



# INFAMOUS ADVERSARIES

ISCHADRA, GRANDMOTHER OF ASSASSINS

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# INFAMOUS ADVERSARIES

## ISCHADRA, GRANDMOTHER OF ASSASSINS

A horrifying new *Infamous Adversary* for the Pathfinder RPG!

*She wears the guise of a doll, a child-like construct of porcelain and wire, but cold sentience seemingly teems in her empty eye sockets. She stares with an eery mute silence, giving you a moment for your brain to adjust to what it is seeing. A doll given life, bestowed with an ancient weapon of vengeance and purpose. With an inhuman leap her blade buries deep in your throat. As the last of your lifeblood spills her words take form in your mind, and you know why the Grandmother of Assassins has come.*

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# ISCHADRA, GRANDMOTHER OF ASSASSINS

*She wears the guise of a doll, a child-like construct of porcelain and wire, but cold sentience seemingly teems in her empty eye sockets. She stares with an eery mute silence, giving you a moment for your brain to adjust to the horror it is observing. A doll given life, bestowed with an ancient weapon of vengeance and purpose. With an inhuman leap her blade buries itself deep in your throat. As the last of your lifeblood spills her words take form in your mind, and you know why the Grandmother of Assassins has come.*

## ONE FINAL PEECE

I feel her heart flutter wildly in her chest, like birds taking flight. She squeals wordlessly, a vocal burst of delight. I feel her tiny fingers running across the thick stitching on my lips. In that moment, she has no idea how close to death she really is.

"Look, Papa! Look what I found!" She runs across the square, to her father, the moneylender. He ignores her, intent on his intimidation tactic.

"Sun's set tomorrow, the silver isn't in my hands, all of this" --he gestures to the wares in the terrified merchant's kiosk-- "will become mine. If it doesn't cover the original loan, I'll come to your house. Understood?"

The merchant, a trinkets vendor, nods quickly into the unchanging visage of Rennic Visalne. Rennic turns towards his daughter, and he smiles. Casting another threatening eye at the merchant, Rennic picks up his daughter and starts walking. His bodyguards close in behind him as he leaves the market.

"What do we have here, Natila? That sure is an ugly toy, no?" he says, crinkling up his nose when he sees me.

"No, papa! She's beautiful! She's a princess of the forest!" Natila replies. She holds me up for him to take a closer look, to see the beauty she sees. He furrows his brow; a dark cloud of thought crosses his face.

I resist the urge to slit his throat and be done with it. Japareth was correct once again; an agent of the Violet Circle had a child who escaped the purging. I have at last found him.

*Had I still been alive, my heart would have skipped a beat at the realization that my oath to the Circle is almost complete. Every drop of your blood in this world shall be spilt in retaliation for your betrayal.*

We return to the manse, which is opulent and grandiose. The bodyguards peel off as a servant opens the door for us. Natila is put down, and her and I leave Rennic's side. Over Natila's shoulder, I see him greet his wife.

The rest of the day I learn the layout of the house as I accompany Natila through her daily play. I notice the bodyguards stay in the servant's quarters behind the house. There are only the three of them that live in this part of the estate. *But not for much longer...*

For three days I stay silent and still, playing the part of a doll. I quickly fill the role of Natila's favorite toy and we become inseparable. I notice Rennic takes greater notice of my presence, and becomes more and more agitated. *Good.*

Fear is starting to set in; perhaps he remembers the stories of his grandfather's death at my hands. Or perhaps he is starting to think about the recent murders of his parents and sisters.

*You shall experience pain like none you have ever felt before I release you to death's embrace.*

I plant that message into his brain, and I see him visibly start. His arm jerks and knocks over a glass of wine. The red liquid runs onto the floor, looking like spilled blood.

*Your blood.* I say to him telepathically.

Rennic looks around panicked, but sees nothing but his daughter playing on the floor in the next room. Rennic calls for his bodyguards, orders them to be more vigilant. Their vigilance won't make any difference, but it provides a false sense of security for him now.

Midnight. The Visalne family slumbers, hoping for a dawn they will never see. I slide out from beneath Natila's arm, and move silently to Rennic and his wife's bedroom. The bodyguards are standing post outside, along the gates. *They won't hear a thing.*

Rennic is sleeping on his back, while his wife sleeps on her side, her pregnant belly protruding out grotesquely.

I smear a dab of poison onto my blade, and climb up onto the bed. Neither feels my presence. Rennic sleeps heavily enough that he doesn't notice that I am standing on his chest. I poke him hard to wake him up. His eyes fly open, and in the silver moonlight, he sees me. He starts to speak, but a quick jab with the blade allows only a choking groan to escape. His body locks up as the poison seizes his muscles and joints. He will be able to breath, barely. He will live long enough to see what I am going to do.

*Your grandfather betrayed me, Rennic. They killed me, and tried to bind me to their machinations. It didn't work, and before I slit all of their throats, I told them that each drop of blood that courses through the veins of the world would be spilt.*

Rennic gasps and gurgles in surprise at my words, as I walk from him to his wife. Standing on her side I look down at her belly. His eyes follow, and widen as he realizes the full implications of my statement.

There was enough residual poison on the blade to cause his wife to seize up as well. I allow her a quick death. The gods' luck graced her.

*One final piece, Rennic, then I will send you to the grave with your traitorous kin.*

I make sure he is propped up enough to see the end game. I light an oil lamp, providing enough light.

*Natila, come to me, dearest. Come to your parent's room.*

I hear a soft thump as the child drops to the ground from her bed. I turn and look Rennic in the eye, then fall limp and boneless to the ground – no more than a seemingly discarded doll. Moments later, Natila enters the room, and sees blood. Her eyes fill with tears and her chest starts hitching. She reaches for the nearest thing to provide comfort, something she loves with all her heart and can draw strength from.

Me.

## GRANDMOTHERS RHYME

*No dog may bite me,*

*No wild beast eat me,*

*No tree fall upon me,*

*No water rise against me,*

*No steel may cut me,*

*No fire burn me,*

*No chill may freeze me,*

*No rogue assault me,*

*No witchcraft may harm me,*

*While Grandmother is at my side.*

—children's rhyme







## ISCHADRA, GRANDMOTHER OF ASSASSINS CL 14

Advanced Soulbound Doll Assassin 10 / Inquisitor 2 NE Tiny Construct Init +14; **Senses** darkvision (60 ft.), low-light vision; Perception +15

### DEFENSE

**AC** 27, touch 19, flat-footed 20 (+7 Dex, +2 size, +8 natural) **hp** 112 (3d10+12d8+15); Judgment of Profane Healing 1 **Fort** +10, **Ref** +16, **Will** +13 **Defensive Abilities** Improved Uncanny Dodge; **DR** 2/magic; **Immune** ability damage, ability drain, bleed, energy drain, exhaustion, fatigue, death and necromancy effects, disease, non-lethal damage, paralysis, poison, sleep, stunning **Weakness** susceptible to mind-affecting effects

### OFFENSE

**Spd** 20 ft. **Melee** *Bloodshiv* +26/+21/+16 (1d3+5/17 -20/x2) **Space** 2.5 ft.; **Reach** 0 ft. **Special Attacks** Bleeding Touch (6/day), Death Attack (DC 23), Judgment of Profane Destruction +1, Judgment of Profane Justice +1, Judgment of Profane Piercing +1, Judgment of Profane Smiting (Magic), Mute Magic, Sneak Attack +5d6, Summon Spectral Host (1/day) **Spell-Like Abilities** Detect Alignment (at will), Commune (as 15th level caster, 1/day), Inflict Serious Wounds (1/day), Levitate (1 day), Light (3/day), Mage Hand (3/day), Open/Close (3/day), Prestidigitation (3/day)

**Inquisitor Spells Known** (CL 2, +20 melee touch, +20 ranged touch) 1 (3/day) Doom (DC 14), Command (DC 14), Disguise Self (DC 14) 0 (at will) Acid Splash, Bleed (DC 13) Detect Magic, Brand (DC 13), Sift

### STATISTICS

**Str** 11, **Dex** 25, **Con** -, **Int** 16, **Wis** 16, **Cha** 14  
**Base Atk** +11; **CMB** +23; **CMD** 26

**Feats** Agile Maneuvers, Deadly Finish, Improved Initiative, Sow Terror (DC 19), Stealthy, Toughness, Weapon Finesse, Weapon Focus (Shortsword)

**Skills** Acrobatics +25, Bluff +10, Climb +4, Craft (Alchemy) 12, Diplomacy +10, Disguise +8, Escape Artist +24, Fly +11, Heal +7, Intimidate +14, Knowledge (Arcana) +7, Knowledge (Nature) +7, Knowledge (Religion) +15, Perception +15, Sense Motive +12, Sleight of Hand +11, Spellcraft +7, Stealth +27, Survival +18, Use Magic Device +10; **Modifiers** Monster Lore +3 **Languages** Abyssal, Common, Draconic, Infernal (cannot speak), telepathy 100 ft.

### Special Qualities

Alignment Variation, Angel of Death (1/day), Hidden Weapons +10, Hide in Plain Sight, Inquisitor Domain (Murder), Judgment (1/day), Poison Use, Quiet Death, Soul Focus, Swift Death (1/day), Track +1, True Death (DC 25) **Combat Gear** *Bloodshiv* +5 Huntsman Keen Unholy Tiny Adamantine Shortsword; **Other Gear** Amulet of Natural Armor +5, Belt of Incredible Dexterity +4, Cloak of Resistance +3, Dust of Sneezing and Choking (4 doses), Tears of Death (7 doses), Ring of Air Elemental Command, Ring of Invisibility

### SPECIAL ABILITIES

**Angel of Death (1/day) (Ex)** If Ischadra succeeds in killing a target with her Death Attack she can choose to have the body crumble into dust.

**Bleeding Touch (6/day) (Sp)** Ischadra's touch attack deals 1d6 bleeding damage.

**Construct Traits** Ischadra is immune to death effects, disease, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save.

**Deadly Finish** Foes that Ischadra drops to 0 hp must make a DC 23 Fortitude save or die.

**Death Attack (DC 23) (Ex)** Ischadra can kill or render a target helpless for 1d6+10 rounds with a prepared sneak attack.

**Detect Alignment (At will) (Sp)** Ischadra can detect chaos, evil, good, or law at will.

**Hidden Weapons (Ex)** Ischadra gains +10 to Sleight of Hand checks made to hide weapons on her person.

**Hide in Plain Sight (Su)** Ischadra can use Stealth even while observed, as long as there is a shadow within 10 feet.

**Improved Uncanny Dodge (Ex)** Ischadra retains her Dexterity bonus to AC when flat-footed. She cannot be flanked unless the attacker is Level 14+.

**Monster Lore +3 (Ex)** Ischadra has a +3 to Knowledge checks when identifying the weaknesses of creatures.

**Mute Magic (Su)** Ischadra is mute and casts her spells silently (no verbal component necessary).

**Poison Use** Ischadra never accidentally poisons herself with blades.

**Quiet Death (Ex)** If Ischadra kills a target with her death attack during a surprise round, she can make an opposed Stealth vs. Perception check to avoid it being noticed.

