Rite Publishing Presents

Faces of the Tarnished Souk: The Ghost-Tight that Dreamed, Gozutozawa







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 Ghost-Light that Dreamed, Gozutozawa

Master Merchants (Designers): Matt Banach and Justin Sluder Guild Masters (Editor): Matt Banach and Steven D. Russell Master Illuminator (Cover Artist): Tamás Baranya Apprentice Illuminators (Interior Artwork): Tamás Baranya, Richard Biggs Jr, and public domain Jowly Apprentice (Development, Layout, and Publisher): Steven D. Russell デャルシリアクフススペムシンスペムシッススペゲマルムバッズ シッ

くびじょら デドスュメアカフススドムスス スピス ひざさじじていてん きょ サビュ

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 Ghost-Light that Dreamed, Gozutozawa © 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 Ghost-Tight that Dreamed, Gozutozawa

Once a scavenger haunting the Shallows of the plane of Dream, the lonesome will-o-wisp Gozutozawa decided to forsake misery in favor of joy and now performs in the Tarnished Souk as a street musician through its eidolon companion, Lucky. The congenial "Laughing Lucky" appears to be a mild-mannered human bard accompanied by a glittering orb of light which most passersby assume to be a *dancing lights* spell. Evolved far beyond the usual limits of its species, the wellcamouflaged Gozutozawa is extremely crafty and tough, and has developed a deep mystical connection to its eidolon that begs the question of where one life force begins and the other ends. Even though Gozutozawa's instincts urge it to feed upon fear and despair, this strange soul emphatically rejects its old, dark ways and instead wants to fulfill its starry-eyed dreams of making friends and creating beautiful music. Deeply shy despite its craving for validation, Gozutozawa always uses Lucky as a surrogate and avatar when interacting with other beings, attempting to behave as affably as an alienminded-abberrant-monster-controlling-a-quasi-real-

dream-manifestation-man can (which sometimes comes off as pretty odd). Gozutozawa holds an impressive knowledge of arcana gleaned from countless centuries roaming the infinite shores of Dream, and, because it is eager to please, it will often (through Lucky) answer questions of lore posed to it in conversation without expecting payment. Gozutozawa remains invisible and undetectable when Lucky is not performing, but during "the act" those keen of eve can notice dozens of multicolored gems set in a spherical pattern within the gently bobbing globe of light. As a byproduct of its darker appetites, Goztozawa has a sixth sense when it comes to seeking out fearful souls; it knows the secret locations of several prisons, cells, and private torture dens belonging to the Khan of Nightmares.

Dreamburning and Gozutozawa

Hope: Gozutozawa desperately wants to be a "real person" and hopes to achieve a connection to Lucky so strong that they merge permanently into one being.

Aspiration: Gozutozawa would like to forget the horrors of its past, and dreams of a reality where none of those awful things ever happened.

Goal: Wishing it was someone (something) else, Gozutozawa daydreams about being different things. It sometimes manifests these whimsies as summoned creatures, living vicariously through them for a brief time before dismissing them, guilty for the dalliance away from faithful Lucky.

アップススマムシンスズンマンスズン

In the Tarnished Souk

Laughing Lucky wanders the streets of the Tarnished Souk, happily strumming his mandolin and offering odd compliments to passersby. A glittering orb of light bobs along behind him, floating next to small percussion instruments that keep time with the music, operated by an unseen hand, he seems happy just to be here.

Jore

(Note: Gozutozawa and Lucky are recent arrivals to the Tarnished Souk, and hardly anyone knows much about them. Lore DCs reflect this dearth of information.) DC 15 – Laughing Lucky, a human minstrel, performs

in the Tarnished Souk accompanied by dancing lights. DC 20 - Lucky sometimes vanishes without a trace, only WYMZZCLAK FINE 5

ストッススにやってたいやく

to reappear later as if he never left. DC 30 - Lucky's glowing light companion is a will-owisp. It becomes invisible when Lucky is not around. DC 35 – Small jewels encrust the will-o-wisp, which has a magical aura. It is extremely protective of Lucky. CR 45 - The will-o-wisp, Gozutozawa, is an old and powerful summoner. Lucky is its eidolon.

How to Use Gozutozawa

- · Gozutozawa and Lucky are not deadly combatants or direct antagonists. Use them as a riddle to be pondered, weird-but-somewhat-useful allies, or as unique backdrop characters that flavor and highlight the impossible strangeness of Dream.
- The PCs' benefactor tasks them with finding a new minstrel named Laughing Lucky and hire him to perform at a pre-tournament banquet, but Lucky vanishes mysteriously before they can. A ghostly light holds the answer.
- · Lucky "dies" in an act of unexpected violence and Gozutozawa goes mad with grief, summoning hordes of rampaging demons and devils to vent its pain. The PCs must discover the connection and soothe the wisp's anguish.
- The PCs can debate the metaphysics of Lucky's bizarre existence. Is Lucky a "real" human, or just a creation of Gozutozawa's dreams? Is Gozutozawa Lucky's dream (or nightmare)? Does Lucky have free will? A soul? Do he and Gozutozawa share a soul? Lucky can "die" and still be re-summoned later - is this Lucky's afterlife? Where does he go when he disappears? If a monster can summon a humanoid eidolon, could the PCs end up as eidolons themselves one day, called into the service of some outlandish being? Whoa.

