors, rare items, magical services, or inroads to higher positions of power. To obtain one of her special poisons, she might demand that the PCs: publicly humiliate a rival (e.g. Gabriel LeChance, or the Pasha of Swirling Ashes), murder a competing poison trader at the Brightdocks, bring her a special slave, spy on the Khan of Nightmares for her, or retrieve a lost artifact from the bottom of the Slumbering Sea.
- "The • If playing Pasha's Riches" (Coliseum Morpheuon, Chapter 10): Ninyantë kills the Pasha of Swirling Ashes, framing the PCs for the murder. The PCs are prime suspects because of their connection to the City of Brass and their recent intrusions into the Pasha's apartments; they now have some serious explaining to do to the Khan and the Pasha's allies.
- "The Dragon's Mate" If playing (Coliseum Morpheuon, Chapter 10): Hearing that he seeks a mate, Ninyantë plots to seduce and marry the Dragon of the Ghostdance, intent on usurping his position as a benefactor. She tries to ruin (or kill) her competition and any meddling matchmakers.

1

ドップススマ 人 と 二 スマ きかん ひ ス パパト

The Dark Jady Ninyantë, Mistress of Venom

CR 21 XP 409.600

Female spellpowered amalgam human dark naga shadow assassin 17 LE Large aberration Init +8; Senses darkvision 60 ft., low-light vision, detect thoughts; Perception +34 Aura unholy aura (DC 28)

Defense

AC 35, touch 22, flat-footed 35 (+9 armor, +4 deflection, +8 Dex, +1 dodge, +4 natural, -1 size) **hp** 310 (27d8+189)

Fort +19, Ref +25, Will +25 (+27 vs. charm) Defensive Abilities guarded thoughts, improved evasion, improved uncanny dodge, shadowmeld, uncanny dodge; Immune poison; SR 25 vs. good

Offense

Speed 50 ft., fly 40 ft. (good) in dim or darker light Melee 2 +5 ghost touch unholy wounding serpent tonaue bracers +31/+31/+26/+26/+21/+21/+16(1d4+12 plus 1 bleed and poison/19-20), bite +21 (1d4+5 plus poison) or 2 +2 keen kukri of speed +28/+28/+28/+23/+23/+18/+18/+13 (1d6+9/15-20), bite +21 (1d4+5 plus poison) or bite +26 (1d4+7 plus poison)

Ranged +1 shuriken +31/+26/+21/+16 (1d3+3d6+8) or +1 shuriken +26/+26/+21/+21/+16/+11 $(1d_3+3d_6+8)$

Special Attacks bypass DR, daggermaster +4, deadly focus (1/day), greater deadly focus (2/day)

Space 10 ft.; Reach 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 27th; concentration +37) Constant-spell turning, unholy aura (DC 28) At will-message

Spells Known (CL 7th; concentration +17) 3rd (6/day)-fly, haste

2nd (9/day)-invisibility, resist energy, spider climb

- 1st (9/day)-charm person (DC 21), disguise self (DC 21), expeditious retreat, ray of enfeeblement (DC 21), shield
- Cantrips (at will)-bleed (DC 20), daze (DC 20), detect magic, mage hand, open/close, prestidigitation, read magic

Jactics

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts spider climb, resist energy, shield, and fly.

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and anyone else she considers an ally.

When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how



dangerous her attackers are, she'll either play with them, using mage hand and prestidigitation to annoy them, or bleed, daze, charm person, and ray of enfeeblement should they present themselves as an actual danger.

If roused to anger, she uses her whips to trip and reposition opponents, trying to throw people off ledges if they're available.

Morale If reduced to less than 100 hit points, she attempts to *fly* away while *invisible*.

Statistics

Str 16, Dex 26, Con 24, Int 22, Wis 18, Cha 30

Base Atk +19; CMB +23 (+27 trip); CMD 46 (48 vs. trip)

ビス ツス メメメ マス スマやマ バ バ バッグ

Feats Combat Expertise, Custom Poison, Dodge, Double Slice, Eschew Materials^B, Greater Trip, Greater Two-Weapon Fighting, Improved Trip, Improved Two-Weapon Fighting, Mobility, Poison Use, Repositioning Strike*, Spring Attack, Two-Weapon Fighting, Weapon Finesse

*From Chapter 3 – Feats of the Pathfinder Roleplaying Game: Advanced Player's Guide.

