**Rite Publishing Presents** 

# In The Company Of Gargoyles A 1<sup>st</sup> - 20<sup>th</sup> level player character racial class









# By J. H. Gulliver



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Rite Publishing Presents:

# In The Company of Gargoyles

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# **Dedication:** To F-stop Fitzgerald for the Nightmares in the Sky

Special Thanks to Jim Groves and Jonathan McAnulty

"Gargoyles protect. It is our nature. Our purpose. To lose that is to be corrupt. Empty. Lifeless."- Goliath

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#### Owain Northway,

If you want to learn about our race, look up. Although you seldom see us, we are always there. As you scurry about on crowded city streets eyes focused downward, avoiding the muck and dung, we guard the skies above. As you gaze out on the rooftops at sunset, imagining yourself safe inside, we hunt the beasts that stalk the night. We are always there. We are always watching.

That you need to ask about our race, Owain, shows how much your kind has forgotten. You have forgotten your own history when you forget ours. You forget that we are your creation—living weapons, hunters, guardians-discarded when no longer needed. You forget your promises and your betrayals. We fear what your kind will do when you remember.

> — Kivus the Stonewarden, Child of Atal of the line of Kavu

P.S. You have been followed home by two men for the last three nights. I advise changing your route.

### Introduction

When the human mountain clans first crawled from tunnels deep, they trembled at the waiting world. Things long left hungry stalked the night. Great wyrms thrashed in the valleys below. Orcish bands pushed the pale ones out from their subterranean caves. The slumbering world awakened, and its thinskinned children knew fear. This is written in stone and not forgotten.

The mountain clans forged fragile truces with each other and created us from their strongest warriors. We were their guardians, their stonewardens. Our visage was made frightening so that the clans' enemies would fear us. Our bodies were made like stone so that crude weapons could not hurt us. We watched over the clans' caves at night. When the beasts came, we protected the clans. We flew down upon the camps of the clans' enemies bearing torches, burnt their tents, and left no survivors. Soon, all the races feared the clans and their guardians. This, too, is written in stone and not forgotten.

We bred and grew numerous, as did the children of the clans. For three generations, no one stood against the clans. But, when peace is plentiful, it is found less precious. The truces collapsed and the clans sought out each other's strongholds; we ended the slaughter. We punished those who broke the truce. Then, we debated among ourselves. This is remembered and told to us in the nest.

"The clans created us to protect them, to keep their promises," Apaxut, our mightiest, argued. "They created us from the strongest amongst them. Is it not right that the strongest would choose to rule rather than serve? Only then can we keep the peace and fulfill our oath."

"We belong to the law," Kavu, our wisest, argued back, "the law does not belong to us. We serve the truce, even when the clans break it.'

Divided, we became weak. When Apaxut and the betravers demanded obedience from the clansobedience necessary for the clans' protection-the clans renounced all of us. They hunted us, for they had grown clever in the ways of war. This too is remembered and told to us in the nest.

Kavu and those who would save the clans from themselves hid. We hid in deepest caves and unreachable peaks. We waited for the clans to forget us. To hide, we became the stone and, like most stone, we slumbered. We slumbered while the thin-skinned races grew numerous.

Apaxut and his children's children did not sleep. Like the humans, they mated and multiplied. When they found any of the faithful stonewardens sleeping, they sang to them songs of distrust and despair. Those followers of Kavu awoke in anguish, their nightmares bringing them to madness. After many short generations, the children of Apaxut became like beasts. When your kind had forgotten them, they crawled back into your cities, hiding on rooftops and parapets, culling your growing numbers. We slumbered while the children of Apaxut grew numerous.

We slumbered until the stone itself called our names and told us to prepare. 'It is time to remember your oaths,' came the whispers from the stone. There are many of us remaining. More awaken daily now. More children hatch each day. Our numbers swell. Our nests are overflowing. It is two hundred years since the awakening began.

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These are the truths of the gargoyles-truths every stonewarden knows and few humans ever hear: We have lived on walls and cliffs above your caves, and camps, and keeps. We have been with you since before you learnt the secrets of the forge. Before you could turn stones into weapons, you turned your warriors into stone. We slumbered long when you renounced us. Still now, despite your betrayals, we protect you, children of the clans. But, we fear for you. The stone whispers that soon we will be needed and we are not yet ready.

# **Physical Description**

Our appearances vary widely, yet not only from one stonewarden to another. Gargoyles' appearances change slowly but constantly throughout our lives.

All stonewardens appear to be some form of winged statue. The most obvious differences in form between humans and stonewardens are those that made us effective hunters and guardians. Forward pointing horns protrude from our heads, allowing us to gore our enemies. Our longer clawed hands and feet also make effective weapons. Our wings grow more powerful as we gain practice, allowing us the advantage of flight.

Some differences are more subtle. Our upper bodies resemble those of the humans we once were,



but over time our legs have grown more powerful, giving us longer, more muscular thighs. Also, we bite. Even on those of us with a human-like visage, our lower jaws are usually larger and extended. Our noses are often much longer than those of most humans.

The above description, however, only describes the appearance of the majority of gargoyles at birth. As we age, our appearance changes drastically depending on where we choose to roost. The statuary and stone closest to our perches has a profound effect on us. Stonewardens perched in temples maintained by cat worshipping cults soon grow more feline in their appearance. Those who perch on black slate rooftops gradually darken to blend in with their environments. These changes are slow and subtle, often taking hundreds of years. They happen beneath the surface of our consciousness, often while we rest. Some stonewardens seek out environments with particularly attractive stones and statuary hoping to become more beautiful in turn.