Ghost-Tight Dreamed. The that CR 21 Gozutozawa

XP 409,600 Crafty tough will-o'-wisp summoner (monstrous) 16 CN Small aberration (air) Init +12; Senses darkvision 60 ft.; Perception +40

Defense

AC 31, touch 26, flat-footed 23 (+5 deflection, +8 Dex, +2 insight, +5 natural, +1 size) hp 400 (25d8+150 plus 50) Fort +22, Ref +25, Will +30 Defensive Abilities greater shield ally, natural invisibility; **DR** 12/- vs. nonlethal; **Immune** magic

Offense

Speed fly 50 ft. (perfect) Melee shock +27 touch (2d8 electricity) Space 5 ft.; Reach 5 ft. (10 ft with shock) Spell-Like Abilities (CL 16th; concentration +24) 11/day-summon monster VIII

Summoner Spells Known (CL 16th; concentration +24)

6th (2/day)-dominate monster (DC 25), mass charm monster (DC 25)

5th (4/day)-greater dispel magic, greater rejuvenate eidolon, greater teleport, simulacrum

4th (6/day)-baleful polymorph (DC 22), hold monster (DC 23), magic jar (DC 22), purified calling, transmogrify

3rd (7/day)-charm monster (DC 22), dispel magic, fly, nondetection, rejuvenate eidolon

2nd (7/day)—alter self, bull's strength, haste, invisibility, resist energy, slow (DC 20)

1st (7/day)-feather fall, identify, lesser rejuvenate eidolon*, mage armor, shield, unfetter*

Cantrips (at will)-arcane mark, detect magic, guidance, mending, message, read magic

*See Chapter 5 of the Pathfinder RPG Advanced *Player's Guide* for these spells.

Tactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley, stealth, or use of enchantment spells. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts shield and fly on Lucky, followed by mage armor on itself and then haste.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with protective spells and *bull's strength*, then using its

KYTER LULEVER VELVELVELVE



enchantment spells to neutralize aggressors. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa to less than 200 hit points. If Lucky is gone, Gozutozawa make use of its summoner monster VIII spell-like ability, summoning at least one bone devil (or other fear-inducing monster) in order to use feed on fear.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him (possibly via greater teleport). Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and fleeing only if reduced to less than 100 hp.

Statistics

Str 8, Dex 26, Con 21, Int 22, Wis 21, Cha 26

Base Atk +18; CMB +16; CMD 41 (cannot be tripped) Feats Alertness^B, Augment Summoning, Craft Wondrous Item, Diehard^B, Endurance^B, Eschew Materials, Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Spell Focus (conjuration), Spell Focus (enchantment), Still Master^B, Still Spell, Toughness^B, Weapon Finesse

Skills Bluff +30, Diplomacy +30, Fly +30, Intimidate +25, Knowledge (arcana) +46, Knowledge (history) +27, Knowledge (local) +27, Knowledge (other) +8, Knowledge (planes) +27, Linguistics +29, Perception +40, Perform (sing) +35, Sense Motive +24, Spellcraft +30, Stealth +30 (+50 invisible, +70 invisible and not moving), Use Magic Device +25; Racial Modifiers +8 Perception, +2 Knowledge (all), can use Knowledge

skills untrained

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Tengu, Terran, Treant, Undercommon

SQ aspect, bond senses, feed on fear, improved healing, life bond, life link, maker's call, merge forms, transposition

Gear implanted ioun stones (5 amber spindle, 2 crimson sphere, dark blue rhomboid, 3 dark green sphere, 10 emerald ellipsoids, 4 mossy disk [Knowledge - arcana, history, local, planes], mulberry pentacle, onyx rhomboid, 2 pale blue and dark green prism, white prism), portable hole

Special Abilities

Aspect (Su) By decreasing the number of evolution points Lucky has for evolutions by 2, Gozutozawa has increased its shock reach to 10 ft., and gained a +8 racial bonus on Perception skill checks.

Bond Senses (Ex) Gozutozawa can, as a standard action, share Lucky's senses, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 16 rounds per day. There is no range to this effect, but Lucky and Gozutozawa must be on the same plane. Gozutozawa can end this effect as a free action.

Eidolon Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15 ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 10.

Greater Shield Ally (Su) Whenever an ally of Gozutozawa is within Lucky's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If Gozutozawa is within Lucky's reach, these bonuses increase to +4. This bonus does not apply if Lucky is grappled, helpless, paralyzed, stunned, or unconscious.