Skills Acrobatics +35 (+35 jumping), Bluff +48, Climb +16, Craft (alchemy) +36, Diplomacy +37, Disguise +37, Escape Artist +35, Fly +20, Handle Animal +30, Intimidate +30, Knowledge (arcana, local, planes) +20, Knowledge (history, nature, religion) +36, Perception +34, Sense Motive +34, Sleight of Hand +30, Spellcraft +25, Stealth +66, Swim +15

Languages Abyssal, Common, Draconic, Infernal, Undercommon

マオ

アップススマ 人立 ひえび とかえ ツス バスト

SQ shadowmeld, shadow style (exotic weapon style, shadowglide, shuriken style, two-weapon style), shadow talent (improved uncanny dodge, style mastery, uncanny dodge)

Combat Gear elixir of healing (4); **Gear** +5 glamered greater shadow greater slick mithral shirt, +2 keen kukri of speed (2), +1 shuriken (50), serpent tongue bracer (+5 ghost touch unholy wounding, 2), belt of physical perfection +6, necklace of adaptation, shadow band, tiara of mental superiority +6 (Knowedge [history, nature, religion])

Special Abilities

Bypass DR (Su) Ninvantë ignores any DR possessed by targets of her greater and regular deadly focus abilities.

Daggermaster (Ex) While fighting with light melee weapons, exotic melee weapons, and shurikens, Ninyantë gains a +4 bonus on both attack and damage rolls. Additionally, her shadow assassin levels function as fighter levels for the purpose of qualifying for feats, but only with light melee weapons, exotic melee weapons, shurikens, and bola.

Deadly Focus (Su) As a swift action once per day, Ninvantë can select a single opponent. Ninvantë gains a +4 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and shurikens. This remains active until the target is dead, or she selects a new target after resting.

Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it.

Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use detect thoughts as per the spell (caster level 9th; Will DC 33 negates). The save DC is Charisma-based.

Greater Deadly Focus (Su) This ability functions as Ninvantë's deadly focus ability, except she gains a +34 bonus to damage against her target. Unlike deadly focus, she cannot regain her focus should her target die.

Guarded Thoughts (Ex) Ninyantë are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite-injury; save Fort DC 30; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains specific additional abilities as listed below.

Camouflage (Su) While in dim or darker light, shadows wrap themselves around Ninyantë, granting her concealment (20% miss chance). This ability functions even against creatures with darkvision and other non-visual senses.

Living Shadow (Su) For up to 21 rounds each day, Ninyantë can change herself in living shadows. This functions as the gaseous form spell, except she can still attack with light weapons and shurikens, though they deal only half damage. The rounds of use need not be used consecutively.

Produce Shadow (Su) Ninvantë carries a bit of shadow with her wherever she goes, allowing her to lower lighting conditions to dim. These shadows function similar to the darkness spell, and negate any light spell with a caster level of less than 17th. These shadows can be negated by a light spell of 8th-level or greater. Ninyantë can produce these shadows for up to 21 rounds each day, but these rounds need not be consecutive.

Skill Bonus (Su) She gains a +8 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Stealth Bonus (Su) Ninyantë gains a +17 bonus on all Stealth checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed below.

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc. While using exotic weapons, she gains a +4 bonus to her CMD.

Shadowglide (Su) While in dim or darker light, Ninvantë ignores the effects of difficult terrain, may make a 10-ft. step whenever she's allowed a 5-ft. step, and may fly with a speed of 30 ft. (good). She has selected this shadow style twice, increasing her speed by +10 ft.

Shuriken Style (Su) Ninyantë can imbue her thrown shurikens with a bit of solid shadow, increasing the amount of damage they deal by +3d6.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +3 dodge bonus to AC and a +6 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level, in addition to having both uncanny dodge and improved uncanny dodge as the barbarian class features. She has low-light vision.

Spells Ninyantë casts spells as 7th-level sorcerer.



Custom Poison (General)

Your poisons can be created specifically to affect certain creatures.

Prerequisite Craft (alchemy) 10+ ranks, Poison Use or **Poison Immunity**

Benefit With a successful Craft (alchemy) skill check, you can modify a single dose of poison so it functions against a single, specific creature. Against the target, the poison DC is increased by the crafter's Intelligence bonus (positive only, minimum +1), and ignore's any bonus against poisons the target may possess.

ハントスマシカシソスパント



Custom Poison

Custom poisons are harmless to creatures other than the creature they are crafted for, and require a least a small piece of whatever the poison is for.

Special If a creature immune to poisons possesses this feat and either the Poison Use feat, or Poison Use from another source (such as the assassin prestige class), they can craft special poisons functional against creatures normally immune to the effects of poison, such as constructs, undead, etc.

Poison Use (General)

You are trained to use poisons with no risk to yourself. **Prerequisite** Dex 13+

Benefit You never risk accidentally poisoning yourself when crafting poisons, applying poisons, or attack with poisoned weapons.