Stonewarden gargoyles also undergo more drastic changes in appearance, gaining new limbs, longer talons, or sharper horns. These changes occur as we explore our abilities and powers more deeply through exercising them. Unlike the subtle changes in appearance, this is more of a conscious choice as we envision the creature we would like to become and ask the stone in our body to adapt to our needs.

# Society

The ability to sleep, without aging, for hundreds of years at a time shapes the structure and culture our society more than any other factor. These long sleeps do not allow us to rely on the memories of individuals who may be roosting on the other side of the world when we need them most. Instead, we carefully record those things that are most important to us. This record keeping is entrusted to the 'Society of Stonewardens,' as is the declaring of oaths fulfilled or unfulfilled and the approval of matings between the sexes.

The Society of Stonewardens maintains the first nest, wherein are written the original oaths and the records of the descendents of the firstborn. All stonewardens are represented at meetings of the society through the eldest of each of the six faithful lines. The seventh chair, that of Apaxut, is granted to a stonewarden chosen by the eldest several days in advance of any meeting. Despite Apaxut's betrayal, it remains a seat of honor and all stonewardens aspire to sit there during a meeting of council. The annual meeting of the stonewardens draws flights of stonewardens from across the land, some to argue their cases before the elders, others to gather news from afar.

Mating between stonewardens is strictly monitored. We have seen the feral gargoyles grow savage and bestial, their worst instincts reinforced and their intellect diminished as they bred with only their fellow children of Apaxut or those few stonewardens who awoke from the long sleep mad

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# Visage of Stone

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A stonewarden gargoyle's stony appearance mimics that of the stones most commonly found in the city, ruins, or mountains in which they nest. If a stonewarden moves to a new roost, its appearance slowly changes to match that new terrain. Such changes occur naturally as a stonewarden explores its territory and attunes itself to the energy of the stones in this region. In game terms, the effect of a stonewarden's roost on its appearance is represented by the stealth bonus that a stonewarden paragon gains while in their hunting grounds. Any time a stonewarden paragon advances a level, it may choose to change its hunting ground. There is no other mechanical advantage to these changes in appearance.

More drastic changes in appearance are represented through the selection of 'enticements' at each level. シュノトシンンンシー

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and hungry. We know the importance of selecting mates who will produce suitable offspring and avoiding mating within our own lines. The Society of Stonewardens carefully records all known children and the line to which they belong. At birth, the parents declare to which of the lines a child belongs on the basis of his or her strongest features.

The shamans of the mountain clans gave stonewardens great powers, but extracted from them a solemn oath: "We exist to serve and protect the clans, their children, and their children's children until the stone of our bodies is worn away." The making and keeping of oaths separates us from the feral children of Apaxut and is fundamental to our culture. There are three levels of oaths: 'that which is written in stone and still remembered,' a most sacred oath which binds all stonewardens and can only be promised by a meeting of a seven or more stonewardens, including at least one from each living line; 'that which is remembered and told to us in the nest,' an oath which binds a stonewarden and all of his or her descendents until it is fulfilled or invalidated by the Society of Stonewardens; and 'that which we promise on our own names,' an oath we individually swear and which we individually can fulfill or revoke.

Our society is equally shaped by the knowledge that we age more rapidly than most races when we are awake. We are taught in the nest to remain circumspect about our undertakings. We are taught patience and restraint. "Impetuous youths are soon older than their ancestors," our elders scold. Still, the fulfillment of oaths requires us to be vigilant and active in the world and, sadly, our most altruistic kin soon crumble. The most valued among us—the elders of each line—are required to slumber much of the year, only awakening in the weeks before the meeting of the Society of Stonewardens.

# Relations

We are alone. In fulfillment of our oaths we spread across the human cities and inhabitations. We post watches in ruins where dangers to humanity lurk. There are so many of you and so few of us. We are soon spread thin and lose contact with our kin.

As for the thin-skinned races, we live above you. During our long lives, we watch your keeps become castles and your towns become cities. We see your rise and decline. We learn your languages and your secrets. But, we are not your friends.

Stonewardens are torn between two contradictory inclinations: an innate desire for companionship and an overriding expectation of betraval and rejection. Your kind created us to inspire fear and, as a result, has always feared us and pushed us out. These two competing emotions explain much of the stonewardens' behavior. We desire companionship, and so seek out crowded cities. We distrust others, and so remain far above the crowds. We hide in plain sight because we want to be recognized and understood. We adopt a gruesome appearance to frighten others away before they reject us.

There are exceptions. I am one. Most of Questhaven knows the mage Le-al. I know her better. I knew her when she was a child, protected her as a teen, and watched over her when her power attracted rivals. I sensed in her a great power, a great potential, and told her my name so that she could rouse me from the long sleep when needed. And, has she not done good things? In protecting her, have I not fulfilled my oath? She does not call upon me anymore. I sit outside her window as her aging body slowly surrenders as all flesh must. We age together, but she will go first. Perhaps, when that time comes, I will allow myself to sleep.