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Life Bond (Su) Gozutozawa's life is linked with Lucky. As long as Lucky has 1 or more hit points, Gozutozawa cannot be killed. Damage in excess of that which would kill Gozutozawa is instead transferred to Lucky. This damage is transferred 1 point at a time, meaning that as soon as Lucky is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with Gozutozawa, killing him. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, flesh to stone, or imprisonment, or other spells that do not cause actual damage.

ビッフス スマ レント スマシホッツス パント



Life Link (Su) Whenever Lucky takes enough damage to be sent back to his home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

シュレムへんして

ストッススにやってといいる

Maker's Call (Su) As a standard action, Gozutozawa can call Lucky to its side. This functions as dimension door (CL 16th). When used, Lucky appears adjacent to Gozutozawa (or as close as possible if all adjacent spaces are occupied). If Lucky is farther than 1040 ft. away, this ability is wasted. Gozutozawa can use this ability 3 times each day.

Merge Forms (Su) As a full-round action, Gozutozawa can touch Lucky and the two can merge forms. This transformation includes all of Gozutozawa's gear. While merged in this way, Gozutozawa is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting Gozutozawa are suspended until it emerges from Lucky (although durations continue to expire).

Gozutozawa can cast spells while inside Lucky by taking control of Lucky for the duration of the casting. Any material components used for these spells are taken from Gozutozawa's gear, even though they are otherwise inaccessible. Gozutozawa can direct all of Lucky's actions while merged, can perceive through his senses, and can speak through his voice.

Gozutozawa can use this ability for 16 rounds per day. It can end this effect at any time as a swift action at which point it emerges in a square adjacent to Lucky if able. If Lucky is returned to his home plane while Gozutozawa is merged with him, Gozutozama is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round. Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 16 minutes.

Transposition (Su) When using its maker's call ability, Gozutozawa can switch places with Lucky if it so desires.

Jucky, Jaughing the Uanishing Bard of Bedlam

16th-level

Jucky

Male eidolon (biped base form) CN Medium outsider Init +5; Senses darkvision 60 ft.; Perception +16

CR -

Defense

AC 34, touch 18, flat-footed 29 (+8 armor, +3 deflection, +4 Dex, +1 dodge, +8 natural) hp 90 (12d10+24)

Fort +13, **Ref** +12, **Will** +12(+16 vs. enchantment)

Defensive Abilities devotion, improved evasion; Resist electricity 30

Offense

Speed 30 ft.

Melee +2 keen short sword of speed +17/+17/+12/+7 (1d6+16/17-20) **Ranged** +1 composite longbow of speed +18/+18/+13/+8 (1d8+7/x3)

Tactics

Before Combat Lucky attempts to parley with potential aggressors, forestalling combat while Gozutozawa casts spells.

During Combat Unless ordered otherwise, Lucky fights valiantly with his short sword, making use of his Power Attack feat. If he begins taking more damage than he is dealing, he switches to fighting defensively.

Morale Lucky attempts to escape if reduced below 30 hp, unless ordered otherwise.

Statistics

Str 22, Dex 18, Con 13, Int 13, Wis 10, Cha 28 Base Atk +12; CMB +19; CMD 37

Feats Armor Proficiency (light)^B, Catch Off-Guard^B, Dodge, Martial Weapon Proficiency (all)^B, Mobility, Power Attack^B, Simple Weapon Proficiency^B, Skill Focus (Heal), Skill Focus (Perform [sing]), Skill Focus (Perform [stringed instruments]), Toughness

Skills Bluff +25, Diplomacy +22, Heal +27, Knowledge (history) +17, Knowledge (planes) +17, Perception +16, Perform (dance) +33, Perform (sing) +39, Perform (stringed instruments) +41, Use Magic Device +22; Racial Modifiers +8 Heal, +8 Perform (sing), +8

アウラススマ 人立人 スペシホッツス パント ワス



Perform (stringed instruments), +1 to Charisma-based skill checks with humans

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Tengu, Terran, Treant, Undercommon

シップ シャドアスレシュビビン ヘイスアン

SQ evolutions (ability increase [+6 Cha], armor training [light], charming demeanor, one of them [human - +2 Cha, bonus feat], skilled [Heal], skilled [Perform dance], skilled [Perform - sing], skilled [Perform stringed instruments], weapon training [martial, simple]), link, share spells

Gear +5 glamoured studded leather armor of greater electricity resistance, +2 keen short sword of speed, +1 composite (Str 22) longbow of speed with 60 arrows, amulet of luck, belt of unfettering, bracers of chance, cloak of resistance +3, efficient quiver, headband of mental prowess +6 (Int, Cha; Diplomacy, Knowledge [history], Use Magic Device), mwk mandolin, ring of protection +3

Silent Master (Metamagic)

You can cast spells on your eidolon without making a sound.

Prerequisites Silent Spell, eidolon class feature

Benefit Spells you cast on your eidolon are cast as if using the Silent Spell metamagic feat, but do not increase the spell slot used, or the casting time.