Magic Items

Elixir of Healing

Aura strong conjuration (healing); CL 15th Slot none; Price 11,250 gp; Weight 1 lb. Description

This bottle contains a thick, bland tasting fluid which affects the creature that drinks it with a heal spell, healing 150 points of damage. Each bottle has enough fluid to be drank from twice before being empty. **Construction**

Requirements Craft Wondrous Item, *heal*; **Cost** 5,625



Serpent Tongue Bracer

1 アックファ アッ

い ひょうんしん しんしょう

Serpent Jongue Bracer

んごうえんふつててい しとうごう ひょう ひょうてんしょく しょく

Aura faint transmutation; CL 5th Slot wrist; Price 2,301 gp; Weight 1 lb. Description

This sleek, black leather bracer has a polished brass snake wrapped down it's length. As a free action, the wearer can cause the snake to extend or withdraw and function as a masterwork whip dealing lethal or nonlethal damage as the wearer wishes, and deals damage to creatures with an armor bonus of +1 or higher and a natural armor bonus of +3 or higher. The bracer can be further enchanted as bracers of armor when worn as a pair, and the whip can enchanted as a normal weapon. See the "Magic Item Creation" section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* for additional information on improving existing magical items.

Should the wear of a serpent touch bracer possess a natural poison, the bracer siphons this poison, delivering it with each strike of it's snake whip.

Construction

Requirements Craft Magic Arms and Armor, Craft Wondrous Item, *haste*; **Cost** 1,301 gp

Shadow Band

Aura strong evocation [darkness]; CL 17th Slot ring; Price 275,000 gp; Weight 1 lb.

Description

This gold band is criss-crossed with a web of solid shadows. The wearer is continuously surrounded by supernatural darkness, which they can suppress or reactivate as a free action once per round. They also gain the see in darkness ability, allowing the wearer to see perfectly in darkness of any kind, even that created by the ring itself.

Construction

4.75 パパム

Requirements Forge Ring, Heighten Spell, Quicken Spell, *deeper darkness, true seeing*; **Cost** 137,500 gp

Female spellpowered amalgam human dark naga shadow assassin 11

LE Large aberration

Init +7; **Senses** darkvision 60 ft., detect thoughts; Perception +27

Aura unholy aura (DC 26)

Defense

AC 32, touch 21, flat-footed 32 (+7 armor, +4 deflection, +7 Dex, +1 dodge, +4 natural, -1 size)

hp 220 (21d8+126)

Fort +16, Ref +21, Will +21 (+23 vs. charm)

Defensive Abilities guarded thoughts, improved evasion, improved uncanny dodge, shadowmeld, uncanny dodge; **Immune** poison; **SR** 25 vs. good

Offense

Speed 40 ft.

Melee 2 +2 unholy wounding serpent tongue bracers +21/+21/+16/+16/+11/+11 (1d4+6 plus 1 bleed and poison), bite +18 (1d4+3 plus poison) or 2 +1 keen kukri +22/+22/+17/+17/+12/+12 (1d6+5/15-20), bite +18 (1d4+3 plus poison) or bite +23 (1d4+5 plus poison)

Ranged +1 shuriken +24/+19/+14 (1d3+3d6+5) or +1 shuriken +22/+22/+17/+17/+12/+12 (1d3+3d6+5)

Special Attacks bypass DR, daggermaster +2, deadly focus (1/day), greater deadly focus (1/day)

Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)

Spell-Like Abilities (CL 21st; concentration +29)

Constant—unholy aura (DC 26)

At will—dispel magic, message

Spells Known (CL 7th; concentration +15)

3rd (6/day)-fly, haste

2nd (8/day)-invisibility, resist energy, spider climb

- 1st (9/day)—charm person (DC 19), disguise self (DC 19), expeditious retreat, ray of enfeeblement (DC 19), shield
- Cantrips (at will)—bleed (DC 18), daze (DC 18), detect magic, mage hand, open/close, prestidigitation, read magic

Jactics

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts *spider climb, resist energy, shield*, and *fly*.

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and anyone else she considers an ally.

When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how dangerous her attackers are, she'll either play with them, using *mage hand* and *prestidigitation* to annoy them, or *bleed, daze, charm person*, and *ray of enfeeblement* should they present themselves as an actual danger.

Morale If reduced to less than 70 hit points, she attempts to *fly* away while *invisible*.