**Sneak Attack +5d6** +5d6 damage if Ischadra flanks her target or her target is flat-footed.

**Soul Focus (Su)** Ischadra's soul lives within a focus integrated into a flawless black gemstone



embedded into her chest. As long as this soul focus remains intact, it can be used to animate another doll to house Ischadra's soul.

**Sow Terror (DC 19)** If Ischadra's [Stealth](#) beats an opposed [Perception](#) check by 5 or more, her victim must make a DC 19 Will save or be [shaken](#) for 1d4 rounds.

**Susceptible to Mind-Affecting Effects (Ex)** The weakened conviction of a [soulbound doll](#)'s soul makes Ischadra susceptible to [mind-affecting effects](#), despite the fact that she is a [construct](#).

**Swift Death (1/day) (Ex)** Ischadra can make a Death Attack without studying the target for 3 rounds.

**Track +1** Ischadra gains a +1 to [Survival](#) checks to track.

**True Death (DC 25) (Su)** Casting [Raise Dead](#) on a victim of Ischadra's death attack requires a successful DC 25 [caster level](#) check.

**Soulstone** Ischadra's Soulstone grants her the [Advanced](#) Template and enables her to cast [Commune](#) once per day as a 15th level caster. See the "Ischadra's Soulstone" entry in the Extras section for additional details.

**Summon Spectral Host (Su)** The God of Murder has granted Ischadra the supernatural ability to summon a mob of ghostly corpse-children to serve her once per day for up to one hour. Ischadra typically summons the spectral host when she wants to punish non-believers and Naelibites that have strayed from the faith. See the "Spectral Host" entry in the Extras section for details.

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## APPEARANCE

Ischadra is two feet tall and weighs 15 pounds. The core of her doll form—her head, body, and appendages—are made of several pieces of magically fused porcelain, over which is draped a hideous greenish-grey corpse-doll skin. Culled from multiple human cadavers, her ancient leathery flesh is sewn together with stitches made of heavy black thread. Ischadra's eyes are empty sockets and her mouth is sewn closed. Her dark mane is long and stringy, and often hangs in her face. It too was culled from a long dead corpse.

Ischadra wears a soiled cloak over a dingy, yellowing doll's dress, all of which is sewn directly onto her corpse-flesh. She is rarely seen not

clutching a tiny burlap rag-doll that superficially resembles her. This is actually her illusion-cloaked magical shortsword, *Bloodshiv*.

## History

The original Ischadra lived and died over 500 years ago. Ischadra Ulhaerah Desveniirva was an infamous assassin of the Order of the Ebon Hand, a cult-like brotherhood of fanatics who revere Naelib the god of murder. Ischadra's bloody achievements earned her the title of Grandmother of Assassins and she ruled the Ebon Hand through murder and fear for nearly three decades. Her cruel reign ended when she was betrayed by ambitious underlings who conspired to murder her in her sleep.

Three centuries after her murder, a cabal of Naelibite sorcerer-priests calling themselves the Violet Circle, sought for a way to take control of the Ebon Hand and bend the brotherhood's feared assassins to their will. Taking advantage of an ancient Naelibite prophecy from the Blood Scrolls of Tzul-Azaar that promised the God of Murder would one day send his *"beloved corpse-child into the world to unite the chosen and drown his enemies in blood"*, the Violet Circle settled on an audacious plan. They resurrected the spirit of the long dead Ischadra; however instead of allowing her to resume her new life they ritually murdered her and bound her soul into a soul-focus gem. The clerics then implanted the gem into a corpse-doll assembled in the likeness of young girl. Infused with Ischadra's powerful spirit, the corpse-doll immediately animated as a soulbound doll.

Unfortunately for the Violet Circle—possibly due to Ischadra's rage or perhaps duet seek treasure to the divine will of the god of murder—Ischadra awoke enraged at her new form and at the audacity of the priests' plot to take over the Ebon Hand. Though the newly formed soulbound doll retained only a figment of Ischadra's former memories, she focused her wrath on the members of the Violet Circle. Ischadra easily shattered the clerics' binding enchantments and then slew each and every member of the Violet Circle in a single night of blood and terror.

Shortly after Ischadra eradicated the Violet Circle, she felt compelled to make contact with the Grandfather of Assassins of the Order of the Ebon



Hand. The Grandfather, a wizened old elven strangler, awoke in the dark of night to find Ischadra sitting at his bedside. Though nothing is known of their conversation, Ischadra and the Grandfather struck a deal with one another. Knowing that the rank and file assassins of the cult would never accept a soulbound doll as their master, Ischadra agreed to act as Naelib's bloody hand and take on the symbolic title of Grandmother of Assassins. She would not rule the cult directly, but would instead become the cult's bogey-man: an enforcer and direct representative of the God of Murder's unholy wrath. The Ebon Hand's terrified Grandfather of Assassins readily agreed, for he saw the power and fury of Naelib himself in Ischadra's hollow black eyes.

For the past 200 years Ischadra has walked the world, spreading the will of Naelib through murder and intimidation, and mentoring lost children as they embrace the faith of the God of Murder. When the Order of the Ebon Hand names a new a new Grandfather or Grandmother of Assassins, Ischadra introduces herself and renews their agreement. In 200 years, none have dared to refuse her.

## PERSONALITY

Ischadra is a cold and calculating killer who long ago perfected the art of professional detachment. She feels no remorse or pity for the souls she dispatches to the God of Murder. Her zealous faith and her desire to please her god are her primary motivations.

In stark contrast to her coldly professional demeanor is the attitude she adopts when dealing with young children. Ischadra has something of a soft spot for young children, and acts as a mentor to down-on-their-luck orphans and street urchins whom she believes are the perfect vessels to receive Naelib's dark grace. She observes her potential recruits for months before allowing them to "discover" her as a cast-aside doll. Then, over the course of several months, she whispers dark and terrible things to the children as they sleep until finally they either go mad or are ready for the next level of indoctrination. The children who survive Ischadra's training with their body and mind intact are then introduced to the Order of the Ebon Hand, where they become assassins-in-training and take on the title of Scarlet Acolyte.

After two centuries of mentoring children, Ischadra has built a huge network of loyal followers within the Order of the Ebon Hand. Many of these followers—who refer to themselves as Keepers—have advanced to high-ranking positions within the order.

## RESOURCES

Ischadra does not seek treasure or plunder. She maintains no personal finances and keeps no treasure except for the magical gear she carries on her person. She does, however, have access to the wealth and resources of the Order of the Ebon Hand which includes access to a wide variety of exotic poisons, libraries of forbidden knowledge, and a large number of minor magic items and potions.

## LAIR

Ischadra does not maintain a lair. Instead, she constantly travels, and spends most of her time stalking potential recruits and mentoring exceptional children into the sinister mysteries of the Naelibite faith.

When she's not actively mentoring her young prodigies, Ischadra spends her time communing with Naelib, hunting down enemies and traitors of the Order of the Ebon Hand, and performing the odd random murder or two to keep her talents sharp.

## NETWORK

Though the Order of the Ebon Hand is scattered into various independent cells, each of the cells recognize Ischadra's authority and fall over themselves to grant her any request she deigns to make.

In addition to her assassin contacts within the Ebon Hand, Ischadra also maintains an informal network of independent spies and informants loyal only to her. Known as the Grandmother's Eyes, many of these contacts are children living in the slums of major urban centers who are usually afflicted in some way. Many are blind, diseased, or physically disabled, and so Ischadra does not target them for induction into the Naelibite faith. Instead, Ischadra—in her own twisted way—has taken pity on them and



employs them as spies and informants in order to give their life purpose.

Ischadra is unforgiving of even the slightest failure and never forgets a betrayal. If any of her young Eyes betray her or fail to complete a task she assigns them, Ischadra murders them, though she waits until they reach adulthood to carry out the punishment. There have been many instances where an adult who failed Ischadra years earlier has awakened in the dead of night to find Ischadra standing over them with her *Bloodshiv* in hand. The Grandmother of Assassins never forgets.

## Tactics

Ischadra prefers to study her foes—preferably for days or weeks ahead of time—before she confronts them. While performing this research, Ischadra typically casts [disguise self](#) on herself to take on the appearance of a young humanoid child or a halfling or gnome.

When she does finally strike she typically employs hit and run tactics to slowly weaken her prey and increase their terror, for she believes that fear induces her victims to make critical mistakes. She makes good use of her death attack, and does not hesitate to use the swift death ability or summon her spectral host when facing a formidable adversary.

Ischadra has two signature weapons she uses with devastating efficiency: the poison known as the Tears of Death and [Dust of Sneezing and Choking](#). She always poisons her *Bloodshiv* with tears of death if she has time to do so. If outnumbered more than three-to-one or if she suddenly finds herself on the losing end of a melee, Ischadra uses a pinch of [Dust of Sneezing and Choking](#) to level the playing field. She often follows this up by casting [Chain Lightning](#) from her [Ring of Air Elemental Command](#). She does not hesitate to perform coup de grace attacks on disabled foes.

## Morale

If Ischadra is reduced to less than 30 hit points, she renders herself invisible using her [Ring of Invisibility](#) and then uses the *Air Walk* ability from her [Ring of Air Elemental Command](#) to flee so she can recover and reassess her tactics. After carefully planning

her revenge, Ischadra always returns to settle the score. Her faith and devotion to the God of Murder prevents her from forgiving even the smallest affront to her murderous skills.

## Advancement Options

### ISCHADRA, GRANDMOTHER OF ASSASSINS CR 17

Female [Advanced](#) [Soulbound Doll](#) [Assassin](#) 10/  
[Inquisitor](#) 5 NE Tiny [Construct](#) Init +14; **Senses**  
[Darkvision](#) (60 feet), [Low-Light Vision](#); [Perception](#)  
+15

#### DEFENSE

**AC** 27, [touch](#) 19, [flat-footed](#) 20 (+7 [Dex](#), +2 [size](#), +8 [natural](#)) **hp** 133 (3d10+15d8+18); Judgment of Profane Healing 2 **Fort** +11, **Ref** +17, **Will** +14  
**Defensive Abilities** [Improved Uncanny Dodge](#), Judgment of Profane Protection +2; [DR](#) 2/magic, Judgment of Profane Resiliency 2: Magic; **Immune** [construct traits](#), [ability damage](#), [ability drain](#), [bleeds](#), [energy drain](#), [exhaustion](#), [fatigue](#), death and [necromancy](#) effects, [disease](#), [non-lethal damage](#), [paralysis](#), [poison](#), [sleep](#), [stunning](#); **Resist** Judgment of Profane Purity +2, Judgment of Profane Resistance 4 **Weakness** susceptible to [mind-affecting effects](#)

#### OFFENSE

**Spd** 20 ft. **Melee** *Bloodshiv* +28/+23/+18 (1d3+5/17-20/x2) **Space** 2.5 ft.; **Reach** 0 ft. **Special Attacks** [Bane](#) (+2 / 2d6, 5 rounds/day), Bleeding Touch (6/day, 2 rounds), Death Attack (DC 23), Judgment of Profane Destruction +2, Judgment of Profane Justice +2, Judgment of Profane Piercing +2, Judgment of Profane Smiting (Magic), Sneak Attack +5d6