I have met other stonewardens like myself. Although it is difficult for gargoyles to trust, the protective instincts are strong and some do learn to love. There are other stonewardens in Evocative City who watch over one mortal year after year; it is usually someone fragile, abused, deformed, or maligned but with an indomitable spirit and creative energy. I know of one gargoyle who has watched over the children of a single family for four generations. He sneaks into their bedrooms at night and teaches them the dead languages, tells them the history of cities, shows them the correct quantities of various poisons and methods of administration-much as a father should do. Who can say this is not love? When they reach the age of ten, he allows himself to sleep. When they grow to adulthood, they convince themselves he was only a dream until they hear his name again on the lips of their own children.

With feral gargoyles, there can be no friendship, nor even tolerance. The children of Apaxut are far too dangerous to be allowed to live. We hunt them when we can.

With the watchers though-those strange halfgargoyle, half-dwarf creatures that resemble us in so many ways-we are permitted to share secrets. The dwarves, we were told, having found the caves

# Feral, Stonewarden, and Watchers

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We designed the stonewardens to be a playable gargoyle race and the stonewarden paragon class to be balanced with other classes. At the same time, we recognize that gargoyles already exist in the game. In Questhaven, the gargoyles described in the Pathfinder RPG Bestiary are known as 'feral gargoyles.' Those few gargoyles that strive to protect humanity are known as stonewardens. Feral gargoyles are generally less intelligent but more hardy than most stonewarden gargoyles. Stonewarden gargoyles, however, can advance in their stonewarden paragon class to develop abilities far exceeding those of feral gargoyles.

Watchers are half-dwarf, half-gargoyle stonewardens and have the same racial traits as stonewardens. They vary in appearance, however, resembling winged dwarves with much more prominent hair and beards than stonewardens.

containing the incantations that turned humans into gargoyles, created their own stonewardens, whom they call 'The Watchers'. Since a watcher came before the Society of Stonewardens and pledged to keep the incantations from those who would do evil, we allow a few of these watchers to learn our secrets.

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Le-Al is dying now. I fear she has only days remaining.

Soon, I will be alone.

# Alignment and Religion

Stonewarden gargoyles understand that the oath to act as guardians over humanity binds us still, notwithstanding the failure of the human clans to respect us. We would be called 'lawful' for we obey and swear oaths. Most of us protect the 'good' in humanity, but as more and more humans turn to evil, some stonewardens become protectors of those with questionable morals. Furthermore, there are many gargoyles who have awakened from the long sleep mad or confused. Some simply grow tired of the oaths and quietly abandon our ways.

Stonewarden gargoyles themselves vary widely in their religious inclinations. Regarding religion, stonewarden gargoyles tend to practice the religion venerated in the communities that we protect. For example in Questhaven the majority are secretly members of the Great Church of the Pantheon, and we adorn many of the great cathedrals. Quite often, though, our devotions are in a style from the early days of the churches and are not easily recognized by modern followers. Many stonewardens make obeisance to statues of deities but show less interest in the divine being the statue represents.

When stonewardens spend long periods of time in temples or churches with stone statuary



representing a particular deity, their appearance often shifts to resemble a similar creature. As a result, they are occasionally taken to be messengers or avatars of that deity and are able to command obedience and respect among the devout. The Society of Stonewardens discourages this but on occasion selfish gargoyles do encourage the cults that have sprung up venerating them.

# Adventurers

Stonewardens often join adventuring parties when the goal of the party aligns with their own goals or oaths. On occasion, a stonewarden gargoyle forms an emotional bond with members of an adventuring party and continues to travel with them in order to protect or assist them. Such stonewardens are great companions as they show an unnaturally strong sense of loyalty and honor to their fellows. Due to this sense of duty they are quietly recruited by the Questor's Society of the Evocative City.

Stonewardens tend towards lightly-armored classes that emphasize combat and stealth, such as rogues, rangers, barbarians, and gargoyle paragons. Heavy armor interferes with gargoyles' flight and gargoyles' natural attacks make weapons unnecessary, so fighters are often a poor choice for stonewardens. Stonewarden spellcasters are usually sorcerers as neither study nor worship is widespread given our short lives.

# Names

Gargoyles are given a single, personal name at birth. The names of the first gargoyles—Itaxur, Kurvik, Apaxut, Otuvar, Poxi, Kavu, and Tu—are the seven most common. The names are used equally for male and female gargoyles. Stonewarden gargoyles also identify themselves by the name of one parent the one they most resemble—and that parent's line of descent.

It is quite common for a gargoyle (stonewarden or feral) to take a new name or add a name to her existing names. These names are often in the language of the city she inhabits. Gargoyles often take names that reflect their appearance, such as Coalface, Waterspitter, Greyfleck, Twisthorn, or Grinning. They append these names to their existing names to form longer names like Vikuous the Waterspitter or Grinning Purta. During a gargoyle's long life, her appearance changes, sometimes drastically, and so these names also change.

# **Racial Traits**

### **Stonewarden Racial Traits**

+2 Strength or +2 Dexterity +2 Constitution, -2 Charisma: Stonewardens are either strong or both agile and tough, but also a bit aloof. **Medium:** Stonewardens are Medium creatures and have no bonuses or penalties due to their size. **Normal Speed:** Stonewardens have a base speed of 30 feet.

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**Darkvision:** Stonewardens can see in the dark up to 60 feet.