Statistics

ヘブマオトラフミミッ ムシンニッシュション ションションマリアション

Str 14, **Dex** 24, **Con** 22, **Int** 20, **Wis** 16, **Cha** 26

Base Atk +15; **CMB** +18 (+20 trip); **CMD** 40 (42 vs. trip)

Feats Combat Expertise, Custom Poison, Dodge, Double Slice, Eschew Materials^B, Greater Two-Weapon Fighting, Improved Trip, Improved Two-Weapon Fighting, Poison Use, Repositioning Strike^{*}, Two-Weapon Fighting, Weapon Finesse

*From Chapter 3 – Feats of the *Pathfinder Roleplaying* Game: Advanced Player's Guide.

Skills Acrobatics +30 (+34 jumping), Bluff +37, Climb +11, Craft (alchemy) +29, Diplomacy +29, Disguise +32, Escape Artist +26, Handle Animal +23, Intimidate +20, Knowledge (arcana, local, planes) +15, Knowledge (nature, religion) +26, Perception +27, Sense Motive +27, Sleight of Hand +20, Spellcraft +20, Stealth +42

Languages Abyssal, Common, Infernal, Undercommon **SQ** shadowmeld, shadow style (exotic weapon style, shadowglide, shuriken style, two-weapon style), shadow talent (improved uncanny dodge, style mastery, uncanny dodge)

Combat Gear elixir of healing (2); **Gear** +3 glamered improved shadow improved slick mithral shirt, +1 keen kukri (2), +1 shuriken (50), serpent tongue bracer (+2 unholy wounding, 2), belt of physical perfection +4, necklace of adaptation, tiara of mental superiority +4 (Knowledge [nature, religion]), gold ring (50 gp, with permanent deeper darkness)

Special Abilities

Bypass DR (Su) Ninyantë ignores any DR possessed by targets of her greater and regular deadly focus abilities.

Daggermaster (Ex) While fighting with light melee weapons, exotic melee weapons, and shurikens, Ninyantë gains a +2 bonus on both attack and damage rolls. Additionally, her shadow assassin levels function as fighter levels for the purpose of qualifying for feats, but only with light melee weapons, exotic melee weapons, shurikens, and bola.

Deadly Focus (Su) As a swift action once per day, Ninyantë can select a single opponent. Ninyantë gains a +3 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and shurikens. This remains active until the target is dead, or she selects a new target after resting. WI I CONKLING

Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it.

Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 28 negates). The save DC is Charisma-based.

Greater Deadly Focus (Su) This ability functions as Ninyantë's deadly focus ability, except she gains a +22 bonus to damage against her target. Unlike deadly focus, she cannot regain her focus should her target die.

ビジンス ひょうシス エント ツス スピー

くびじょら デビスュメアカフススルムスス スピメルズスでやすにんにがく きょ サビュ

Guarded Thoughts (Ex) Ninyantë are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains specific additional abilities as listed below.

Camouflage (Su) While in dim or darker light, shadows wrap themselves around Ninyantë, granting her concealment (20% miss chance). This ability functions even against creatures with darkvision and other non-visual senses.

Skill Bonus (Su) She gains a +5 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Stealth Bonus (Su) Ninyantë gains a +11 bonus on all Stealth checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed below.

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc. While using exotic weapons, she gains a +4 bonus to her CMD.

Shadowglide (Su) While in dim or darker light, Ninyantë ignores the effects of difficult terrain, and may make a 10-ft. step whenever she's allowed a 5-ft. step.

Shuriken Style (Su) Ninyantë can imbue her thrown shurikens with a bit of solid shadow, increasing the amount of damage they deal by +3d6.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +3 dodge bonus to AC and a +6 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level, in addition to having both uncanny dodge and improved uncanny dodge as the barbarian class features.

Spells Ninyantë casts spells as 7th-level sorcerer.

Ninyantë

んごうえんふつててい レンン こんぶごう ひこ ゴント ひこことにつんたいい



Female amalgam human dark naga shadow assassin 4 LE Large aberration

CR 8

Init +5; **Senses** darkvision 60 ft., detect thoughts; Perception +18

Defense

AC 23, touch 14, flat-footed 18 (+5 armor, +5 Dex, +4 natural, -1 size) +1 dodge with two-weapons

hp 119 (14d8+56)

Fort +8, **Ref** +16, **Will** +12 (+14 vs. charm) **Defensive Abilities** evasion, guarded thoughts; **Immune** poison

Offense

Speed 40 ft.