Still Master (Metamagic)

You can cast spells on your eidolon without moving. Prerequisites Still Spell, eidolon class feature Benefit Spells you cast on your eidolon are cast as if using the Still Spell metamagic feat, but do not increase the spell slot used, or the casting time.

Implanting Ioun Stones

Binding a stone to a single owner is a lengthy process. To begin the ritual, the owner meditates with a single stone in orbit around him. The body must be cleansed by fasting for a period of at least 3 days. If the fast is broken or interrupted, the process must begin anew. At the end of the fast, the owner makes a DC 20 Charisma check; taking 10 is not permitted on this check. Success indicates the stone has bonded with the owner, and may be implanted. Extending the fasting increases the chance of bonding with the stone, but the character may suffer the effects of starvation and thirst if he persists after several failures; the character gains a +1 circumstance bonus to the Charisma check for each full day past the third spent in fasting, to a maximum of +5. Failing the check means the owner must start over.

Once the owner establishes this bond with the stone, he can have it implanted in his body, which takes 1 hour. This requires a DC 25 Heal check (with a -5 penalty if the owner is the one performing the surgery) and a DC 25 Knowledge (arcana) check to succeed. Failure inflicts 1d6 points of Constitution damage and means the implantation process must start again. Success binds the stone on the surface of the owner's skin in a location of his choice (usually the head, arm, or hand), where it becomes one with the owner's flesh, deals him 1d2 points of Constitution damage (which he can heal naturally or with magic), and gives him the full benefits of the ioun stone. Once implanted, an ioun stone may not be sundered or targeted by effects and cannot be removed without the owner's consent while he is alive (barring complete removal of the implanted body part).

Note: For creatures that possess natural invisibility, such as will-o-wisps, implanted ioun stones become invisible when the creature does.



Amber Spindle Ioun Stone

Aura moderate abjuration; CL 12th Slot none; Price 10,000 gp; Weight -Description

バスシメアウフミミヤ ムシン ちやっかしょ ツヌ ゴンム マスこてやマメルス

This stone grants you a +1 resistance bonus on saving throws. The bonuses from multiple amber spindles stack (up to a maximum of a +5 resistance bonus on saving throws).

シュレンシンシンシン

メメメ WZ スマやマ L L WY

Construction

Requirements Craft Wondrous Item, resistance, creator must be 12th level; Cost 5,000 gp

Amulet of Luck

Aura strong evocation; CL 16th Slot neck; Price 30,000 gp; Weight -

Description

This golden rimmed, silver amulet has a four-leafed clover on one side. It grants a +1 luck bonus to all d20 rolls its wearer makes. In addition, once per day the wearer can reroll one failed d20 roll as an immediate action.

Construction

Requirements Craft Wondrous Item, *divine favor*; Cost 15,000 gp

Belt of Unfettering

Aura moderate transmutation; CL 10th

Slot waist; Price 40,000 gp; Weight 1 lb.

Description

While worn by an eidolon, this belt allows the outsider to ignore the negative effects of being away from their summoner master, as if an *unfetter* spell had been cast. The eidolon and master still benefit from life link and life bond summoner abilities.

Construction

Requirements Craft Wondrous Item, unfetter; Cost 20,000 gp

Bracers of Chance

Aura strong evocation; CL 10th

Slot wrist; Price 2,500 gp; Weight -

Description

アップススマムシンスマシスシスノンス

These simple twine bracers have an ancient rune for fortune inside them. As an immediate action, the wearer gains a bonus ranging from -2 to +2. Roll 1d4 to determine the bonus.



1 -2 2 -1 3 +1	
3 +1	
5	
4 +2	

These bracers functions three times per day. Construction

Requirements Craft Wondrous Item, bestow curse, gallant inspiration; Cost 1,250 gp

Crimson Sphere Ioun Stone

Aura moderate transmutation; CL 12th Slot none; Price 24,000 gp; Weight -Description

This stone grants you a +2 enhancement bonus to Intelligence. The bonuses from multiple crimson spheres stack (up to a



maximum of a +6 enhancement bonus to Intelligence). Construction

Requirements Craft Wondrous Item, fox's cunning, creator must be 12th level; Cost 12,000 gp

Dark Green Sphere Ioun Stone

Aura moderate transmutation; CL 12th Slot none; Price 24,000 gp; Weight -Description This stone grants you a +2 enhancement bonus to

Charisma.



マウマススマ 人立之 スペシウ シスズン

The enhancement bonuses from multiple dark green spheres stack (up to a maximum of a +6 enhancement bonus to Charisma).

Construction

Requirements Craft Wondrous Item, eagle's splendor, creator must be 12th level; Cost 12,000 gp

Emerald Ellipsoid Ioun Stone

Aura moderate necromancy; CL 12th Slot none; Price 20,000 gp; Weight -

Description

This stone grants you 5 temporary hit points, which are restored automatically at a specific time of day unique to each stone (typically sunrise or sunset). The bonuses from multiple emerald ellipsoids stack, with no known limit.