**Freeze:** A stonewarden can hold itself so still it appears to be a statue. A stonewarden that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

**Long Sleep:** Stonewardens do not age while they sleep. They can sleep for long periods of time— months, years, or even centuries. Most stonewardens prefer to slumber only when perched high on sturdy and familiar buildings. They are able to determine the conditions under which they wake from this sleep, such as being called by name or when threatened. During this sleep, they appear to be a stone statue (see *Freeze* above).

Stonewardens do not need to sleep regularly, but many choose to do so to avoid aging more rapidly. They are not immune to *sleep* effects. Stonewarden spellcasters need to meditate for 4 hours before preparing spells, and can only achieve the state of mind needed to do so once per day.

**Natural Armor:** Stonewardens' stony hides grant them a +2 natural armor bonus.

**Recognize Gargoyle:** Stonewardens get +4 on their perception checks to detect a gargoyle using the freeze ability to resemble a statue.

**Stonewarden Stubbornness:** Stonewarden get a +2 racial bonus on saving throws to resist *enchantment* spells but, when affected, suffer the effects of the enchantment for double the normal duration. Stonewardens must roll a save to resist enchantment spells that are harmless or beneficial such as *heroism* and *rage* regardless of their intentions.

**Languages:** Stonewardens begin play speaking Common and Terran. Stonewardens with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Orc, and Undercommon.

# Age, Height, and Weight

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Stonewardens do not age in the same way as the thin-skinned races do. A stonewarden is able to slumber for hundreds of years without aging. Stonewardens age more quickly than many other races do when they are not sleeping.

A player can choose any starting age she wishes for her character but, when in doubt, assume a stonewarden character starts adventuring at 1st level about halfway to middle age (13 years old). This represents the number of active years of the stonewarden's life. The player may add 1d10x100 additional years of inactivity throughout their character's life.

When a character becomes venerable, the DM secretly determines her maximum age. When the character reaches her personal maximum age, she dies of old age at some time during the following year, as determined by the DM. Aging effects are cumulative. Each player should choose an appropriate height and weight for her character's size and record it. To determine height and weight randomly, use the "Stonewarden Height and Weight" table below. Roll the height modifier and add that many inches to the base height to get the character's height. Take that same height modifier result and multiply it by the weight modifier. Add that many pounds to the base weight to get the character's weight.

#### Stonewarden Age Table

Middle Age	Old	Venerable	Maximum Age
25 years	40 years	55 years	55+1d10 years

# Stonewarden Height and Weight Jable

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Size	Base	Ht Mod	Base	Wt
	Ht		Wt	Mod
Medium	4'5"	+2d12"	150lbs.	x 7 lbs.

# Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race.

Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race.

A human cannot take levels in the stonewarden paragon class—only stonewardens are capable of becoming so attuned to the stones around them to make changes in advance in this class. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A stonewarden gargoyle can multiclass freely between standard character classes, prestige classes for which he or she qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing.

Levels in racial paragon classes are always considered to be advancing in a favored class.

# Stonewarden Paragaron

Stonewardens can take up to twenty levels in "stonewarden paragon." Each level represents the

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character deepening her connection with the stone both within and around her. Most stonewarden gargoyles choose to take at least some paragon levels in order to fully develop their flight and stealth. Feral gargoyles, the creatures in the Pathfinder Bestiary, cannot take any stonewarden paragon levels.

# Stonewarden Paragon Class

# Alignment: Any

Hit Die: d10

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**Class Skills:** The stonewarden paragon's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Stealth (Dex), Survival (Wis)

Skill Ranks per Level: 4 + Int modifier Hit Die: d10.

### Class Features

All of the following are class features of the stonewarden paragon.

**Weapon and Armor Proficiency:** A stonewarden paragon is proficient with all simple weapons, but not armor or shields.

**Climb (Ex):** You gain a climb speed equal to your base speed. You do not gain any additional ranks in climb as a racial bonus.

**Glide Down (Ex):** At 1st level, you are just learning how to use your wings to slow your descent. A stonewarden paragon takes damage when leaping or falling as if the distance of the fall were 40 feet shorter than it actually was. The second s

**Hunting Ground (Ex):** As a stonewarden paragon you become connected to the stones of your hunting ground. Your hide becomes more similar to those stones in appearance and your senses are heightened while near your roost. The hunting ground can be one city, mountain range, set of ruins, or other stony environment. You gain a +2 bonus on Stealth, Perception, Knowledge (geography), and Survival checks when in this territory. These bonuses rise to +4 when you reach 5th level, to +6 when you reach 9th level, to +8 when you reach 13th level, and to +10 at 17th level. You may change your hunting ground whenever you gain a level, but you may only have one hunting ground at a time.

**Natural Attacks (Ex):** At 1<sup>st</sup> level, a stonewarden paragon gets two claw attacks. At 1<sup>st</sup> level, your claw attacks do 1d4 points of damage plus strength bonus. Your attacks become progressively more powerful as you gain experience in combat with damage increasing at 4<sup>th</sup> level and every 4 levels thereafter. These attacks are considered primary attacks and are made using your full base attack bonus.