Melee 2 serpent tongue bracers +11/+11/+6 (1d4+1 plus poison), bite +9 (1d4 plus poison) or 2 mwk kukri +11/+11/+6 (1d6+1/18-20), bite +9 (1d4 plus poison) or bite +14 (1d4+1 plus poison)

Ranged mwk shuriken +15/+10 (1d3+1) or mwk shurikens +11/+11/+6 (1d3+1)

Special Attacks deadly focus (1/day)

Space 10 ft.; Reach 10 ft. (20 ft. with whip)

Spells Known (CL 7th; concentration +13)

3rd (5/day)-fly, haste

- 2nd (8/day)-invisibility, resist energy, spider climb
- 1st (8/day)—charm person (DC 17), disguise self (DC 17), expeditious retreat, ray of enfeeblement (DC 17), shield

ドルドアメムシンととルアドアドビス ふとちょくしょ

Cantrips (at will)—bleed (DC 16), daze (DC 16), detect magic, mage hand, open/close, prestidigitation, read magic

Jactics

6

インアンズベック

ツズー

Before Combat Ninyantë does her best to always remain in at least dim conditions. If she believes she's about to be attacked, she casts *spider climb, resist energy, shield,* and *fly.*

During Combat If encountered alone, her first action is to cast *invisibility* on herself, and attempt to escape. If she has others with her, she casts *haste* on herself and

When not actively engaged in melee, she likes to harass foes by making use of her cantrips. Depending on how dangerous her attackers are, she'll either play with them, using *mage hand* and *prestidigitation* to annoy them, or bleed, daze, charm person, and ray of enfeeblement should they present themselves as an actual danger.

Morale If reduced to less than 30 hit points, she attempts to fly away while invisible.

Statistics

Str 12, Dex 20, Con 18, Int 18, Wis 12, Cha 23

Base Atk +10; CMB +12 (+14 trip); CMD 27 (29 vs. trip)

Feats Combat Expertise, Custom Poison, Double Slice, Eschew Materials^B, Improved Trip, Poison Use, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20 (+24 jumping), Bluff +25, Climb +7, Craft (alchemy) +21, Diplomacy +20, Disguise +15, Escape Artist +11, Handle Animal +12, Intimidate +15, Knowledge (arcana, local, planes) +10, Knowledge (nature) +18, Perception +18, Sense Motive +10, Sleight of Hand +12, Spellcraft +16, Stealth +20

Languages Common, Infernal, Undercommon

SQ shadowmeld, shadow style (exotic weapon style, two-weapon style), shadow talent (style mastery)

Combat Gear potion of cure serious wounds (4); **Gear** +1 glamered mithral shirt, mwk kukri (2), mwk shuriken (50), serpent tongue bracer (2), belt of giant strength +2, tiara of mental prowess +2 (Int, Cha; Knowledge [nature]), gold ring (50 gp, with permanent darkness)

Special Abilities

Deadly Focus (Su) As a swift action once per day, Ninyantë can select a single opponent. Ninyantë gains a +1 bonus on all attack and damage rolls against the designated opponent with light weapons, bolas, and shurikens. This remains active until the target is dead, or she selects a new target after resting.

Should her current target die, she can spend 15 minutes resting to regain her use of this ability, so long as she has rested since last activating it.

Refocusing ends her deadly focus against her current target, even if they're returned to life on the same day. Should her target not die, she cannot regain the use of this ability until she rests.

Detect Thoughts (Su) Ninyantë can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 23 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Ninyantë are immune to any form of mind reading, such as that granted by detect thoughts. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Bite-injury; save Fort DC 21; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Shadowmeld (Su) When in areas of dim or darker lighting, Ninyantë gains a +4 bonus on all Stealth checks. She also gains a +2 bonus on Acrobatics, Bluff, Climb, Escape Artist, and Sleight of Hand checks in dim or darker lighting.

Shadow Style As a shadow assassin, Ninyantë possesses certain special abilities. Her abilities are listed helow

Exotic Weapon Style (Ex) Any shadow assassin abilities limited to light weapons also function for any exotic weapons Ninyantë is proficient with, such as whips, etc.

Two-Weapon Style (Ex) While fighting with two light weapons, ribbons of shadow flow from her off-hand weapon, concealing her movements with complex, confusing patterns. She gains a +1 dodge bonus to AC and a +2 insight bonus to her CMB.

Shadow Talents Ninyantë possesses one more Shadow Style than normal for a shadow assassin of her level.

ドマノシュレーシンンとい

WZZCPTKKNWY 2 4

Spells Ninyantë casts spells as 7th-level sorcerer.



Templates

Amalgam Creature

What happens when two or more creatures are combined into a single creature? You get an amalgam of the two, that's what happens.

Creating an Amalgam Creature

"Amalgam" is an acquired or inherited template (your choice) that combines two creatures (referred to hereafter as base creatures).

An amalgam uses all the statistics and special abilities of the two base creatures except as noted here. Consult Appendices 1, 2, 3 and 5 in the Pathfinder RPG Bestiary for any information not found below.