**Spell-Like Abilities** Bleeding Touch (6/day), [Commune](#) (1/day as 15th level caster), Detect Alignment (At will), [Discern Lies](#) (5 rounds/day), [Levitate](#) (1/day), [Light](#) (3/day), [Mage Hand](#) (3/day), [Open/Close](#) (3/day), [Prestidigitation](#) (3/day) **Inquisitor Spells Known** (CL 5, +22 melee [touch](#), +22 ranged [touch](#)): 2 (3/day) [Invisibility](#), [Hold Person](#) (DC 15), [Weapon of Awe](#) (DC 15) 1 (5/day) [Doom](#) (DC 14), [True Strike](#) (DC 14), [Command](#) (DC 14), [Disguise Self](#) (DC 14) 0 (at will) [Acid Splash](#), [Bleed](#) (DC 13), [Detect Poison](#), [Detect Magic](#), [Brand](#) (DC 13), [Sift](#)

#### STATISTICS

**Str** 11, **Dex** 25, **Con** -, **Int** 16, **Wis** 16, **Cha** 14



**Base Atk** +13; **CMB** +25; **CMD** 28

**Feats** [Agile Maneuvers](#), [Deadly Finish](#), [Improved Initiative](#), [Quick Draw](#), Sow Terror (DC 21), [Stealth Synergy](#), [Stealthy](#), [Toughness](#), [Weapon Finesse](#), [Weapon Focus: Shortsword](#) **Skills** [Acrobatics](#) +28, [Bluff](#) +10, [Climb](#) +4, [Craft](#) (Alchemy) +14, [Diplomacy](#) +10, [Disguise](#) +10, [Escape Artist](#) +30, [Fly](#) +11, [Heal](#) +7, [Intimidate](#) +15, [Knowledge](#) (Arcana) +7, [Knowledge](#) (Nature)+7, [Knowledge](#) (Planes) +7, [Knowledge](#) (Religion) +18, [Perception](#) +15, [Sense Motive](#) +15, [Sleight of Hand](#) +11, [Spellcraft](#) +7, [Stealth](#) +40, [Survival](#) +18, [Use Magic Device](#) +10 **Modifiers** Monster Lore **Languages** Abyssal, Common, Draconic, Infernal **Special Qualities** Alignment Variation, Angel of Death (1/day), Hidden Weapons +10, Hide in Plain Sight, Inquisitor Domain: Murder, Judgement (2/day), Poison Use, Quiet Death, Solo Tactics, Soul Focus, Swift Death (1/day), Teamwork Feat (change 3/day), Track +2, True Death (DC 25) **Combat Gear** *Bloodshiv*(+5 [Huntsman Keen Unholy](#) Tiny [Adamantine Shortsword](#)); **Other Gear** [Amulet of Natural Armor](#) +5, [Belt of Incredible Dexterity](#) +4, [Cloak of Resistance](#) +3, [Dust of Sneezing and Choking](#) (4 doses), Tears of Death (7 doses), [Ring of Air Elemental Command](#), [Ring of Invisibility](#)

#### SPECIAL ABILITIES

**Angel of Death (1/day) (Ex)** If Ischadra succeeds in killing a target with her Death Attack she can choose to have the body crumble into dust.

**Bane (+2 / 2d6, 5 rounds/day) (Su)** Ischadra can make her weapon a [bane](#) weapon.

**Bleeding Touch (6/day) (Sp)** Ischadra's [touch](#) attack deals 1d6 [bleeding](#) damage.

**Construct Traits** Ischadra is immune to death effects, [disease](#), [necromancy](#) effects, [paralysis](#), [poison](#), [sleep](#), [stun](#), and any effect that requires a [Fortitude](#) save.

**Deadly Finish** Foes that Ischadra drops to 0 hp must make a DC 23 [Fortitude](#) save or die.

**Death Attack (DC 23) (Ex)** Ischadra can kill or render a target [helpless](#) for 1d6+10 rounds with a prepared sneak attack.

**Detect Alignment (At will) (Sp)** Ischadra can detect chaos, evil, good, or law at will.

**Hidden Weapons (Ex)** Ischadra gains +10 to [Sleight of Hand](#) checks made to hide weapons on her person.

**Hide in Plain Sight (Su)** Ischadra can use [Stealth](#) even while observed, as long as there is a shadow

within 10 feet.

**Improved Uncanny Dodge (Ex)** Ischadra retains her Dexterity bonus to AC when [flat-footed](#). She cannot be [flanked](#) unless the attacker is Level 14+.

**Monster Lore +3 (Ex)** Ischadra has a +3 to [Knowledge](#) checks when identifying the weaknesses of creatures.

**Mute Magic (Su)** Ischadra is mute and casts her spells silently (no verbal component necessary).

**Poison Use** Ischadra never accidentally poisons herself with blades.

**Quiet Death (Ex)** If Ischadra kills a target with her death attack during a [surprise](#) round, she can make an opposed [Stealth](#) vs. [Perception](#) check to avoid it being noticed.

**Sneak Attack +5d6** +5d6 damage if Ischadra flanks her target or her target is [flat-footed](#).

**Solo Tactics (Ex)** Ischadra counts her Teamwork feats as if her allies had the same feats.

**Soul Focus (Su)** Ischadra's soul lives within a focus integrated into a flawless black gemstone embedded into her chest. As long as this soul focus remains intact, it can be used to animate another doll to house Ischadra's soul.

**Sow Terror (DC 21)** If Ischadra's [Stealth](#) beats an opposed [Perception](#) check by 5 or more, her victim must make a DC 21 Will save or be [shaken](#) for 1d4 rounds.

**Susceptible to Mind-Affecting Effects (Ex)** The weakened conviction of a [soulbound doll's](#) soul makes Ischadra susceptible to [mind-affecting effects](#), despite the fact that she is a [construct](#).

**Swift Death (1/day) (Ex)** Ischadra can make a Death Attack without studying the target for 3 rounds.

**Teamwork Feat** (change 3/day) Ischadra can swap her most recent Teamwork feat for another.

**Track +2** Ischadra gains a +2 to [Survival](#) checks to track.

**True Death (DC 25) (Su)** Casting [Raise Dead](#) on a victim of Ischadra's death attack requires a successful DC 25 [caster level](#) check.

**Soulstone** Ischadra's Soulstone grants her the [Advanced](#) Template and enables her to cast [Commune](#) once per day as a 15<sup>th</sup> level caster. See the "Ischadra's Soulstone" entry in the Extras section for additional details.

**Summon Spectral Host (Su)** The God of Murder has granted Ischadra the supernatural ability to summon a mob of ghostly corpse-children to serve her once per day for up to one hour. Ischadra typically summons the spectral host when she wants to punish non-believers and Naelibites that



have strayed from the faith. See the "Spectral Host" entry in the Extras section for details.

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## ISCHADRA, GRANDMOTHER OF ASSASSINS CR 20

Female [Advanced Soulbound Doll Assassin](#) 10/  
[Inquisitor](#) 8 NE Tiny [Construct](#) Init +15; **Senses**  
[Darkvision](#) (60 feet), [Low-Light Vision](#); [Perception](#)  
+20

### DEFENSE

**AC** 28, [touch](#) 20, [flat-footed](#) 20 (+8 [Dex](#), +2 [size](#),  
+8 [natural](#)) **hp** 154 (3d10+18d8+21); Judgment of  
Profane Healing 2 **Fort** +13, **Ref** +19, **Will** +16  
**Defensive Abilities** [Improved Uncanny Dodge](#),  
Judgment of Profane Protection +2; [DR](#) 2/magic,  
Judgment of Profane Resiliency 2: Magic;  
**Immune** [construct traits](#), [ability damage](#), [ability](#)  
[drain](#), [bleeds](#), [energy drain](#), [exhaustion](#), [fatigue](#),  
death and [necromancy](#) effects, [disease](#), [non-lethal](#)  
[damage](#), [paralysis](#), [poison](#), [sleep](#), [stunning](#); **Resist**  
Judgment of Profane Purity +2, Judgment of  
Profane Resistance 6 **Weakness** susceptible to  
[mind-affecting effects](#)

### OFFENSE

**Spd** 20 ft. **Melee** *Bloodshiv* +32/+27/+22/+17  
(1d3+5/17-20/x2) **Space** 2.5 ft.; **Reach** 0 ft. **Special**  
**Attacks** [Bane](#) (+2 / 2d6, 8 rounds/day), Bleeding  
Touch (6/day, 4 rounds), Death Attack (DC 23),  
Judgment of Profane Destruction +3, Judgment of  
Profane Justice +2, Judgment of Profane Piercing  
+3, Judgment of Profane Smiting (Magic, Evil),  
Killing Blow (4 bleed damage) (1/day), Sneak  
Attack +5d6

**Spell-Like Abilities** Bleeding Touch (6/day),  
[Commune](#) (1/day as 15th level caster),  
Detect Alignment (At will), [Discern Lies](#) (8 rounds/  
day), [Levitate](#) (1/day), [Light](#) (3/day), [Mage Hand](#) (3/  
day), [Open/Close](#) (3/day), [Prestidigitation](#) (3 day)  
**Inquisitor Spells Known** (CL 8, +26 melee [touch](#),  
+26 ranged [touch](#)): **3rd** (3/day) [Blood Biography](#)  
(DC 16), [Dispel Magic](#), [Burst of Speed](#) (DC 16)  
**2nd** (5/day) [Knock](#), [Invisibility](#), [Hold Person](#) (DC  
15), [Weapon of Awe](#) (DC 15) **1st** (5/day) [Doom](#) (DC  
14), [True Strike](#) (DC 14), [Command](#) (DC  
14), [Disguise Self](#) (DC 14), [Persuasive Goad](#) (DC  
14) **0th** (at will) [Acid Splash](#), [Bleed](#) (DC 13),  
[Detect Poison](#), [Detect Magic](#), [Brand](#) (DC 13), [Sift](#)

### STATISTICS

**Str** 11, **Dex** 26, **Con** -, **Int** 16, **Wis** 16, **Cha** 14  
**Base Atk** +16; **CMB** +30; **CMD** 32

**Feats** [Agile Maneuvers](#), [Critical Focus](#), [Deadly](#)  
[Finish](#), [Improved Initiative](#), [Outflank](#), [Quick Draw](#),  
Sow Terror (DC 21), [Stealth Synergy](#), [Stealthy](#),  
[Toughness](#), [Weapon Finesse](#), [Weapon Focus](#):  
[Shortsword](#) **Skills** [Acrobatics](#) +32, [Bluff](#) +15,  
[Climb](#) +4, [Craft](#) (Alchemy) +18, [Diplomacy](#) +10,  
[Disguise](#) +10, [Escape Artist](#) +36, [Fly](#) +12,  
[Heal](#) +7, [Intimidate](#) +18, [Knowledge](#) (Arcana) +7,  
[Knowledge](#) (Nature)+7, [Knowledge](#) (Planes) +7,  
[Knowledge](#) (Religion) +20, [Perception](#) +20, [Sense](#)  
[Motive](#) +17, [Sleight of Hand](#) +12, [Spellcraft](#) +7,  
[Stealth](#) +44, [Survival](#) +20, [Use Magic Device](#) +10  
**Modifiers** Monster Lore **Languages** Abyssal,  
Common, Draconic, Infernal **Special Qualities**  
[Alignment](#) Variation, [Angel of Death](#) (1/day), Hidden  
Weapons +10, Hide in Plain Sight, [Inquisitor](#)  
Domain: Murder, [Poison](#) Use, Quiet Death, Second  
Judgment (3/day), Solo Tactics, Soul Focus,  
Swift Death (1/day), Teamwork Feat (change 3/  
day), Track +4, True Death (DC 25) **Combat Gear**  
*Bloodshiv* (+5 [Huntsman](#) [Keen](#) [Unholy](#) Tiny  
[Adamantine Shortsword](#)); **Other Gear** [Amulet of](#)  
[Natural Armor](#) +5, [Belt of Incredible Dexterity](#)  
+4, [Cloak of Resistance](#) +3, [Dust of Sneezing and](#)  
[Choking](#) (4 doses), Tears of Death (7 doses), [Ring](#)  
[of Air Elemental Command](#), [Ring of Invisibility](#)

### SPECIAL ABILITIES

**Angel of Death (1/day) (Ex)** If Ischadra succeeds  
in killing a target with her Death Attack she can  
choose to have the body crumble into dust.