Construction

Requirements Craft Wondrous Item, false life, creator must be 12th level; Cost 10,000 gp

Mossy Disk Iuon Stone

Aura moderate transmutation; CL 12th Slot none; Price 5,000 gp; Weight -Description This stone grants you a +5 competence bonus on one Knowledge skill (chosen by the stone's creator).

Construction

Requirements Craft Wondrous Item, fox's cunning, creator must be 12th level: Cost 2,500 gp

ちょう ストシントシンビビル アスアムドア ふどとんっ ドドアム う う

Mulberry Pentacle Ioun Stone

Aura moderate transmutation; CL 12th Slot none; Price 10,000 gp; Weight -Description This stone grants you a +5 competence bonus on Bluff and Diplomacy checks.

Construction

Requirements Craft Wondrous Item, *eagle's splendor*, creator must be 12th level; Cost 5,000 gp

Onyx Rhomboid Ioun Stone

Aura moderate transmutation; CL 12th Slot none; Price 24,000 gp; Weight -Description

This stone grants you a +2 enhancement bonus to Constitution. The enhancement bonuses from multiple onyx rhomboids stack (up to a maximum of a +6 enhancement bonus to Constitution).

Construction

Requirements Craft Wondrous Item, bear's endurance, creator must be 12th level; Cost 12,000 gp

Pale Blue and Dark Green Prism **Ioun Stone**

Aura moderate transmutation; CL 12th Slot none; Price 24,000 gp; Weight -Description

This stone grants you a +2 enhancement bonus to Strength. The enhancement bonuses from multiple pale blue and dark green prisms stack (up to a maximum of a +6 enhancement bonus to Strength).

Construction

Requirements Craft Wondrous Item, bull's strength, creator must be 12th level; Cost 12,000 gp



White Prism Ioun Stone

Aura faint transmutation; CL 12th Slot none; Price 1,800 gp; Weight -

Description

This stone allows you to utilize the spell mage hand at will.

Construction

Requirements Craft Wondrous Item, mage hand; **Cost** 900 gp

アウマススマ 人名シス スピックス パスト

Gozutozawa, Ight of Twice-Twisted Hope CR 14

XP 38,400

Tough will-o'-wisp summoner (monstrous) 10 CN Small aberration (air) Init +12; Senses darkvision 60 ft.; Perception +30

Defense

AC 28, touch 24, flat-footed 20 (+5 deflection, +8 Dex, +4 natural, +1 size) hp 257 (19d8+95 plus 10) Fort +14, Ref +18, Will +21 Defensive Abilities natural invisibility, shield ally; **DR** 9/– vs. nonlethal; **Immune** magic

そいじ イノ ムム ス くん ム ト ビ かん

マイススト シュビンスとしょく ちょう

Offense

Speed fly 50 ft. (perfect) Melee shock +22 touch (2d8 electricity) Space 5 ft.; Reach 5 ft. (10 ft with shock) Spell-Like Abilities (CL 10th; concentration +15) 8/day-summon monster V

Summoner Spells Known (CL 10th; concentration +15)

4th (2/day)-purified calling, transmogrify

3rd (4/day)-charm monster (DC 18), dispel magic, fly, rejuvenate eidolon

2nd (5/day)—alter self, bull's strength, haste, invisibility, resist energy

1st (7/day)-identify, lesser rejuvenate eidolon*, mage armor, shield, unfetter*

Cantrips (at will)—arcane mark, detect magic, quidance, mending, message, read magic

*See Chapter 5 of the Pathfinder RPG Advanced *Player's Guide* for these spells.

Tactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley, stealth, or use of enchantment spells. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts shield, fly, and bull's strength on Lucky, followed by mage armor on itself and then haste.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with spells then using its enchantment spells to neutralize aggressors. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa

to less than 125 hit points. If Lucky is gone, Gozutozawa make use of its summoner monster V spell-like ability, summoning at least one kyton (or other fear-inducing monster) in order to use feed on fear.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him. Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and fleeing only if reduced to less than 75 hp.

Statistics

Str 6, Dex 26, Con 19, Int 14, Wis 19, Cha 20

Base Atk +13; CMB +10; CMD 33 (cannot be tripped) Feats Alertness^B, Craft Wondrous Item, Diehard^B, Endurance^B, Eschew Materials, Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Still Spell, Toughness^B, Weapon Finesse

Skills Bluff +15, Diplomacy +11, Fly +25, Intimidate +11, Knowledge (arcana) +32, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +15, Perception +30, Perform (sing) +21, Sense Motive +11, Spellcraft +15, Stealth +20 (+40 invisible, +60 invisible and not moving), Use Magic Device +16; Racial Modifiers +8 Perception

Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Goblin, Halfling, Infernal, Orc. Svlvan. Undercommon

SQ aspect, bond senses, feed on fear, improved healing, life link, maker's call, transposition

Gear implanted ioun stones (2 amber spindle, dark blue rhomboid, dark green sphere, 2 emerald ellipsoids, mossy disk [Knowledge - arcana], pale blue and dark green prism, white prism), portable hole

Special Abilities

Aspect (Su) By decreasing the number of evolution points Lucky has for abilities, Gozutozawa has increased its shock reach to 10 ft., and gained a +8 racial bonus on Perception skill checks.