Challenge Rating Compare the amalgam to both base creatures and select a challenge rating based on theirs. Then compare the amalgam to creatures with Challenge

マウラススマ 人立人 スピシニュウス パメ人

Base Creature 2													
	Aber	Ani	Con	Drag	Fey	Hum	MagB	MonH	Ooze	Out	Pla	Und	Ver
Aber	Aber	Aber	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Aber
Ani	Aber	Ani	Con	Drag	Fey	MonH	MagB	MonH	Aber	Out	Pla	Und	Ver
Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con	Con
Drag	Drag	Drag	Con	Drag	Drag	Drag	Drag	Drag	Aber	Out	Pla	Und	Drag
Fey	Aber	Fey	Con	Drag	Fey	Fey	MagB	Fey	Aber	Out	Fey	Und	Aber
Hum	Aber	MonH	Con	Drag	Fey	Hum	Aber	MonH	Aber	Out	Pla	Und	Aber
MagB	MagB	MagB	Con	Drag	MagB	Aber	MagB	Aber	MagB	Out	Pla	Und	MagB
MonH	Aber	MonH	Con	Drag	Fey	MonH	Aber	MonH	Aber	Out	Pla	Und	Aber
Ooze	Aber	Aber	Con	Aber	Aber	Aber	MagB	Aber	Ooze	Aber	Aber	Und	Aber
Out	Out	Out	Con	Out	Out	Out	Out	Out	Aber	Out	Pla	Und	Out
Pla	Pla	Pla	Con	Pla	Fey	Pla	Pla	Pla	Aber	Pla	Pla	Und	Pla
Und	Und	Und	Con	Und	Und	Und							
Ver	Aber	Ver	Con	Drag	Aber	Aber	MagB	Aber	Aber	Out	Pla	Und	Ver

Amalgam Size & Type

シメアウラム エマン エスマンシュン マンシン マススマイレン スレン

Ratings up to 3 higher to determine whether the CR you have assigned is reasonable.

Alignment The amalgam's alignment includes elements of both base creatures' alignments. For example, an amalgam created from a chaotic neutral and a lawful evil base creature could be chaotic evil or lawful neutral, at your option.

Size and Type Find the amalgam's type by crossreferencing the two base creatures' types on the Size & Type table below. The creature retains the subtypes of both base creatures unless those subtypes directly conflict (fire and cold, for example). In case of such a conflict, the amalgam creature loses both subtypes. The amalgam is the same size as the larger of the two base creatures.

Shape The amalgam's appearance is determined by several factors.

Body Form The amalgam has the general body form of whichever base creature has a higher character level (racial and class Hit Dice). In case of a tie, the DM may choose which base creature's form the amalgam has.

Limbs The amalgam has the same kinds of limbs and attacking appendages as both base creatures do. If both base creatures have a particular kind of limb, the amalgam has the same number of such limbs as does the base creature with the higher character level or Hit Dice. If both base creatures have the same character level or Hit Dice, the amalgam has the greater number of limbs. The amalgam can attack with any appendage that either base creature can, even if the other base creature has no attack with that limb. All limbs are sized appropriately for the amalgam. For example, a Huge monstrous scorpion combined with a stirge has the general body form, legs, claws, and tail of the scorpion, plus stirgelike wings and a stirge's proboscis-both sized to fit its new body. A hill giant combined with a heavy warhorse has the body form, legs, and arms of a hill giant, plus a horse-like face and hoof-like feet to deliver the warhorse's hoof and bite attacks.

Appearance The amalgam looks like a combination of both base creatures, even if its features do not retain the same functions. The GM may freely assign any appropriate physical characteristics to the creature within those parameters. In the example of the hill giant and horse amalgam above, the resulting creature might be hairy like a horse.

Hit Dice The amalgam has the same number of racial Hit Dice as the base creature with the greatest number of racial HD. If the two base creatures have the same number of racial HD, the amalgam also has that number. Hit Dice gained through class levels do not count for this purpose. The amalgam's racial Hit Dice are appropriate to its new type.

Saves The amalgam's base saves depend on its new type.

Armor Class If the base creatures are the same size, simply average their natural armor bonuses and round down to determine the natural armor bonus of the amalgam. (A creature with no natural armor bonus has an eff ective natural armor bonus of +0.) Otherwise, adjust the natural armor bonus of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

スシストウンス とん アンス スズイ かく とんかん ていかん ちょ

Armor Class

Size Change	Natural Armor Bonus Increase for Averaging			
Fine to Diminutive	+0			
Diminutive to Tiny	+0			
Tiny to Small	+0			
Small to Medium	+0			
Medium to Large	+2			
Large to Huge	+3			
Huge to Gargantuan	+4			
Gargantuan to Colossal	+5			

For example, if the amalgam is Huge and the smaller of the two base creatures is Small, you would add +0 (for Small to Medium), +2 (for Medium to Large), and +3 (for Large to Huge), for a total of +5, to the smaller creature's natural armor bonus before averaging it with that of the larger creature. The amalgam's size also determines its size modifier to AC, as normal.