**Bane (+2 / 2d6, 8 rounds/day) (Su)** Ischadra can  
make her weapon a [bane](#) weapon.

**Bleeding Touch (4 rounds, 6/day) (Sp)** Ischadra's  
[touch](#) attack deals 1d6 bleeding damage.

**Construct Traits** Ischadra is immune to death  
effects, [disease](#), [necromancy](#) effects, [paralysis](#),  
[poison](#), [sleep](#), [stun](#), and any effect that requires a  
[Fortitude](#) save.

**Deadly Finish** Foes that Ischadra drops to 0 hp  
must make a DC 23 [Fortitude](#) save or die.

**Death Attack (DC 23) (Ex)** Ischadra can kill or  
render a target [helpless](#) for 1d6+10 rounds with a  
prepared sneak attack.

**Detect Alignment (At will) (Sp)** Ischadra can  
detect chaos, evil, good, or law at will.

**Hidden Weapons (Ex)** Ischadra gains +10 to  
[Sleight of Hand](#) checks made to hide weapons on  
her person.



**Hide in Plain Sight (Su)** Ischadra can use Stealth even while observed, as long as there is a shadow within 10 feet.

**Improved Uncanny Dodge (Ex)** Ischadra retains her Dexterity bonus to AC when flat-footed. She cannot be flanked unless the attacker is Level 14+.

**Killing Blow (4 bleed damage, 1/day) (Su)** Ischadra's critical hits 4 deal additional bleed damage.

**Monster Lore +3 (Ex)** Ischadra has a +3 to Knowledge checks when identifying the weaknesses of creatures.

**Mute Magic (Su)** Ischadra is mute and casts her spells silently (no verbal component necessary).

**Poison Use** Ischadra never accidentally poisons herself with blades.

**Quiet Death (Ex)** If Ischadra kills a target with her death attack during a surprise round, she can make an opposed Stealth vs. Perception check to avoid it being noticed.

**Sneak Attack +5d6** +5d6 damage if Ischadra flanks her target or her target is flat-footed.

**Solo Tactics (Ex)** Ischadra counts her Teamwork feats as if her allies had the same feats.

**Soul Focus (Su)** Ischadra's soul lives within a focus integrated into a flawless black gemstone embedded into her chest. As long as this soul focus remains intact, it can be used to animate another doll to house Ischadra's soul.

**Sow Terror (DC 22)** If Ischadra's Stealth beats an opposed Perception check by 5 or more, her victim must make a DC 22 Will save or be shaken for 1d4 rounds.

**Susceptible to Mind-Affecting Effects (Ex)** The weakened conviction of a soulbound doll's soul makes Ischadra susceptible to mind-affecting effects, despite the fact that she is a construct.

**Swift Death (1/day) (Ex)** Ischadra can make a Death Attack without studying the target for 3 rounds.

**Teamwork Feat (change 3/day)** Ischadra can swap her most recent Teamwork feat for another.

**Track +4** Ischadra gains a +4 to survival checks to track.

**True Death (DC 25) (Su)** Casting *Raise Dead* on a victim of Ischadra's death attack requires a successful DC 25 caster level check.

**Soulstone** Ischadra's Soulstone grants her the Advanced Template and enables her to cast *Commune* once per day as a 15<sup>th</sup> level caster. See the "Ischadra's Soulstone" entry in the Extras section for additional details.

**Summon Spectral Host (Su)** The God of Murder has granted Ischadra the supernatural ability to summon a mob of ghostly corpse-children to serve her once per day for up to one hour. Ischadra typically summons the spectral host when she wants to punish non-believers and Naelibites that have strayed from the faith. See the "Spectral Host" entry in the Extras section for details.

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## Plot Hooks

Use any of the following plot hooks to introduce Ischadra to your PCs.

**The Angel of Death:** During a meeting between the PCs and an important NPC (possibly an influential noble, wealthy merchant, or other high-profile individual), the NPC suddenly gasps in pain, falls over, and promptly crumbles to dust. The NPC was just murdered by Ischadra, a victim of her Angel of Death attack. (Perhaps the NPC was an outspoken critic of the Church of Naelib or the Order of the Ebon Hand.) As the NPC dies, Ischadra suddenly materializes next to the NPC's dusty remains (she was invisible) and regards the PCs silently for a moment before lifting a finger to her stitched-closed lips to warn them to remain silent. Whether or not the PCs attack her, Ischadra flees to the best of her ability. She does not know who the PCs are and does not want to risk herself. If the PCs manage to wound her, she begins stalking them to enact her bloody revenge.

**Suffer the Child:** The PCs are hired to investigate the murder of the headmaster of a local orphanage, whose throat was slit as he slept. Their investigations reveal that the murder was likely committed by one of the orphans, who is now missing. Ischadra has selected the orphan for indoctrination into the Naelibite faith and has absconded with the young child.

**The Tiny Dagger:** The PCs stumble upon a bizarre scene in a darkened alleyway. A lone NPC (possibly a heroic paladin or good-aligned cleric) is facing off against what looks to be a raggedy doll made of sagging human flesh (Ischadra). The NPC has been stabbed with a tiny dagger (this is Ischadra's *Bloodshiv*), which protrudes from the hero's leg. (The dagger is actually lodged in the



hero's thigh-bone.) When the PCs appear the doll-things flees, leaving behind its tiny dagger. The NPC dies a moment later from tears of death poison. If the PCs claim Ischadra's dagger, she eventually returns to collect it and exact revenge against the PCs for intruding on her unholy mission.

**The Blood Scrolls:** The PCs make an incredible archeological find: an ancient translation of the Blood Scrolls of Tzul-Azaar, the mystical writings on which the mythology of the modern Naelibite church is based. A DC 25 Knowledge (Religion) check reveals that this particular translation of the Blood Scrolls is recognizably different from the mythology embraced by most modern Naelibites. A DC 15 Knowledge (Religion) check is enough to deduce that most modern Naelibites would consider these scrolls as nothing short of heresy. If the PCs have the scrolls analyzed by a sage or if they attempt to sell them (they are easily worth 10,000 gp to a university or wealthy collector), the Order of the Ebon Hand catches wind of the transaction. At first the Order gently requests that the PCs turn over the Blood Scrolls as a gesture of good faith. If the PCs refuse, the Order sends a Death Squad (ten Scarlet Acolytes led by a single Ebon Hand Assassin – see the “Order of the Ebon Hand Sample NPCs” section for information on these NPCs) to slay them and collect the scrolls. If the Death Squad fails, Ischadra takes on the job of eliminating the PCs and recovering the Blood Scrolls herself.

## LORE

PCs can learn the following information about Ischadra with the appropriate Knowledge check.

### Knowledge (Arcane)

DC 13: Before you stands a soulbound doll, a sentient creature encased in the form of a doll that contains the fragment of another creature's soul.

DC 18: Soulbound dolls have DR 2 / magic. They also have varied spell-like abilities depending on their alignment.

DC 20: The soul bound to a soulbound doll resides within a focus (usually a gem) integrated into the doll or its clothing. As long as the focus remains intact, it can be used to animate another soulbound

doll with the same personality, memories, and powers.

DC 23: Though soulbound dolls are constructs, they are susceptible to mind-affecting effects.

DC 25: This particular soulbound doll is special and may have advanced or unique powers.

### Knowledge (Local or Religion)

DC 25: The infamous Grandmother of Assassins of the Order of the Ebon Hand, Ischadra Ulhaerah Desveniirva, was murdered by ambitious underlings 500 years ago. She was a devotee of Naelib, the God of Murder.

DC 28: A cabal of Naelibite sorcerer-priests called the Violet Circle resurrected Ischadra 200 years ago and transformed her into a soulbound doll. Ischadra slaughtered the entire Violet Circle and now roams the world as an agent of the God of Murder.

DC 32: Ischadra retains the symbolic title of Grandmother of Assassins in the Order of the Ebon Hand, but she does not retain a true leadership role. Instead, she acts as an enforcer and direct representative of the God of Murder's unholy wrath.

DC 35: Ischadra maintains a vast network of spies and informants called the Grandmother's Eyes. Most of her Eyes are children living in the slums of major urban centers who are blind, diseased, or disabled in some way.

DC 40: Few people know that Ischadra acts as a mentor to exceptionally talented down-on-their-luck orphans and street urchins. Children who survive her training are accepted into the Order of the Ebon Hand as Scarlet Acolytes.

DC 45: To permanently destroy Ischadra, her Soulstone must be cut out of her porcelain body, doused with a vial of holy water, and then targeted by a *Holy Word* spell cast by a good-aligned divine spell-caster of at least 15th level. After that, the Soulstone can be crushed normally and permanently destroyed.

### Knowledge (Religion)

DC 30: The Church of Naelib claims that the God of Murder brought Ischadra back to life in order to punish



Naelib's enemies and weed-out his weak or traitorous worshippers in preparation for the coming of Entropy and the end of the world.

## COMPANIONS

### JAPARETH THE DOLL MAKER

Japareth is a middle-aged elf doll maker and a celebrity of sorts among the well-to-do merchant houses and noble families of a half-dozen kingdoms and principalities. His admirers and patrons appreciate his peerless craftsmanship and attention to detail, but in truth it is Japareth's rapier wit and flair for the dramatic that has earned him his fortune and fame.

Japareth spends half the year travelling between festivals and dinner engagements, rubbing shoulders with the rich and powerful, amusing his hosts with his stimulating conversation and clever antics. Unknown to his fawning admirers, Japareth is also an expert poisoner and assassin devoted to the God of Murder. He is also a loyal friend and confidant of the doll-assassin Ischadra.

Ischadra rescued Japareth from an abusive orphanage when the elf was a young boy. After persuading Japareth to suffocate the orphanage's head mistress in her sleep, Ischadra took the young elf under her wing and indoctrinated him into the faith of the God of Murder. Though Japareth readily embraced the Naelibite faith, his flamboyant and chaotic nature made him a bad candidate for induction into the Order of the Ebon Hand. Instead, Ischadra did something she has never done since: she trained Japareth herself and turned him into a ruthlessly skilled and efficient freelance assassin.