Bond Senses (Ex) Gozutozawa can, as a standard action, share the senses of its eidolon, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 10 rounds per day. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Eidolon Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15 ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 10.

アウマススマ 人名シス スピックス パスト

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Life Link (Su) Whenever Lucky takes enough damage to be sent back to its home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

Maker's Call (Su) As a standard action, Gozutozawa can call Lucky to its side. This functions as dimension door (CL 10th). When used, Lucky appears adjacent to Gozutozawa (or as close as possible if all adjacent spaces are occupied). If Lucky is farther than 800 ft. away, this ability is wasted. Gozutozawa can use this ability 2 times each day.

Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Shield Ally (Ex) Whenever Gozutozawa and Lucky are adjacent to each other, Gozutozawa gains a +2 shield bonus to armor class and a +2 circumstance bonus on its saving throws. This does not apply if Lucky is grappled, helpless, paralyzed, stunned or unconscious.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 10 minutes.

Transposition (Su) When using its maker's call ability, Gozutozawa can switch places with Lucky if it so desires.

10th-level

Jucky CR -

Male eidolon (biped base form) CN Medium outsider Init +4; Senses darkvision 60 ft.; Perception +12

Defense

AC 24, touch 13, flat-footed 21 (+5 armor, +3 Dex, +6 natural)

hp 60 (8d10+16)

Fort +9, Ref +7, Will +8 (+12 vs. enchantment) **Defensive Abilities** devotion, evasion; Resist

electricity 10

Offense

Speed 30 ft.

Melee +1 keen short sword +15/+10 (1d6+6/17-20) or mwk dagger +15/+10 (1d4+5/19-20)

Ranged mwk composite longbow +13/+8 (1d8+5/x3) Tactics

Before Combat Lucky attempts to parley with

potential aggressors, forestalling combat while Gozutozawa casts spells.

During Combat Unless ordered otherwise, Lucky fights defensively.

Morale Lucky attempts to escape if reduced below 20 hp, unless ordered otherwise.

Statistics

Str 20, **Dex** 16, **Con** 13, **Int** 11, **Wis** 10, **Cha** 19 **Base Atk** +8; **CMB** +14; **CMD** 27

Feats Armor Proficiency (light)^B, Catch Off-Guard^B, Martial Weapon Proficiency (all)^B, Simple Weapon Proficiency^B, Skill Focus (Heal), Skill Focus (Perform [sing]), Skill Focus (Perform [stringed instruments]), Toughness

Skills Bluff +11, Diplomacy +13, Heal +20, Knowledge (history) +12, Knowledge (planes) +9, Perception +12, Perform (dance) +16, Perform (sing) +27, Perform (stringed instruments) +29; **Racial Modifiers** +8 Heal, +8 Perform (sing), +8 Perform (stringed instruments), +1 to Charisma-based skill checks with humans

Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon

SQ evolutions (armor training [light], charming demeanor, one of them [human - +2 Cha, bonus feat], skilled [Heal], skilled [Perform – sing], skilled [Perform – stringed instruments], weapon training [martial, simple]), link, share spells

Gear +2 glamoured studded leather armor of electricity resistance, +1 keen short sword, mwk dagger, mwk composite (Str 20) longbow with 20 arrows, amulet of luck, bracers of chance, cloak of resistance +1, headband of mental prowess +4 (Int, Cha; Diplomacy, Knowledge [history]), mwk mandolin

Gozutozawa, The Jonely Tight CR8

XP 4,800

Will-o'-wisp summoner (monstrous) 4 CN Small aberration (air) **Init** +12; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 26, touch 24, flat-footed 18 (+5 deflection, +8 Dex, +2 shield, +1 size) hp 94 (13d8+26 plus 10) Fort +9, Ref +15, Will +17 Defensive Abilities natural invisibility, shield ally; Immune magic

Offense

いえんりつちちゃん ムンとちやん シテンシンフラフィックレンシン

Speed fly 50 ft. (perfect)

Melee shock +17 touch (2d8 electricity) Spell-Like Abilities (CL 4th; concentration +8)

7/day—summon monster II

Summoner Spells Known (CL 4th; concentration +8)

2nd (2/day)-alter self, haste

1st (4/day)—lesser rejuvenate eidolon*, mage armor, shield, unfetter*

Cantrips (at will)—arcane mark, detect magic, guidance, mending, message, read magic

*See Chapter 5 of the *Pathfinder RPG Advanced Player's Guide* for these spells.