If you hold a weapon in one of your hands, you lose a claw attack for that hand. You can attack with the weapon normally using your BAB. If your BAB allows you iterative attacks, you can make those attacks with your weapon as well. During any round in which the stonewarden paragon makes any attack with a weapon, all your natural attacks are treated as secondary attacks and made at base attack bonus -5with only 1/2 of your strength bonus being added.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Claws / Bite & Gore	Special	
1st	+1	+2	+0	+2	1d4 /	Climb, glide down, hunting ground +2, natural attacks	
2nd	+2	+3	+0	+3	1d4 /	Stonesleep, enticement	
3rd	+3	+3	+1	+3	1d4 /	Glide, tremorsense, bonus feat	
4th	+4	+4	+1	+4	1d6 / 1d4	Bite, enticement	
5th	+5	+4	+1	+4	1d6 / 1d4	Hunting ground +4, fly	
6th	+6/+1	+5	+2	+5	1d6 / 1d4	Frightful Presence, stonetracker, enticement	
7th	+7/+2	+5	+2	+5	1d6 / 1d4	Improved fly, bonus feat	
8th	+8/+3	+6	+2	+6	1d8 / 1d6	Deeper stonesleep, enticement	
9th	+9/+4	+6	+3	+6	1d8 / 1d6	Gore, hunting ground +6, cityfriend	
10th	+10/+5	+7	+3	+7	1d8 / 1d6	Frightening shadow, enticement	
11th	+11/+6/+1	+7	+3	+7	1d8 / 1d6	Bonus feat	
12th	+12/+7/+2	+8	+4	+8	2d6 / 1d8	Forced stonesleep, enticement	
13th	+13/+8/+3	+8	+4	+8	2d6 / 1d8	Hunting ground +8	
14th	+14/+9/+4	+9	+4	+9	2d6 / 1d8	Terrifying cry, enticement	
15th	+15/+10/+5	+9	+5	+9	2d6 / 1d8	Bonus feat	
16th	+16/+11/+6/+1	+10	+5	+10	2d6 / 1d8	Enticement	
17th	+17/+12/+7/+2	+10	+5	+10	2d8 / 2d6	Hunting ground +10	
18th	+18/+13/+8/+3	+11	+6	+11	2d8 / 2d6	The rocks tremble, enticement	
19th	+19/+14/+9/+4	+11	+6	+11	2d8 / 2d6	Bonus feat	
20th	+20/+15/+10/+5	+12	+6	+12	4d6 / 2d8	Stoneseer, enticement	

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**Stonesleep (Sp):** Once per day, you can cast a *statue* spell on yourself or another gargoyle, with a duration of 8 hours. If the gargoyle remains in statue form for a full 8 hours the gargoyle gains the benefits of a *cure light wounds* spell. The caster level is equal to your class level.

**Enticements:** The powers that enticed the original warriors to sacrifice their humanity and become gargoyles are still available to stonewarden paragons thousands of years later. Stonewarden paragons draw the power of stone into their bodies giving them new abilities. Some stonewarden paragons even learn to manipulate stone. Rather than drawing the power of the stone into their own bodies, they use their connection to the stone to control it at an elemental level.

At 2<sup>nd</sup> level and every two levels thereafter, stonewarden paragons can choose to harden or alter their bodies in ways that improve their effectiveness in combat.

Acid Resistance (Ex): You gain resist acid (equal to 4 + your paragon class level). Also, you become immune to damage from your own acid and are able to select *spew acid*, *increased acid damage* and *vitriolic tail*, and as enticements. If you possess at lease 10 levels of Stonewarden Paragon this enticement grants immunity to acid.

Adamantine Claws (Ex): At 6<sup>th</sup> level your claws harden becoming adamantine. Your attacks with these claws ignore hardness of less than 20. This enticement can be taken multiple times only if you have additional arms. Each time it is taken it applies to a different set of claws.

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Additional Arms (Ex): At 6<sup>th</sup> level, you can grow an additional pair of arms, each of which can make claw attacks for the same potential damage as your regular claw attacks. The attacks made by these additional arms are secondary attacks and are made at your BAB – 5 with only 1/2 your strength score being added. This enticement can be taken multiple times; each time you take this enticement you grow an additional set of arms.

*Burrow (Ex):* At 6<sup>th</sup> level, you can gain a burrow speed equal to half your fly speed.

*Extended Claws (Ex):* Your claws become longer and sharper doing +2 points of damage. This enticement can be taken multiple times only if you have additional arms. Each time it is taken it applies to a different set of claws.

*Hardness of Stone (Ex):* At 6<sup>th</sup> level, you can make your body harder and more resistant to damage. You gain damage resistance 5/magic. This enticement can be taken multiple times each time it increases the damage reduction by 5 to a maximum of 15/magic.

*Increased Acid Damage (Ex):* You must possess the acid resistance enticement to take select this ability. You double the amount of damage done by all of your acid attacks.

You can make your attacks two additional times per day. Manipulate Stone (Sp): You gain the ability to

cast a single spell as a spell like ability, this spell must have the earth descriptor and its spell level must be

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equal to or less than half your stonewarden paragon class level. You must choose this spell when you take this ability, this choice is permanent and cannot be changed.

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These spells can be cast a number of times per day equal to your Charisma modifier (minimum of 1) as a spell-like ability. The caster level for this spells is equal to your stonewarden paragon level. The save DC for this spell is equal to 10 + the level of the spell plus your charisma modifier.

You may take this enticement multiple times. Each time it applies to a different spell.