Centuries later, Japareth and Ischadra remain close though they only see each other once or twice a year. Ischadra seeks out Japareth when she needs repairs or modifications made to her doll's body, or when she needs to stock up on poison or information -- two of Japareth's specialties.

Japareth took to doll making as a cover for his true calling and also as a sort of tribute to his friend and former mentor. Today, he no longer accepts murder contracts since his doll making and social engagements earn him more than enough gold. However, Japareth is still an irrepressible sociopath,

### JAPARETH THE DOLL MAKER

CR 9

and he finds it difficult to go for more than a few months without some form of horrific random killing to entertain himself.

Middle-Aged Male [Elf Assassin](#) 3 / [Expert](#) 8  
CE Medium [Humanoid](#) ([Elf](#))  
Init +4; **Senses** [Low-Light Vision](#); [Perception](#) +8

#### DEFENSE

**AC** 22, [touch](#) 15, [flat-footed](#) 17 (+4 [armor](#), +4 [Dex](#), +3 [natural](#), +1 [dodge](#))  
**hp** 47 (11d8) [Fort](#) +3, [Ref](#) +8, [Will](#) +7  
**Defensive Abilities** [Uncanny Dodge](#) ; **Immune** [sleep](#); **Resist** +1 save vs. [poison](#), Elven Immunities

#### OFFENSE

**Spd** 30 ft.  
**Melee** +1 [Returning Wounding Adamantine](#) Dagger +14/+9 (1d4+1/19-20/x2)  
**Ranged** +1 [Returning Wounding Adamantine Dagger](#) +14/+9 (1d4+1/19-20/x2)  
**Special Attacks** Death Attack (DC 15), Sneak Attack +2d6

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 10, **Int** 15, **Wis** 10, **Cha** 16  
**Base Atk** +8; **CMB** +12; **CMD** 23  
**Feats** [Agile Maneuvers](#), [Dodge](#), [Master Craftsman](#): [Craft](#) (Dolls), [Sharp Senses](#), [Weapon Finesse](#), [Weapon Focus](#): Dagger  
**Skills** [Acrobatics](#) +18, [Appraise](#) +4, [Bluff](#) +17, [Climb](#) +4, [Craft](#) (Alchemy) +10, [Craft](#) (Clothing) +14, [Craft](#) (Dolls) +16, [Disable Device](#) +12, [Disguise](#) +9, [Disguise](#) +9, [Intimidate](#) +7, [Knowledge](#) (Local) +13, [Knowledge](#) (Religion) +6, [Perception](#) +8, [Profession](#) (Doll Maker) +10, [Sense Motive](#) +14, [Stealth](#) +23  
**Languages** Common, Elven, Infernal, Sylvan  
**Special Qualities** Elven Magic, Poison Use  
**Combat Gear** +1 [Returning Wounding Adamantine Dagger](#); **Other Gear** [Amulet of Natural Armor](#) +3, [Bracers of Armor](#) +4, [Cloak of elvenkind](#), [Giant Wasp Poison](#) (6 doses), Masterwork Artisan's Tools, Masterwork Thieves' Tools, Noble's Outfit.

#### SPECIAL ABILITIES

**Death Attack** (DC 15) (Ex) Japareth can kill or render a target [helpless](#) for 1d6+3 rounds with a prepared [sneak attack](#).  
**Elven Immunities** +2 save vs. enchantments.  
**Elven Immunities** - [Sleep](#) Japareth is immune to [sleep](#) effects.



**Elven Magic** +2 [racial bonus](#) on caster checks to overcome [spell resistance](#). +2 to [Spellcraft](#) checks to determine properties of a magic item.

**Poison Use** Japareth cannot accidentally [poison](#) himself.

**Sneak Attack** +2d6 +2d6 damage if Japareth flanks his target or his target is [flat-footed](#).

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## NONI

Noni is Ischadra's current keeper, a young half-elf girl who lost her parents in a tragic fire four months ago. The morning after the fire burned her house to the ground, Noni found a mud-covered Ischadra in a nearby alley and has kept the doll ever since.

Though Ischadra has not yet revealed herself as a

NONI

CR 1/3

living being to Noni, the doll-assassin continues to recite the dreadful tenets of the Naelibite faith to the young girl via telepathy as she sleeps. So far, Noni's mind has not snapped under the duress of the terrifying nightmares Ischadra's teachings have spawned.

**Young** Female [Half-Elf](#) [Commoner](#) 2

N Small [Humanoid](#) ([Elf](#), [Human](#))

**Init** +2; **Senses** [Low-Light Vision](#); [Perception](#) +8

### DEFENSE

**AC** 14, [touch](#) 14, [flat-footed](#) 11 (+2 [Dex](#), +1 [size](#), +1 [dodge](#))

**hp** 8 (2d6) [Fort](#) +0, [Ref](#) +2, [Will](#) +1

**Immune** [sleep](#); **Resist** Elven Immunities

### OFFENSE

**Spd** 30 ft. **Melee** [Dagger](#) -2 (1d4-2/19-20/x2)

### STATISTICS

**Str** 6, **Dex** 15, **Con** 10, **Int** 10, **Wis** 12, **Cha** 12

**Base Atk** +1; **CMB** -2; **CMD** 11

**Feats** [Dodge](#), [Simple Weapon Proficiency](#): [Dagger](#), [Skill Focus](#): [Stealth](#)

**Skills** [Bluff](#) +2, [Climb](#) +3, [Perception](#) +8, [Stealth](#) +10

**Languages** Common, Elven

**Special Qualities** Elf Blood

**Combat Gear** [Dagger](#); **Other Gear** Ischadra, Tattered Peasant's Outfit.

### SPECIAL ABILITIES

**Elf Blood** Noni is counted as both an elf and a human for any effect relating to race.

**Elven Immunities** +2 save vs. enchantments.

**Elven Immunities** - [Sleep](#) Noni is immune to [sleep](#) effects.

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EXTRAS

## BLOODSHIV

Ischadra's [shortsword](#) is a +5 [Huntsman](#) [Keen](#) [Unholy](#) [Tiny](#) [Adamantine](#) [Shortsword](#). Bloodshiv's wielder can disguise the sword as a harmless object at will, similar in effect to a [silent image](#) spell (at CL 18). Ischadra typically commands the sword to appear as a tiny, ragged-looking burlap doll.

## ISCHADRA'S SOULSTONE

Ischadra's Soulstone is a nearly flawless blood-red ruby embedded deep within her porcelain torso, easily worth 5,000 gp. The ruby glows ominously and emits a rhythmic sound mimicking a beating heart. The Soulstone contains a fragment of the original Ischadra's bound soul and is the source of her *unholy* existence. Ischadra cannot truly die unless the Soulstone is destroyed. If the Soulstone is placed into another doll, Ischadra's spirit can animate it and allow her to "return to life" like a typical [soulbound doll](#).

Unlike a typical [soulbound doll](#)'s soul gem, Ischadra's Soulstone is imbued with the divine blessings of the God of Murder. Ischadra's Soulstone grants her the [Advanced](#) Template and enables her to cast [Commune](#) once per day as a 15th level caster.

Ischadra's Soulstone is relatively easy to damage ([hardness](#) 8, 12 [hit points](#)), but difficult to permanently destroy. Once reduced to 0 hit points, the Soulstone must be cut out of Ischadra's porcelain body, doused with a vial of [holy water](#), and then targeted by a [Holy Word](#) spell cast by a good-aligned divine spell-caster of at least 15th level. After that, the Soulstone can be crushed normally and permanently destroyed. If none of these extra steps are taken to destroy the Soulstone, it reforms 24 hours later in perfect condition.



## THE SPECTRAL HOST

A translucent cloud of vacant cherubic faces and tiny outstretched hands flows silently toward you, followed by an unmistakable sense of menace.

### THE SPECTRAL HOST

CR 10

XP 9,600

CE tiny [undead](#) ([incorporeal](#), [swarm](#))

Init +7; Senses [darkvision](#) 60 ft., [lifesense](#) 60 ft.; [Perception](#) +12

Aura Aura of Silence (20 ft.)

#### DEFENSE

AC 18, [touch](#) 18, [flat-footed](#) 15 (+5 [deflection](#), +3 [Dex](#))

hp 54 (7d8+14) Fort +4, Ref +8, Will +7

Defensive Abilities all-around vision, [channel resistance](#) +4, [incorporeal](#), [swarm traits](#);

Immune [undead traits](#); SR 18

Weaknesses [light sensitivity](#), sunlight destruction, [swarm traits](#)

#### OFFENSE

Speed fly 40 ft. (good)

Melee [incorporeal swarm](#) (2d6 negative energy plus soul blight)

Space 10 ft.; Reach 0 ft.

Special Attack soul blight (DC 18)

#### STATISTICS

Str —, Dex 16, Con —, Int 10, Wis 14, Cha 14

Base Atk +5; CMB +5; CMD 18

Feats [Combat Reflexes](#), [Improved Initiative](#)

Skills [Fly](#) +18, [Intimidate](#) +10, [Perception](#) +12, [Sense Motive](#) +10, [Stealth](#) +20

Languages Common (cannot speak)

#### SPECIAL ABILITIES

**Aura of Silence** (Su) An aura of unnatural silence emanates from the spectral host out to a distance of 20 feet. This is identical in effect to the [silence](#) spell.

**Soul Blight** (Su) Creatures that sustain damage from the spectral host's negative energy [swarm](#) attack must succeed on a DC 18 [Fortitude](#) save or take 1d4 points of [Constitution drain](#) and 1d4 points of [Wisdom drain](#). The save DC is [Charisma](#)-based.

**Sunlight Destruction** (Ex) A spectral hosts is immediately destroyed when exposed to sunlight (but not in an area of [Daylight](#) or similar spells).

Spectral hosts are the collected spirits of the dead who were all slain by the same powerful supernatural entity. Maddened and enraged at the inability to pass on to their final resting place, these spirits harbor a terrible resentment of the living. This resentment manifests as an all-consuming supernatural hunger for life-force. To assuage their dreadful hunger, spectral hosts seek to draw living beings into their ghostly embrace so they can consume them body and soul.

Light is anathema to spectral hosts, who actively avoid entering brightly lit areas. While magical [light](#) merely dazzles them, true sunlight obliterates them completely.

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## NÆLIB, LORD OF MURDER

**The God of Murder, the Ebon Shroud, the Old Crow, Father of Nightmares, Master of the Scarlet Rune, He Who Reaps Unseen, the God-Slayer**

**Areas of Concern:** Assassins, murder, nightmares, secrets and things unseen

**Domains:** [Darkness](#), [Death](#), [Evil](#), [Knowledge](#), [Madness](#), [Trickery](#)

**Alignment:** NE

**Favored Weapon:** Dagger

Naelib is the god of murder, the bringer of nightmares, the keeper (and finder) of forbidden secrets, and the patron of those who murder for profit or whim, whether that profit is gold or the furthering of an ideology or sinister agenda. His voice is heard in the cawing of a carrion crow and his caress is felt each time a poisoned blade slides into an unsuspecting victim's back. His sign is the dreaded Scarlet Rune, said to bring nightmares and agonizing death to any who look upon it.