Jactics

Before Combat Gozutozawa detests combat and attempts to avoid physical confrontation through Lucky's witty parley or stealth. But if aggressors make it clear that combat is unavoidable, Gozutozawa casts *shield* and *unfetter* on Lucky, followed by *mage armor* on itself and then *haste*.

During Combat Gozutozawa fights in as nonlethal a fashion as it can manage, focusing on supporting Lucky with spells. Gozutozawa uses its life link ability to absorb damage that would reduce Lucky below a number of negative hit points equal to Lucky's Constitution score, thereby preventing Lucky from being slain, unless that absorption would reduce Gozutozawa to less than 50 hit points. If Lucky is gone, Gozutozawa make use of its *summoner monster II* spell-like ability.

Morale Once attacked, Gozutozawa flees combat at the first opportunity, taking Lucky with him. Should Lucky fall below zero hit points and/or be slain, Gozutozawa becomes enraged, attempting to kill the opponent who dealt the felling blow to Lucky, snapping out of it and fleeing only if reduced to less than 25 hp.

Statistics

アウマスズマ 人立之 えびきかき ひえ べんし ひえ

Str 3, **Dex** 26, **Con** 15, **Int** 14, **Wis** 19, **Cha** 18

Base Atk +8; **CMB** +3; **CMD** 26 (cannot be tripped) **Feats** Improved Initiative, Persuasive, Silent Master, Silent Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Perform [sing]), Weapon Finesse **ツススてやフバ たいやく**

Skills Bluff +10, Diplomacy +10, Fly +25, Intimidate +10, Knowledge (arcana) +24, Knowledge (planes) +10, Linguistics +10, Perception +15, Peform (sing) +12, Spellcraft +15, Stealth +20 (+40 invisible, +60 invisible and not moving), Use Magic Device +15

Languages Abyssal, Aklo, Common, Draconic, Elven, Halfling, Sylvan

SQ bond senses, feed on fear, life link

Gear *implanted ioun stone* (*amber spindle*, 2 *emerald ellipsoids*, *white prism*), *portable hole*

Special Abilities

Bond Senses (Ex) Gozutozawa can, as a standard action, share the senses of its eidolon, and hear, see, smell, taste, and feel everything Lucky does. It can use this ability 4 rounds per day. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Eidolon Gozutozawa can summon a powerful outsider to its side, an eidolon named Lucky.

Feed on Fear (Su) Any time Gozutozawa is within 15 ft. of a dying creature or a creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Gozutozawa is immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Life Link (Su) Whenever Lucky takes enough damage to be sent back to its home plane, Gozutozawa can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage to Lucky.

Natural Invisibility (Ex) Gozutozawa can extinguish its natural glow as a move action, effectively becoming invisible, as per the spell.

Shield Ally (Ex) Whenever Gozutozawa and Lucky are adjacent to each other, Gozutozawa gains a +2 shield bonus to armor class and a +2 circumstance bonus on its saving throws. This does not apply if Lucky is grappled, helpless, paralyzed, stunned or unconscious.

Summon Monster (Sp) Gozutozawa can only use this ability when Lucky is not summoned. It can cast this spell-like ability as a standard action and the summoned creatures remain for 4 minutes.

4th-level

Jucky CR-

Male eidolon (biped base form) CN Medium outsider Init +1; Senses darkvision 60 ft.; Perception +5

Defense

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural) hp 22 (3d10+6) Fort +4, Ref +2, Will +3 Defensive Abilities evasion

マウマススマ 人立人 スマシホッツス バント ワス

Offense

Speed 30 ft. **Melee** mwk dagger +7 (1d4+3/19-20)

Ranged mwk light crossbow +5 (1d8/19-20) Tactics

Before Combat Lucky attempts to parley with potential aggressors, forestalling combat while Gozutozawa casts spells.

During Combat Unless ordered otherwise, Lucky fights defensively.

Morale Lucky attempts to escape if reduced below 10 hp, unless ordered otherwise.

Statistics

Str 17, **Dex** 13, **Con** 13, **Int** 9, **Wis** 10, **Cha** 15 **Base Atk** +3; **CMB** +6; **CMD** 17

Feats Armor Proficiency (light)^B, Simple Weapon Proficiency^B, Skill Focus (Heal), Toughness

Skills Bluff +7, Heal +14, Knowledge (history) +5, Knowledge (planes) +3, Perception +5, Perform (dance) +8, Perform (sing) +15, Perform (stringed instruments) +17; **Racial Modifiers** +8 Heal, +8 Perform (sing), +8 Perform (stringed instruments)

Languages Abyssal, Aklo, Common, Draconic, Elven, Halfling, Sylvan

SQ evolutions (armor training [light], one of them [human – +2 Cha], skilled [Heal], skilled [Perform – sing], skilled [Perform – stringed instruments], weapon training [simple]), link, share spells

Gear +1 studded leather armor, mwk dagger, mwk light crossbow with 10 bolts, bracers of chance, headband of mental prowess +2 (Int, Cha; Knowledge [history]), mwk mandolin

New Archetype

Monstrous Summoner

Not all Summoners are found among the "civilized" races. Summoners of a more fantastical nature possess the regular abilities of other summoners, but their eidolon varies from normal as follows.