Natural Armor (Ex): Your stony hide thickens and protects you better. Increase your natural armor bonus by two. This enticement can be taken multiple times.

Powerful Arms (Ex): You grow more comfortable using your additional arms. The claw attacks made with your arms are treated as primary attacks and are no longer made at your BAB – 5. You add your full strength score to these attacks. This enticement can be taken multiple times; each time you take this enticement it applies to a different set of additional arms.

*Powerful Tail (Ex):* You grow more comfortable using your tail. Your tail slap is treated as a primary attack and is no longer made at your BAB - 5. You add your full strength score to this attack. You must have already selected tail as an enticement.

*Razor-sharp Fangs (Ex):* Your teeth become more deadly. For bite attacks, use the same damage die as your claw attacks.

Spew Acid (Ex): You must possess the acid resistance enticement to take select this ability. You gain the ability to spew acid in a 10 ft. line + 10 ft. for every stonewarden paragon class level vou possess doing 1d6 points of damage per two stonewarden paragon glass levels you posses. This attack is a standard action. Targets are allowed a Reflex save for half damage (DC 10 + 1/2 your stonewarden paragon level + your Con modifier). You can use this attack once every 1d4 rounds a number of times per day equal to half your stonewarden paragon level. You must have acid resistance to take this enticement.

Tail (Ex): You grow a long tail that can be used to make attacks. Your tail slap uses the same damage die your bite or gore attacks. The attack made by your tail is a secondary attack and is made at your BAB – 5 with only 1/2 your strength score being added. You can make trip attacks with your tail in place of a tail slap. This enticement can be taken multiple times, each time you grow an additional tail.

Tail Spikes (Ex): The potential damage of your tail slap increases. Use the same damage die as you use for your claw attacks.

Vitriolic Tail (Ex): You must possess the acid resistance enticement to take select this ability. Your tail spikes ooze acid. You do an additional 1d6 points of acid damage with a successful hit. You can select this enticement multiple times each time adding an additional 1d6 of acid damage to a maximum of 5d6.

Glide (Ex): You are more proficient with your wings. Your wings allow you to glide up to 100 feet if you launch yourself from a height of at least 20 feet. When

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Razor-sharp Fangs

gliding, you move at a speed of 30 feet. When you are wearing medium or heavy armor you cannot glide.

Bonus Feats: At 3rd level and every 4 levels thereafter, a stonewarden paragon may select a bonus feat. These feats must be taken from the following list: Ability Focus, Acrobatic, Aerial Maneuvers, Aerial Mobility, Fleet (applied to Fly speed only), Flyby Attack, Hover, Greater Frightful Presence, Improved Frightful Presence, Precise Drop, Throw Anything, Weapon Finesse, and Wingover. Flyby Attack, Hover, and Wingover are described in the Pathfinder RPG Bestiary. Aerial Maneuvers, Aerial Mobility, Improved Maneuverability, Precise drop, and Swoop are described below.

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Tremorsense (Ex): At 3rd level, you gain tremorsense 60 ft.

Bite (Ex): At 4th level, your jaws become long enough to add a bite attack to your natural attacks. Your bite attack does less damage than your claw attacks. This attack is also considered a primary attack and is made using your full base attack bonus.

Fly (Ex): At 5<sup>th</sup> level, you can use your wings to fly at a speed of 40 ft. with average maneuverability. You can easily take flight if you launch yourself from a height of 10 ft. Launching yourself from the ground requires a running start of 10 ft. and a DC 10 Fly check with penalties for strong winds.

Frightful Presence (Su): At 6th level, a stonewarden paragon's appearance resonates deeply with most creatures. It takes effect automatically when you surprise opponents. Opponents within 30 ft. who witness the action are inflicted with the Shaken condition for 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than you. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 your stonewarden paragon class level + your Charima modifier). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. This ability is a mind-affecting fear effect.

Stonetracker (Su): At 6th level, a stonewarden paragon's connection with stone attunes her to vibrations in the stone undetectable by ordinary senses. By touching a stony surface such as a gravel covered city street or mountain path, you can sense who has passed by. You gain a +4 bonus to your Survival and Perception checks in any stony territory when in contact with the ground. Your survival checks ignore penalties due to hardness. This bonus stacks with any bonuses for being in your hunting ground.

Improved Fly (Ex): At 7th level, you no longer need to launch yourself from a height of 10 ft. to fly. You no longer need to take a running start and make a DC 10 Fly check to launch from the ground.

Deeper Stonesleep (Sp): At 8th level, Once per day, you can cast a statue spell on yourself or another gargoyle, with a duration of 8 hours. If the gargoyle remains in statue form for a full 8 hours the gargoyle gains the benefits of a *heal* spell. The caster level is equal to your stonewarden paragon class level. You are still able to cast or benefit from the stonesleep ability gained at 2nd level.

Gore (Ex): At 9<sup>th</sup> level, your horns become long enough to add a gore attack to your natural attacks. Your gore attack does the same damage as your bite attack. This attack is also considered a primary attack and is made using your full base attack bonus.

Cityfriend (Su): At 9th level, your connection to stone allows you to treat stone or brick buildings as if they were sentient creatures. You can make Diplomacy checks to 'talk' to buildings that you come in contact with. If a building can be made helpful, it may do some small service for you.