Naelib is a notoriously unforgiving god. A worshipper who fails in his duty or falls short of fulfilling an oath is punished mercilessly, for few lessons are remembered with more clarity than those punished with the severing of a finger, the burning of an ear, or the gouging of an eye. Naelib teaches his children to employ coldly logical thought, quiet introspection, and self-restraint rather than yield to senseless rage or fleeting passions. Naelib is also a god of darkness, trickery, and secret lore and is venerated by many dark-hearted rogues, bards who seek forbidden lore, and arcane spellcasters who dabble in black magic.

Legends claim that Naelib was a powerful mortal assassin whose audacious escapades and blasphemous deeds earned him the ire of the gods. His greatest adversary was the god Urakek—an ancient deity of fire, law, and war—who proclaimed holy retribution against Naelib after he sacked the god's most sacred temple and slew his favored high priest. Naelib evaded Urakek's vengeance for many years and continued to desecrate the god's temples and murder his heroes and priests, until Urakek himself, clad in fire and steel, left his heavenly realm to face Naelib in battle. Urakek cornered Naelib in what is now the Valley of Burning Stones,

but the clever assassin had a secret weapon. Naelib had made pacts with the godlike alien beings of the Void and had obtained from them the legendary Nightmare Blade, a dagger empowered with pure Entropy that had the power to slay a divine being. When Naelib slid the Nightmare Blade into Urakek's fiery heart, the astonished god perished and Naelib absorbed his divine essence. Thus was born the God of Murder.

Naelib has been worshipped in some form or another for millennia. Most sages speculate that the earliest forms of Naelibite worship evolved from primitive death cults, though the true origins of the religion have been absorbed by the mythology of the modern Naelibite church. This modern mythology is based on the Blood Scrolls of Tzul-Azaar, which are the recorded teachings of a vampiric oracle who lived some 4,000 years ago in the long lost jungle kingdom of Akaavashakara. Tzul-Azaar claimed that he had been granted a series of divine visions that inspired him to build a holy fortress to honor the God of Murder. This monument was the semi-mythical Citadel of Skulls, the Holy Seat of Naelib. Naelibite history is somewhat ambiguous regarding Tzul-Azaar and the location of the Citadel of Skulls, for the Blood Scrolls were written many years after the vampire oracle's destruction.

Tzul-Azaar preached that the world was born from the primordial chaos of Entropy and that Entropy would eventually return and unmake the world. Only those who accepted the wisdom and protection of Naelib would survive utter annihilation. Those who give their lives unquestioningly to Naelib and help prepare mankind for the end times will gain his protection. Naelib's faithful will survive the cataclysm and will live on as his favored children in the utopian realm of Zelshiin Devonah, Naelib's "Kingdom among the Stars."

The most devout and capable followers of Tzul-Azaar, seventeen in number, became the Seventeen Knives. These mystics helped complete the construction of the Citadel of Skulls and laid the foundation for the modern Naelibite religion. After the Citadel of Skulls was completed, the Seventeen Knives were sent forth to spread the word of Naelib, establish secret cells of worship, and ready mankind for Entropy's return. Tzul-Azaar, his holy



task accomplished, immolated himself in an act of ritual suicide.

What became of the Seventeen Knives is not known, for they spread the faith in utter secrecy. What is known is that Naelibite cults preaching the words of Tzul-Azaar soon appeared in the far corners of the world. Naelibites claim the Seventeen Knives ascended to Zelshiin Devonah after completing their holy mission and became the god's Unseen. The Unseen, who also number seventeen, are the incorporeal daemonic servants of Naelib who act as the god's assassins, messengers, and heralds.

The church of Naelib is far from unified and has no central governing body. Many regional cults and isolated temples exist, many of which are very competitive and sometimes at outright war with one another. The oldest and most powerful of these groups is the infamous Order of the Ebon Hand. Other notorious factions include the desert-dwelling Black Jambiya, the barbaric Blood Lords of the far northern wastes, the cannibal pirates of the Scarlet Shiv, and the ambitious sorcerer-priests of the Violet Circle who were eradicated a century ago by the hand of Ischadra.

The closest to a supreme religious authority is the reclusive, nomadic oracle known as the Voice of Naelib, who most Naelibites regard as the god's direct mortal representative. The revered Voice of Naelib wanders the world visiting the various temples and cults, sharing the will of Naelib. Though the Voice dispenses wisdom and advice to the faithful, he rarely issues a command and remains aloof of cult politics.

Naelibites are typically cold-hearted, paranoid, and suspicious of others. Romantic love is considered a dangerous distraction and is discouraged. Ritual murder and suicide, blood offerings, and the use of hallucinogenic incense are common during Naelibite worship services. Naelibite temples are always hidden and are typically found in subterranean settings, such as the catacombs or sewer systems below a city, an abandoned mine, or a monster-infested dungeon. Priests generally wear black robes and a mask to conceal their identity. These masks vary from cult to cult. The oldest and most commonly used mask is a plain featureless black mask emblazoned with Naelib's Scarlet Rune. Other cults wear masks that resemble humanoid

skulls or the face of some terrible monster or fiend. Recently, some newly formed cults have begun to wear masks crafted from the expertly played face a recent victim.

The late autumn festival of Darkenfeast, though now celebrated by people in many lands as a festival honoring the dead, was originally created by the church of Naelib. This two week-long festival of drinking, debauchery, and wearing of costumes was originally meant to honor the victims sacrificed to Naelib and to revel in the glory of life before the inevitable coming of Entropy. During the 14 days of Darkenfeast, Naelibites are forbidden to commit murder and are instead encouraged to put away their daggers and enjoy themselves. The Darkenfeast festival culminates with Bloodmass, the holiest night of the Naelibite calendar. Each year on this night, a temple's high priest selects one or more local high profile victims that must be slain before midnight the following day.

## ORDER OF THE EBON HAND

### [FACTION]

**Alignment:** NE

**Headquarters:** The Monastery of Silenced Screams

**Leader:** The Grandfather of Assassins

**Prominent Members:** Ischadra

**Structure:** Ancient order of assassins who are fanatically devoted to Naelib the God of Murder

**Scope:** Regional

**Resources:** Numerous secret monasteries, subterranean temples, and safe houses in multiple cities

The ancient Order of the Ebon Hand was established six hundred years ago by identical twin assassins Haravar and Heraxeen, who claimed they were direct descendants of one of Tzul-Azaar's Seventeen Knives. For its first few decades the Ebon Hand was just one of several Naelibite cults in the region, until the cult amassed a great deal of wealth and influence and began to expand. Within a few short (and bloody) years the Ebon Hand absorbed or exterminated all of the rival Naelibite cults to become the largest and most powerful Naelibite faction in the world.



Known for wielding cruelly-hooked sickles and wearing featureless black masks emblazoned with the terrible Scarlet Rune, the members of the Ebon Hand are considered religious extremists even by other Naelibites. The patience and mental resolve of the Ebon Hand's assassins are legendary. They are utterly devoted to the God of Murder and are always eager to prove their piety by accepting suicide missions or by acts of ritual suicide for even the smallest gain for their cause. Advancement in the Ebon Hand usually occurs by ritual assassination, which can take the form of a formal duel or a surreptitious murder. The death of the intended target is considered a sign of Naelib's approval.

The Ebon Hand recruits new members by taking in orphans, kidnapping children, or by blackmailing a family into turning over their own offspring. These children are raised in lightless chambers and are not permitted to see the light of day. On the eve of the child's seventeenth birthday, they are assigned a mission by the cult's leader, who usually bears the title of Ebon Hand Master. Those who succeed in their mission become Scarlet Acolytes. Those who fail and survive the mission are forced to commit ritual suicide.

### Goals

The Order of the Ebon Hand seeks to increase its own wealth and influence by performing church sanctioned and freelance assassinations that further the interests of the God of Murder. The Ebon Hand remains watchful and ever-vigilant for signs of Entropy's return, and its members constantly work to sharpen their bodies and minds in order to better perform their duties and please the God of Murder.

### Public Perception

The mere mention of the Order of the Ebon Hand is enough to inspire quiet terror among the common folk. Due to the secretive nature of the Naelibite religion, most people outside of the Order of the Ebon Hand know next to nothing of the cult's agenda or inner workings. Most people believe the cult's members are murderous lunatics or wanton cold-blooded killers. Since Naelibite worship is punishable by death in most lawful realms, the Order of the Ebon Hand is almost universally feared and despised. Even in regions where the Naelibite

faith is tolerated, the local rulers usually condemn the Ebon Hand publically even if they secretly employ the cult's assassins.

## ORDER OF THE EBON HAND SAMPLE NPC'S

### SCARLET ACOLYTE

*These wild-eyed killers are feared throughout civilized lands for their fanatical devotion to the God of Murder. They are always eager to prove their devotion by taking on suicide missions or taking their own lives in acts of ritual suicide for even the smallest gain for their cause.*

#### SCARLET ACOLYTE

CR 1

Male or Female [Human Rogue](#) ([Sanctified Rogue](#)) 2

NE Medium [Humanoid](#)

Init +2; Senses [Perception](#) +5

#### DEFENSE

AC 14, [touch](#) 13, [flat-footed](#) 11 (+1 [armor](#), +2 [Dex](#), +1 [dodge](#))

hp 13 (2d8) [Fort](#) +0, [Ref](#) +5, [Will](#) +1

Defensive Abilities [Evasion](#)

#### OFFENSE

Spd 30 ft.

Melee Masterwork Sickle +4 (1d6/20/x2) or Dagger +3 (1d4/19-20/x2)

Ranged Dart +3 (1d4/20/x2) or Dagger +3 (1d4/19-20/x2)

Special Attacks [Bleeding Attack](#) +1, Sneak Attack +1d6

#### STATISTICS

Str 10, Dex 14, Con 11, Int 9, Wis 13, Cha 8

Base Atk +1; CMB +1; CMD 14

Feats [Dodge](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +7, [Appraise](#) +3, [Bluff](#) +4, [Climb](#) +5, [Diplomacy](#) +3, [Disable Device](#) +7, [Disguise](#) +4, [Escape Artist](#) +6, [Intimidate](#) +4, [Perception](#) +5, [Sense Motive](#) +5, [Stealth](#) +7

Languages Common

Special Qualities [trapfinding](#) +1

Combat Gear Dagger, Darts (5),

Masterwork Sickle, Quilted Cloth Armor; Other



**Gear** Antitoxin, [Black Adder Venom](#) (1d3 doses), [Greenblood Oil](#) (1 dose), Featureless Black Mask, Thieves' Tools

#### SPECIAL ABILITIES

**Bleeding Attack +1** (Ex) Sneak attacks also deal 1 [bleed](#) damage per round.

**Evasion** (Ex) If the Scarlet Acolyte succeeds at a [Reflex](#) save for half damage, she takes no damage instead.

**Sneak Attack +1d6** +1d6 damage if the Scarlet Acolyte flanks her target or her target is flat-footed.

**Trapfinding +1** +1 to find or disable traps.

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## EBON HAND ASSASSIN

*These seasoned murderers demand high prices for*

### EBON HAND ASSASSIN



*their services. They often lead death squads of a half-dozen or more Scarlet Acolytes.*

Male or Female [Human Assassin](#) 1 / [Inquisitor](#)

3 / [Rogue](#) ([Sanctified Rogue](#)) 3

NE Medium [Humanoid](#)