Speed The amalgam possesses the speeds and movement modes of both base creatures. If both have a particular mode of movement, the amalgam's speed for that mode is the higher of the two. If both base creatures

イズアレスのいた

ムリスー

have fly speeds, the amalgam has the better maneuverability rating. For example, combining a centaur and a cloaker, the resulting amalgam would have the land speed of the centaur (50 ft.) and the fl y speed of the cloaker (40 ft. with average manueverability).

Attack The amalgam retains all the attacks of the base creature with the greater racial Hit Dice. It also gains any attacks the other base creature has that are associated with limbs it gained from that creature, and it retains the weapon and armor proficiencies of both base creatures. Weapon attacks are always primary attacks, and natural attacks gained from the creature with fewer racial HD are always secondary attacks. Natural attacks gained from the base creature with more racial Hit Dice are either primary or secondary, as they were for that creature. If the base creatures have the same number of racial HD, the amalgam gains all the attacks of both, subject to the number of appropriate limbs it actually has. Th e GM chooses one kind of natural attack to be the primary one if more than one option exists.

For example, a naga combined with a goblin would possess the goblin's arms, so it could wield weapons and make attacks with those limbs.

The standard size modifier applies to the amalgam's attack rolls.

Damage If the base creatures are both the same size as the amalgam, the base damage for its attacks remains the same as it was for the base creatures. Otherwise, keep the damage for the larger base creature's attacks the same and adjust the base damage for each of the smaller creature's attacks according to the following table. Scale the damage once for each size category of difference between the smaller base creature and the amalgam. Ability score damage or drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

Damage

Old Damage	New Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d6 3d8
4d6 4d8	6d6
4d8	6d8

For example, if the amalgam is Huge and the smaller of the two base creatures is Small, an attack from the smaller one that originally dealt 1d4 points of damage would scale up three times. Thus, 1d4 becomes 1d6 (for Small to Medium), 1d6 becomes 1d8 (for Medium to Large), and 1d8 becomes 2d6 (for Large to Huge).

Space/Reach The amalgam has a space and reach appropriate for its size, as given in the following table. If the reach for a natural attack that the amalgam receives from one of the base creatures is greater than indicated

for its size in the chart below, extend the reach of that attack by the same amount that it is extended from the original creature. For instance, an amalgam formed from a choker and an ogre mage would possess tentacle attacks with a reach of 15 feet.

Special Attacks An amalgam retains all the special attacks of both base creatures that do not depend on a limb or body form the amalgam does not possess. If two special attacks are similar, the amalgam has the better of the two. For example, if both base creatures deals extra fire damage with their melee attacks, but one deals +1 point and the other deals +1d6 points, the amalgam deals +1d6 points of fire damage with each of its melee attacks. Recalculate the save DCs for all special attacks based on the amalgam creature's racial HD or character level, as applicable, and its ability scores.

Now evaluate your monster's special attacks, realizing it may get to use only two or three of them in a single combat. If it seems as if your amalgam has too many special attacks, pare them down until you are satisfied.

Special Qualities An amalgam retains all the special qualities of both base creatures that do not depend on a limb or body form that the amalgam does not possess. If two special qualities are similar, the amalgam has the better of the two. For example, if one base creature has fire resistance 20 and the other has fire immunity, the amalgam has fire immunity.

Abilities For each mental ability score, take the average for the two base creatures, rounding down if the result is 10 or higher or up if it is below 10. If the base creatures are the same size, follow the same procedure for each physical ability score. Otherwise, adjust the ability score of the smaller creature according to the following table before averaging. Apply the modifiers stepwise to account for the size difference between the smaller base creature and the amalgam.

Abilities

さきえんうつててい しきご ちゃっから シスズン マススていてんしょ

Size Change	Strength	Dexterity	Constitution
Fine to Diminutive	+0	−2 (minimum 1)	+0
Diminutive to Tiny	+2	−2 (minimum 1)	+0
Tiny to Small	+4	−2 (minimum 1)	+0
Small to Medium	+4	−2 (minimum 1)	+2
Medium to Large	+8	−2 (minimum 1)	+4
Large to Huge	+8	−2 (minimum 1)	+4
Huge to Gargantuan	+8	+0	+4
Gargantuan to	+8	+0	+4
Colossal			

Base Attack Bonus Recalculate the amalgam's base attack bonus for its racial Hit Dice based on its new creature type and number of racial HD.