Frightening Shadow (Su): At 10th level, you are so intimidating that flying over your opponents automatically triggers your frightful presence ability

Forced Stonesleep (Su): At 12th level, once per day, you are able to force other gargoyles into statue form for 8 hours. Once in statue form, this gargoyle is helpless. Slapping or wounding awakens the gargoyle, but normal noise does not. Awakening the gargoyle is a standard action. The gargoyle is allowed a Will save (DC 10 + 1/2 your stonewarden paragon level + your )Charisma modifier). You can choose whether the affected gargoyle also gains the cure light wounds benefit of the 2<sup>nd</sup> level stonesleep ability. You are still able to cast or benefit from the stonesleep and deeper stonesleep abilities.

Terrifying Cry (Su): At 14th level, you are so intimidating that now your battle cry automatically triggers your frightful presence ability. In addition it now inflicts the Frightened condition upon a failed save.

The Rocks Tremble (Su): At 18th level, your frightful presence is channeled through earth and rocks. You are so intimidating that now simply touching the ground automatically triggers your frightful presence ability and its range increase to a 120' radius.

Stoneseer (Su): At 20th level, the stones become your eyes and ears. At will as a standard action you can choose any stone that you have previously touched at any distance to see, feel, and hear through. You retain your own senses, including darkvision, tremorsense, and Perception ranks, when using the stone to sense through.

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# Stonewarden Feats

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The following feats are designed specifically for winge-d creatures and with stonewardens, in particular, in mind. They draw on these creatures flying ability to grant them expanded abilities.

#### **Aerial Maneuvers (Combat)**

Your experience in the air and quick reflexes allow you to react swiftly to avoid an opponent's attacks. Prerequisites: Dex 13; Ranks in Fly. Benefit: You gain a +2 dodge bonus to your AC while flying. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

#### **Aerial Mobility (Combat)**

You can easily fly through a dangerous melee. Prerequisites: Dex 13, Aerial Maneuvers. Benefit: You get a +8 dodge bonus to Armor Class against attacks of opportunity caused when you fly out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

#### **Improved Maneuverability (Combat)**

You are better than most of your kind at flying. Prerequisite: Dex 13; Ranks in Fly. Benefit: For the purposes of making Fly checks, your maneuverability increases. If your maneuverability is Average, it becomes Good, granting a +4 bonus on Fly checks. If your maneuverability is Good, it becomes Perfect, granting an additional +4 on Fly checks. Special: This feat may be taken more than once but maneuverability cannot become better than Perfect.

**Greater Frightful Presence (Monstrous)** 

You are extremely skilled at causing fear. Prerequisite: Cha 13; Frightful Presence, Ability Focus (Frightful Presence), Improved Frightful Presence, Intimidate 11 ranks. Benefit: , your frightful presence ability can now inflict your choice of the Cowering or Panicked

#### **Improved Frightful Presence (Monstrous)**

You are better than most of your kind at creating fear. **Prerequisite:** Cha 13; Frightful Presence, Ability Focus (Frightful Presence) Intimidate 7 ranks. Benefit: You can now affect creatures who Hit Dice exceeds your own.

#### Swoop (Combat)

You do a tremendous amount of damage when swooping down on prev.

Prerequisites: Ranks in Fly; natural attacks. Benefit: When flying and using the charge action, you are not limited to making only one of your natural attacks.

Normal: You only get to make one attack during a charge.

#### **Precise Drop (Combat)**

While flying, you drop thrown weapons with great precision.

Prerequisite: Ranks in Fly.

Benefit: While flying over a target, you are able to quadruple the range increment of any thrown weapon.

# Spells

## Abandoned Pebble

School: Conjuration (Creation) [Earth] Level: Drd o **Casting Time:** Standard action Range: Close (25 feet + 5 feet/two levels) Target: One creature or object **Duration:** Instantaneous Saving Throw: None Spell Resistance: No Upon casting this spell, you conjure a stone above your target if you succeed at a ranged touch attack to hit. Upon falling and striking the target, the stone deals 1d3 points of bludgeoning damage.

# Aftershock

School: Evocation [Earth]; Level: Drd 1 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Targets: Ground bound creatures in range Duration: 1 round Saving Throw: Reflex negates; Spell Resistance: Yes

You cause the ground around to shake. All ground bound creatures who fail the saving throw fall prone. Ground bound creatures that do not fall pro suffer a -1 circumstance penalty to attack rolls, saving throws, and checks during that round.

### Mire of Stone and Earth

School: Transmutation [Earth]; Level Drd 2, Rgr 2 Casting Time: 1 standard action Components: V, S, DF

Range: Long (400 ft. + 40 ft./level) Area Earth or stone in a 40-ft.-radius spread Duration: 1 min./level (D) Saving Throw: Reflex partial; see text;

# Spell Resistance: No

The very earth twists and writhes, creatures that fail their save gain the entangled condition. Creatures that make their save move at only half their base speed in the area. Those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. Creatures with burrow speeds are immune to the effects of mire of stone and earth.

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## **Rolling Shockwave**

School: Evocation [Earth] Level: Drd 4, Sor/wiz 3 Casting Time: 1 standard action Components: V, S Range: 10 ft. Area: 10-ft.-radius burst centered on you **Duration:** Instantaneous Saving Throw: None Spell Resistance: Yes A powerful shockwave radiates along the ground

outward from you, blasting all creatures in the area for 1d6 points of damage per two caster levels (maximum 10d6). In addition, all creatures on the ground in the area are subject to a bull rush attack from the spell. The CMB for this spell is equal to your caster level + your relevant caster ability modifier + 2.