**Init** +9; **Senses** [Perception](#) +8

#### DEFENSE

**AC** 20, [touch](#) 16, [flat-footed](#) 15 (+3 [armor](#), +4 [Dex](#), +1 [natural](#), +1 [deflection](#), +1 [dodge](#))

**hp** 45 (7d8+7); Judgment of Profane Healing 2

**Fort** +5, **Ref** +9, **Will** +5

**Defensive Abilities** [Evasion](#), Judgment of Profane Protection +1, [Trap Sense](#) +1; **DR:** Judgment of Profane Resiliency 1/Magic; Resist Judgment of Profane Purity +1, Judgment of Profane Resistance 4

#### OFFENSE

**Spd** 40 ft.

**Melee** +2 Sickle +10 (1d6+3/20/x2) or Dagger +8 (1d4+1/19-20/x2)

**Ranged** Dart +8 (1d4+1/20/x2) or Dagger +8 (1d4+1/19-20/x2)

**Special Attacks** [Bleeding Attack](#) +3, Bleeding Touch (4/day), Death Attack (DC 12), Judgment of Profane Destruction +2, Judgment of Profane Justice +1, Judgment of Profane Piercing +2,

Judgment of Profane Smiting (Magic), Sneak Attack +3d6

**Spell-Like Abilities** Bleeding Touch (4/day), Detect [Alignment](#) (At will)

**Inquisitor Spells Known** (CL 3, +8 melee [touch](#), +8 ranged [touch](#)): **1st** (4/day) [Shield of Faith](#) (DC 12), [True Strike](#) (DC 12), [Disguise Self](#) (DC 12), [Ear-Piercing Scream](#) (DC 12) **0th** (at will) [Acid Splash](#), [Bleed](#) (DC 11), [Detect Poison](#), [Detect Magic](#), [Brand](#) (DC 11), [Sift](#)

#### STATISTICS

**Str** 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 10

**Base Atk** +4; **CMB** +8; **CMD** 21

**Feats** [Agile Maneuvers](#), [Combat Reflexes](#), [Dodge](#), [Improved Initiative](#), [Outflank](#), [Weapon Finesse](#)

**Skills** [Acrobatics](#) +14, [Appraise](#) +5, [Bluff](#) +9, [Climb](#) +10, [Diplomacy](#) +10, [Disable Device](#) +13, [Disguise](#) +10, [Escape Artist](#) +11, [Intimidate](#) +8, [Perception](#) +8, [Sense Motive](#) +7, [Sleight of Hand](#) +8, [Stealth](#) +13, [Survival](#) +5, [Swim](#) +5, [Use Magic Device](#) +6

**Languages** Common, Daemonic

**Special Qualities** Forbidden Lore, [Inquisitor](#) Domain: Murder, Judgment (1/day), [Misdirection](#): True Neutral, Necessary Lies, Poison Use, Solo Tactics, Teamwork Feat (change 1/day), [trapfinding](#) +1

**Combat Gear** +2 Quilted Cloth Armor, +2 Sickle, Dagger, Dart (5); **Other Gear** [Amulet of Natural Armor](#) +1, Antitoxin (vial), [Boots of Striding and Springing](#), [Black Adder Venom](#) (1d4 doses), [Greenblood Oil](#) (1d4 doses), [Potion of Blur](#), [Potion of Cat's Grace](#), [Potion of Invisibility](#), [Ring of Protection](#) +1, Featureless Black Mask, Masterwork Thieves' Tools.

#### SPECIAL ABILITIES

**Bleeding Attack +3** (Ex) Sneak attacks also deal 3 [bleed](#) damage per round.

**Bleeding Touch** (4/day for 1 round) (Sp) Melee [touch attack](#) deals 1d6 [bleeding](#) damage.

**Death Attack (DC 12)** (Ex) Ebon Hand Assassin can kill or render a target [helpless](#) for 1d6+1 rounds with a prepared [sneak attack](#).

**Detect Alignment** (At will) (Sp) *Detect chaos*, evil, good, or law at will.

**Evasion** (Ex) If the Ebon Hand Assassin succeeds at a [Reflex](#) save for half damage, she takes no damage instead.

**Forbidden Lore** (Ex) May cast spells of [alignment](#) opposed to own or deity [alignment](#).

**Misdirection** (Sp) Each day when the Ebon



Hand [Assassin](#) prepares spells, she may choose an [alignment](#). She detects as that [alignment](#) as if she had cast [Misdirection](#) on a creature with that [alignment](#) (this does not change any [divination](#) results about her other than her [alignment](#)).

**Necessary Lies** (Su) Gains a +3 bonus to saves vs. abilities that detect lies or force truth.

**Poison Use** Ebon Hand Assassins cannot accidentally [poison](#) themselves.

**Sneak Attack** +3d6 +3d6 damage if the Ebon Hand [Assassin](#) flanks her target or her target is [flat-footed](#).

**Solo Tactics** (Ex) Count Teamwork feats as if the Ebon Hand [Assassin](#)'s allies had the same feats.

**Teamwork Feat** (change 1/day) The Ebon Hand [Assassin](#) can swap her most recent Teamwork feat for another.

**Trap Sense** +1 (Ex) +1 bonus on [Reflex](#) saves and AC against traps.

**Trapfinding** +1 +1 to find or disable traps.

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## EBON HAND MASTER

*These revered assassins have murdered their way into high-ranking positions in the Order of the Ebon Hand. They rarely take on contracts, and when they do their fees are exorbitant. Most Ebon Hand Masters rule individual cult cells and command*

### EBON HAND MASTER

CR 9

numerous Scarlet Acolytes and Ebon Hand Assassins. A rare few Ebon Hand Masters choose to follow the Path of the Scarlet Slayer. These lone assassins live hermit-like existences in their quest for spiritual perfection.

Male or Female [Human Assassin](#) 4 / [Inquisitor](#) 3 / [Rogue](#) ([Sanctified Rogue](#)) 3

NE Medium [Humanoid](#)

Init +11; **Senses** [Perception](#) +10

### DEFENSE

**AC** 23, [touch](#) 18, [flat-footed](#) 17 (+3 [armor](#), +5 [Dex](#), +2 [natural](#), +2 [deflection](#), +1 [dodge](#))

**hp** 63 (10d8+10); Judgment of Profane Healing 2

**Fort** +6, **Ref** +11, **Will** +7

**Defensive Abilities** Evasion, Judgment of Profane Protection +1, [Trap Sense](#) +1, Uncanny Dodge; **DR** Judgment of Profane Resiliency 1: Magic; **Resist** +2 Save Bonus against [Poison](#),

Judgment of Profane Purity +1, Judgment of Profane Resistance 4

### OFFENSE

**Spd** 30 ft.

**Melee** +3 [Agile Sickle](#) +16/+11 (1d6+8/20/x2) or +1 [Dagger](#) +13/+8 (1d4+2/19-20/x2) **Ranged** [Dart](#) +12/+7 (1d4+1/20/x2) or +1 [Dagger](#) +13/+8 (1d4+2/19-20/x2)

**Special Attacks** [Bleeding Attack](#) +4, Bleeding Touch (5/day), Death Attack (DC 16), Judgment of Profane Destruction +2, Judgment of Profane Piercing +2, Judgment of Profane Smiting (Magic), Sneak Attack +4d6

**Spell-Like Abilities** Bleeding Touch (5/day), Detect Alignment (At will)

**Inquisitor Spells Known** (CL 3, +12 melee [touch](#), +12 ranged [touch](#)): **1st** (4/day) [Shield of Faith](#) (DC 13), [True Strike](#) (DC 13), [Disguise Self](#) (DC 13), [Ear-Piercing Scream](#) (DC 13)

**0th** (at will) [Acid Splash](#), [Bleed](#) (DC 12), [Detect Poison](#), [Detect Magic](#), [Brand](#) (DC 12), [Sift](#)

### STATISTICS

**Str** 12, **Dex** 21, **Con** 13, **Int** 14, **Wis** 14, **Cha** 15

**Base Atk** +7; **CMB** +12; **CMD** 26

**Feats** [Agile Maneuvers](#), [Combat Reflexes](#), [Dodge](#), [Improved Initiative](#), [Outflank](#), [Weapon Finesse](#), [Weapon Focus](#): Sickle

**Skills** [Acrobatics](#) +18, [Appraise](#) +8, [Bluff](#) +10, [Climb](#) +10, [Craft](#) (Alchemy) +8, [Diplomacy](#) +15, [Disable Device](#) +15, [Disguise](#) +10, [Escape Artist](#) +12, [Intimidate](#) +10, [Knowledge](#) (Arcana) +6, [Knowledge](#) (Dungeoneering) +6, [Knowledge](#) (Local) +10, [Knowledge](#) (Nature) +6, [Knowledge](#) (Religion) +8, [Perception](#) +10, [Sense Motive](#) +10, [Sleight of Hand](#) +9, [Spellcraft](#) +6, [Stealth](#) +18, [Survival](#) +9, [Swim](#) +5, [Use Magic Device](#) +7

**Languages** Common, Daemonic, Infernal

**Special Qualities** Forbidden Lore, Hidden Weapons +4, [Inquisitor](#) Domain: Murder, Judgment (1/day), [Misdirection](#): True Neutral, Necessary Lies, Poison Use, Solo Tactics, Teamwork Feat (change 2/day), [trapfinding](#) +1, True Death (DC 19)

**Combat Gear** +1 [Dagger](#), +2 Quilted Cloth Armor, +3 [Agile Sickle](#), [Dart](#) (5); **Other Gear** [Amulet of Natural Armor](#) +2, Antitoxin (vial), [Belt of Incredible Dexterity](#) +2, [Boots of Speed](#), Black Adder Venom (1d4+1 doses), [Greenblood Oil](#) (1d4+1 doses), [Oil of Taggit](#) (1d6 doses), Purple Worm Venom (1d3 doses), [Potion of Blur](#), [Potion of Cat's Grace](#), [Potion of Invisibility](#), [Ring of Feather](#)



Falling, Ring of Protection +2, Masterwork Thieves' Tools

#### SPECIAL ABILITIES

**+2 Save Bonus against Poison** +2 bonus to saves vs. poison.

**Bleeding Attack +4** (Ex) Sneak attacks also deal 4 bleed damage per round.

**Bleeding Touch (5/day for 1 round)** (Sp) Melee touch attack deals 1d6 bleeding damage.

**Death Attack (DC 16)** (Ex) Ebon Hand Masters can kill or render a target helpless for 1d6+4 rounds with a prepared sneak attack.

**Detect Alignment** (At will) (Sp) Detect chaos, evil, good, or law at will.

**Evasion** (Ex) If the Ebon Hand Master succeeds at a Reflex save for half damage, she takes no damage instead.

**Forbidden Lore** (Ex) May cast spells of alignment opposed to own or deity alignment.

**Hidden Weapons +4** (Ex) Ebon Hand Masters gain +4 to Sleight of Hand checks made to hide weapons on her person.

**Improved Uncanny Dodge** (Ex) Retain Dex bonus to AC when flat-footed. Ebon Hand Masters cannot be flanked unless the attacker is Level 12+.