Feats The amalgam retains the bonus feats of both base creatures, but it loses all other feats that the base creatures had. Instead, assign feats as desired, giving preference to the feats that the base creatures possessed. The amalgam must still meet any prerequisites for feats chosen to fill vacant feat slots.

シリスト

121-28 20

Skills The amalgam retains the racial skill modifiers described in the Skills section of the creature for both base creatures, but it loses all skill ranks the base creatures possessed. Recalculate skill points for the amalgam's racial Hit Dice according to its new type.

ムンシメトウフェミマ ムシン ちゃっこう シスズム マススマンス たんマ

Languages If the amalgam can speak, it speaks a number of languages appropriate for its Intelligence score, chosen from the languages the base creatures speak.

Environment The amalgam can exist in any environment that either base creature could.

Organization An amalgam is often a wholly new and strange being, so you can assign whatever organization you wish. A typical amalgam, however, is organized in the same manner as one of its base creatures.

Treasure Standard if both base creatures have standard treasure, or as the base creature with the most treasure, if both have poorer than standard, or as the base creature with the least treasure if they both have better than standard.

Advancement Amalgams with an Intelligence of 3 or greater can advance by both hit dice and class level. Amalgams with an Intelligence of 2 or less, or no Intelligence at all, advance by hit dice alone.

Spellpowered Creature

Spellpowered creatures possess inherent spell-like abilities beyond those typically exhibited by other creatures of their kind.

Creating a Spellpowered Creature

"Spellpowered Creature" is an acquired or inherited template which can be added to any creature (referred to hereafter as the "base creature"). A spellpowered creature uses all of the base creatures statistics except as stated below.

Challenge Rating For a base creature with 6 or less Hit Dice, +1. For a base creature with 7-15 Hit Dice, +2. For a base creature with 16 or more Hit Dice, +3.

Type Animals and vermin become magical beasts. Recalculate base attack bonus, feats, saves, and skills.

Special Attacks Spellpowered creatures possess spell-like abilities according to the following

Spell-Like Abilities A spellpowered creature gains a number of points equal to twice its total Hit Dice. These points are spent on spells, which cost a number of points equal to their respective levels, with 1st-level spells costing 1 point, 2nd-level spells costing 2, and so on (o-level spells cost 1/2 a point). For example, fireball costs 3 points, since it is a 3rd-level spell. Regardless, a spellpowered creature cannot possess a spell that has a level exceeding one-half the base creature's total Hit Dice (round up).

Expending a number of points equal to the spell's level allows the creature to use the ability once per day. Paying twice this amount allows use of the ability three times per day. Three times the spell's level in points allows use of the ability at will. A point expenditure of four times allows the effect to be continuously active. olevel spells can be used at will for 1 point, and can be continuously active for 2 points.

At will or continuous abilities may be labeled supernatural (Su) instead of spell-like (Sp), at your discretion. Continuous effects still have a caster level and may be temporarily dispelled, but can be reactivated as a free action on the spellpowered creatures next action.

Spellpowered creatures do not need a minimum score in any ability to use their spell-like abilities. The caster level for all abilities gained from this template are equal to the base creature's total Hit Dice. Saving throw DC's are based on the spellpowered creature's highest mental ability score.

Abilities Spellpowered creatures of the magical beast type have an Intelligence score of at least 3.

シュノスとしょうという

Shadow Assassian Base Class

The Genius Guide To: The Shadow Assassin. Copyright 2009, Super Genius Games; Author Owen K.C. Stephens.



マウラススマ 人立人 スペシホッツス バメ人

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 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" 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.

らびびょら ダルスムコアかるちちい ムスエ ちびよみ がえるじゃうんんんがそ きょ

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game

マウラススマ 人立人 えび 30から ウス バムム ヤス

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.

ささえとうつちちい ムシン ちゃっかい シスズン シススとうてんたい

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, 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

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

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

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis

Hawyermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Bestiary. Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

Book of Templates: Deluxe Edition. Copyright 2005 Silverthorne Games; Authors Iam Johnston and Chris S. Sims. **Pathfinder RPG Bestiary**. Copyright 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Plot and Poison: A Guidebook to Drow. Copyright 2002, Green Ronin Publishing, LLC; Author Matthew Sernett. The Genius Guide To: The Shadow Assassin. Copyright 2009, Super Genius Games; Author Owen K.C. Stephens. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Faces of the Tarnished Souk: The Dark Lady Ninyantë, Mistress of Venom Copyright 2011, Steven D Russell; Authors Matt Banach and Justin Sluder.