### Stone Arm

School: Transmutation [Earth] Level: Sor/Wiz 4 Casting Time: Standard action Range: Medium (100 feet + 10 feet/level) Target: One creature **Duration:** Permanent Saving Throw: Fortitude negates Spell Resistance: Yes

You petrify one arm of a foe. The arm becomes unusable. If the arm was holding something, that object is now held fast, requiring a Strength check (DC 25) to remove it. The creature is unable to perform any action that requires two hands and suffers a -4 penalty to all dexterity and strength based skill and ability checks due to the unbalancing weight.

### Stone Snare

School: Conjuration (teleportation) [Earth] Level: Clr 5, Drd 5, Sor/Wiz 5 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: one creature Duration: Instantaneous, see text Save: Reflex negates Spell resistance: No You conjure a small planar trap that opens beneath the target creature that creates a burst of suction

pulling the target creature into a spherical containment cell of the same height and width as the longest dimension of the trapped creature. A successful Reflex save avoids the trap completely. Rogues may add their trap sense modifier to this save. A trapped creature can attempt to break the walls of their enclosure to force the spell to end early (Hardness 8, hp equal to caster); otherwise they must simply wait for the spell to end. Once the spell ends the victim is violently ejected from the earth taking 8d6 points of physical damage and ending up prone in the spot they originally occupied. If the space there were in is occupied they are shunted in a random direction to the closest open square. As a magical, quasi-planar opening; spells such as ethereal jaunt, teleport, dimension door, or related spells don't function. The stone snare can be dispelled normally from either the inside or outside ending the

# Stone's Sheath

spell as above.

School: Transmutation [Earth] Level: Drd 6 Casting time: 1 standard action Components: V, S, DF Effect: one stone sheath Duration: 1 min./level (D)

Saving Throw: Reflex partial Spell Resistance: Yes This spell envelops one of your weapons or natural weapons in elemental earth. This weapon now strikes with a + 3 bonus to attack but not to damage. This dull gray sheath deals +3d6 points of bludgeoning damage to any opponent in contact with solid ground. In addition, an opponent struck by this weapon must succeed a Fortitude save or suffer from the Petrified Condition. Each round on its turn, the subject may attempt a new saving throw to negate the condition. (This is a full round action and does not provoke attacks of opportunity.) If the creature does not succeed at a saving throw, they lose the condition at the of the spell's duration.

# Stony Gaze

School: Transmutation [Earth] Level: drd 7, Casting Time: 1 Standard action Components: V, S, M ( a basilisk's eyeball) Range: o feet Area: Personal Duration: 1 round/two levels (D) You gain a petrifying gaze attack (See Pathfinder Bestiary) the DC of the Fortitude save is equal to the Spell's DC.

# **Towering Hands**

School: Evocation [Earth] Level: Drd 8, Casting Time: 1 standard action Range: Medium (100 feet + 10 feet/level) Effect: two 15-foot-wide hands Duration: 1 round/level (D) Saving Throw: None Spell Resistance: No

You create 2 huge stone hands that rises up out of the ground where you wish (including under a foe). These hands can grapple one opponent each or one opponent together that you select. The stone hands each get one grappling attack per round. Its attack bonus to make contact and its CMB is equal to your caster level + your relevant caster ability modifier +3. If they cooperate on a singular opponent add +2 to the touch attack roll and CMB. You can have each of the hands deal 3d6 points of damage plus your relevant caster ability modifier each round it maintains its grapple or execute a pin maneuver.

Each hand can interpose itself between you and an opponent. Interposing provides you with improved cover (+8 bonus to AC, +4 Reflex Save) against that opponent. You can make the both hands or just one hand move by spending a swift-equivalent action to direct them. They move along the ground, limited to traveling atop the earth (it cannot, for example, cross water or a pit) at a speed of 10 feet. Its movement causes a wakelike disturbance in the ground that immediately repairs itself.

Each of the towering hands is 15 feet long and about that wide with its fingers outstretched with a 15' reach. It has as many hit points as you have when undamaged, and its Armor Class is 20 (-1 size, +11 natural).

It suffers damage as a normal creature, but most magical effects that don't cause damage (like fear or confusion) do not affect it. The hand makes saving throws as if it were you.

You must cast towering hand while standing upon the ground, underground, or upon a stony or earthen surface.

### Wreck Havoc

School: Evocation [Earth] Level: Drd 9 Components: V, S, DF, XP (2,500) Casting Time: 1 round **Range:** Long (400 ft. + 40 ft./level) Effect: moving 100-ft.-radius cloud of falling stone Duration: 1 round/level (D) Saving Throw: Special, see text Spell Resistance: No

You call down a rain of boulders, leaving debris in its wake. The area of effect moves at a speed of 100 ft./round in a direction of your choice. Objects and structures in the area of effect automatically suffer half their hit points in damage (thus gaining the Broken condition and are buried. Creatures in the area of effect suffer 1d6 points of bludgeoning damage per caster level and are buried (Reflex save negates the buried condition and reduces the damage by half). Creatures with the Animal type that see the cloud approaching flee at their top rate of speed.

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