**Misdirection** (Sp) Each day when the Ebon Hand Master prepares spells, she may choose an alignment. She detects as that alignment as if she had cast Misdirection on a creature with that alignment (this does not change any divination results about her other than her alignment).

**Necessary Lies** (Su) Gain bonus to saves vs. abilities that detect lies or force truth.

**Outflank** (Ex) Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an Attack of Opportunity if the Ebon Hand Master scores a critical hit against the target.

**Poison Use** Ebon Hand Masters cannot accidentally poison themselves.

**Sneak Attack +4d6** +4d6 damage if the Ebon Hand Master flanks her target or her target is flat-footed.

**Solo Tactics** (Ex) Count Teamwork feats as if the Ebon Hand Master's allies had the same feat. Teamwork Feat (change 2/day) The Ebon Hand Master can swap her most recent Teamwork feat for another.

**Trap Sense +1** (Ex) +1 bonus on Reflex saves and AC against traps.

**Trapfinding +1** +1 to find or disable traps.

**True Death (DC 19)** (Su) Casting Raise Dead on a victim of an Ebon Hand Master's death attack requires a successful DC 19 caster level check.

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## GRANDFATHER OF ASSASSINS

*The Order of the Ebon Hand is traditionally ruled by the Grandfather or Grandmother of Assassins. The current Grandfather is a dwarf who left his clan*

### GRANDFATHER OF ASSASSINS

CR 15

*name behind many years ago. He has ruled the Order of the Ebon Hand for close to three decades from the order's legendary mountain stronghold, the Monastery of Silenced Screams. It would take a truly extravagant contract to enlist the services of the Grandfather of Assassins, though he has been known to personally deal with powerful foes of the order.*

Male Dwarf Assassin 9 / Inquisitor 4 / Rogue (Sanctified Rogue) 3

NE Medium Humanoid (Dwarf)

Init +15; Senses Darkvision (60 ft.); Perception +15

#### DEFENSE

**AC** 29, touch 22, flat-footed 20 (+3 armor, +8 Dex, +4 natural, +3 deflection, +1 dodge)

**hp** 179 (16d8+96); Judgment of Profane Healing 2

**Fort** +18, **Ref** +21, **Will** +15

**Defensive Abilities** Defensive Training, Evasion, Improved Uncanny Dodge (Lv >=16), Judgment of Profane Protection +1, Trap Sense +1; **DR** Judgment of profane Resiliency 1: Magic; **Resist** +4 Save Bonus against Poison, Judgment of Profane Purity +1, Judgment of Profane Resistance 4

#### OFFENSE

**Spd** 20 ft.

**Melee** +5 Unholy Sickle +23/+18/+13 (1d6+7/19-20/x2) and +1 Vorpal Sickle +19 (1d6+2/19-20/x2)

**Ranged** +1 Returning Dart +20/+15/+10 (1d4+3/20/x2)

**Special Attacks** Bleeding Attack +7, Bleeding Touch (6/day), Death Attack (DC 22), Judgment of Profane Destruction +2, Judgment of Profane Justice +1, Judgment of Profane Piercing +2, Judgment of Profane Smiting (Magic), Sneak Attack +7d6

**Spell-Like Abilities** Bleeding Touch (6/day), Detect Alignment (At will)

**Inquisitor Spells Known** (CL 4, +19 melee touch,



**Base Atk +11; CMB +19; CMD 35**

**Feats** [Agile Maneuvers](#), [Combat Reflexes](#), [Dodge](#), [Improved Critical: Sickie](#), [Improved Initiative](#), [Outflank](#), Two-weapon Fighting, [Weapon Finesse](#), [Weapon Focus: Sickie](#)

**Skills** [Acrobatics](#) +27, [Appraise](#) +10, [Bluff](#) +13, [Climb](#) +12, [Craft](#) (Alchemy) +12, [Diplomacy](#) +18, [Disable Device](#) +19, [Disguise](#) +12, [Escape Artist](#) +15, [Intimidate](#) +14, [Knowledge](#)(Arcana) +7, [Knowledge](#) (Dungeoneering) +7, [Knowledge](#) (Local) +12, [Knowledge](#) (Nature) +7, [Knowledge](#) (Religion) +10, [Linguistics](#) +8, [Perception](#) +15, [Ride](#) +12, [Sense Motive](#) +11, [Sleight of Hand](#) +12, [Spellcraft](#) +7, [Stealth](#) +27, [Survival](#) +14, [Swim](#) +6, [Use Magic Device](#) +10

**Languages** Common, Daemonic, Dwarven, Giant, Goblin, Infernal, Undercommon

**Special Qualities** Forbidden Lore, Greed, Hardy +2, Hatred, Hidden Weapons +9, Hide in Plain Sight, Inquisitor Domain: Murder, Judgement (2/day), Misdirection, Necessary Lies, Poison Use, Quiet Death, Slow and Steady, Solo Tactics, Stability, Stonecunning +2, Swift Death (1/day), Teamwork Feat (change 3/day), Trapfinding +1, True Death (DC 24)

**Combat Gear** +1 *Returning Dart* (3), +1 [Vorpal Sickie](#), +2 *Dagger*, +2 *Quilted Cloth Armor*, +5 [Unholy Sickie](#); **Other Gear** [Amulet of Natural Armor](#) +4, Antitoxin (vial), [Belt of Physical Might](#) DEX & CON +6, [Boots of Speed](#), [Cloak of Resistance](#) +4, [Black Adder Venom](#) (6 doses), [Black Lotus Extract](#) (2 doses), [Greenblood Oil](#) (5 doses), [Hag Spit](#) (2 doses), [Oil of Taggit](#) (6 doses), [Purple Worm](#) Venom (4 doses), Tears of Death (2 doses), *Potion of [Blur](#)*, *Potion of [Cat's Grace](#)*, *Potion of [Invisibility](#)*, *[Ring of Feather Falling](#)*, *[Ring of Protection](#)* +3, Masterwork Thieves' Tools

#### SPECIAL ABILITIES

**Bleeding Attack** +7 (Ex) Sneak attacks also deal 7 [bleed](#) damage per round.

**Bleeding Touch** (6/day for 2 rounds) (Sp) Melee [touch attack](#) deals 1d6 bleeding damage.

**Death Attack (DC 22)** (Ex) The Grandfather of Assassins can kill or render a target [helpless](#) for 1d6+9 rounds with a prepared [sneak attack](#).

**Evasion** (Ex) If the Grandfather of Assassins succeeds at a [Reflex](#) save for half damage, he takes no damage instead.

**Forbidden Lore** (Ex) May cast spells of [alignment](#) opposed to own or deity [alignment](#).

**Hidden Weapons** +9 (Ex) The Grandfather of Assassins gains +9 to [Sleight of Hand](#) checks made to hide weapons on his person.

**Hide in Plain Sight** (Su) The Grandfather of Assassins can use [Stealth](#) even while observed, as long as there is a shadow within 10 feet.

**Improved Uncanny Dodge** (Ex) Retain DEX bonus to AC when [flat-footed](#). The Grandfather of Assassins cannot be [flanked](#) unless the attacker is Level 16+.

**Misdirection** (Sp) Each day when the Grandfather of Assassins prepares spells, he may choose an [alignment](#). He detects as that [alignment](#) as if he had cast [Misdirection](#) on a creature with that [alignment](#) (this does not change any [divination](#) results about him other than her [alignment](#)).

**Necessary Lies** (Su) Gain bonus to saves vs. abilities detecting lies or forcing truth.

**Poison Use** The Grandfather of Assassins cannot accidentally [poison](#) himself.

**Quiet Death** (Ex) If the Grandfather of Assassins kills a target with his death attack during a [surprise](#) round, he can make an opposed [Stealth](#) vs. [Perception](#) check to avoid it being noticed.

**Sneak Attack** +7d6 +7d6 damage if the Grandfather of Assassins flanks his target or his target is [flat-footed](#).

**Solo Tactics** (Ex) Count Teamwork feats as if the Grandfather of Assassins' allies had the same feat.

**Swift Death (1/day)** (Ex) The Grandfather of Assassins can make a Death Attack without studying the target for 3 rounds.

**Teamwork Feat (change 3/day)** Swap the most recent Teamwork feat for another.

**Trap Sense +1** (Ex) +1 bonus on reflex saves and AC against traps.

**Trapfinding +1** +1 to find or disable traps.

**True Death** (DC 24) (Su) Casting [Raise Dead](#) on a victim of the Grandfather of Assassins' death attack requires a successful DC 24 [caster level](#) check.

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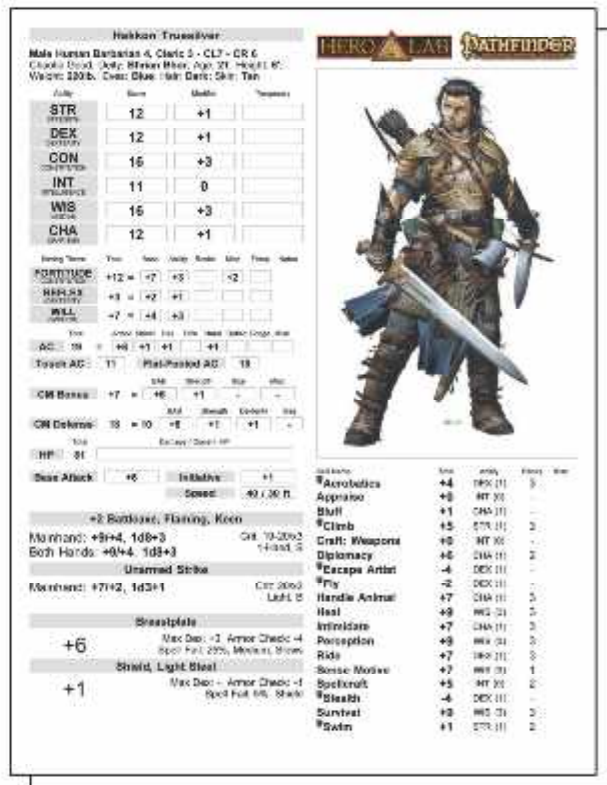
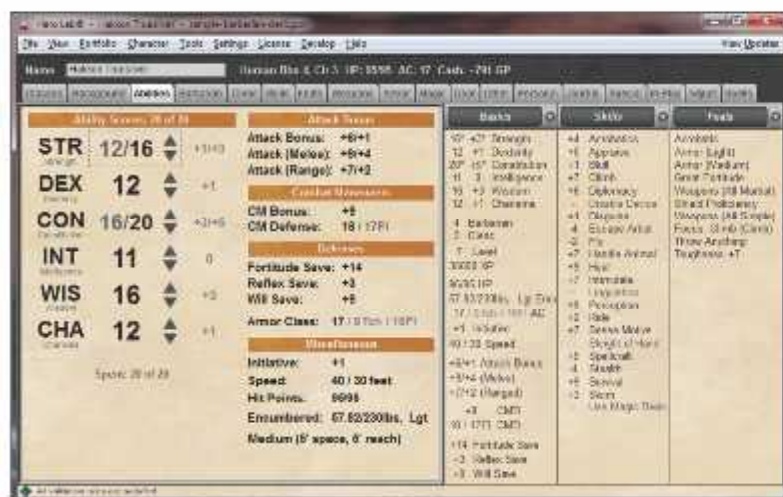
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