い ス ス て ぐ フ バ と バ い く

Eidolon A monstrous summoner's eidolon is only bipedal and appears as a member of a common race, such as a dwarf, gnome, human, etc. Unlike normal, a monstrous summoner's eidolon does not possess the claws evolution for free, but instead gains the base Weapon Training evolution, and has one less evolution point for abilities. Additionally, since the eidolon appears as a member of a common race, they can wear armor if they possess the Armor Training evolution (see below), or take the Armor Proficiency feat(s). Eidolons belonging to monstrous summoners gain Armor Bonus increases equal to half their normal amount since they can learn to wear armor. Unlike normal eidolons, a monstrous summoners eidolon gains a bonus combat feat at 9th level instead of Multiattack.

New Evolutions

The following are new evolutions available to eidolons of monstrous summoners.

Armor Training (Ex) An eidolon learns to wear armor, gaining Armor Proficiency (Light) as a bonus feat. If 2 additional evolution points are spent, it gains Armor Proficiency (Medium) and Shield Proficiency as bonus feats. This evolution has a base cost of 2 evolution points and can only be gained by the eidolon of a monstrous summoner.

Charming Demeanor (*Ex*) An eidolon with this evolution gains a bonus on all Charisma-based skill and ability checks with members of whatever race it appears to be equal to one-half the number of evolution points spent on this evolution. An eidolon must have a Charisma of at least 15 and the One of Them evolution before it can gain this evolution. This evolution has a base cost of 2 evolution points. For 2 additional evolution points, an eidolon gains its bonus on Bluff, Diplomacy, and Intimidate with all races similar to what it appears to be.

One of Them (Ex) An eidolon with this evolution gains the inherent mannerisms of whatever race it appears to be, up to and including any one racial trait possessed by a common example of the race it appears to be (such as an elf's +2 racial bonus to Dexterity, or a dwarves' Stonecunning). This evolution costs 1 evolution point and can only be gained by the eidolon of a monstrous summoner. An eidolon can gain this evolution more than once, each time gaining a new, different racial trait for the race it mimics.

Templates

Crafty Creature

Creatures with the crafty template are more intelligent than their ordinary cousins.

Challenge Rating As the base creature +1. **Armor Class** Gain a +2 insight bonus.

Defensive Abilities Gain a +2 bonus on all Will saves. **Attacks** A crafty creature may apply its Wisdom modifier to attacks instead of Strength or Dexterity if it is higher.

Ability Scores Int +4, Wis +2.

Feats Crafty creatures gain a single bonus feat it qualifies for.

Skills A crafty creature gains a +2 racial bonus on all

XV

ハントスダンホッツスパンハ

Knowledge skill checks and can make Knowledge skill checks untrained.

Jough Creature

ささえとうつててい しょうぶん きべき シストレス スマンマスアレス

Tough creatures are able to take a worse beating than their ordinary cousins before falling. Creatures without a Constitution score cannot gain this template.

Challenge Rating As the base creature +1.

Armor Class Natural armor improves by an amount equal to the tough creatures Constitution bonus (minimum +2).

Hit Points Tough creatures possess maximum hit points from their Hit Dice.

Defensive Abilities A tough creature gains damage reduction against nonlethal damage equal to one-half its hit dice.

Special Qualities Tough creatures gain the following ability.

Improved Healing (Ex) Tough creatures heal at twice the normal rate of the base creature. This functions for fast healing and regeneration as well as more mundane healing.

Ability Scores Con +4

Feats Tough creatures gain Diehard, Endurance, and Toughness as bonus feats.

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.

らびじょら ダルスュリアカフススルムスス スピメルススピゲスにんにがそ きょ かひ

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.

プラストウフェミッム ムシン シャンシン シンズン ママスていてん

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 Pererson, Erica Balsley, Kevin

Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Monsternomicon. Copyright 2002, Privateer Press, LLC; Authors Matt Staroscik, Doug Seacat, J. Michael Kilmartin, Brett Huffman, Rob Baxter, Colin Chapman, Jon Thompson, Andrew Flynn, Joseph Miller, Matt Wilson.

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

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

Pathfinder Chronicles: Seekers of Secrets. Copyright 2009, Paizo Publishing, LLC; Authors Tim Hitchcock, Erik Mona, Sean K. Reynolds, James L. Sutter, and Russ Taylor.

Faces of the Tarnished Souk: The Ghost-Light that Dreamed, Gozutozawa Copyright 2011, Steven D Russell; Authors Matt Banach and Justin Sluder.