

Aquilae: Bestiary of the Realm

Skeleton

A Unique Monster
from the world of *Dark Obelisk*



By J. Evans Payne



Colophon

Author

J. Evans Payne

Item Art

Kim van Deun (www.eyesInTheForest.com)

Iconography

J. Payne

Design & Concept

Jason Payne

Developer

Jason E. Payne

Producer

Jason Evans Payne

Editor

J. E. Payne

Layout and Graphic Design

Jason E. P.

Cover Art and Logos

Enyap Nosaj

Cartography

J. Evans Payne

Typesetting

J. Snave Enyap

Proofreading

Beattin A. Dedhaurs

Indexing

Microsoft Word

Infinium Game Studio is:

CEO

J. Evans Payne

Creative Director

J. Evans Payne

Lead Editor

J. Evans Payne

VP Marketing & Sales

J. Evans Payne

CFO

J. Evans Payne

Artistic Director

J. Evans Payne

Legal Stuff

Aquillae: Bestiary of the Realm: Skelettin (Pathfinder) © 2017 J. Evans Payne.

Reproduction without the written permission of the author is expressly forbidden. Dark Obelisk, Skelettin, Berinnecorte, and Aquillae are trademarks of Infinium Game Studio, All rights reserved.

All characters, names, places, items, art and text herein are copyrighted by J. Evans Payne. The mention of or reference to

any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this

product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Table of Contents

Colophon	2	Notes & Conventions.....	5
Infinium Game Studio is:.....	2	<i>PC Replacement Opportunities</i>	5
Legal Stuff.....	2	<i>Variable Challenge</i>	5
Table of Contents	3	<i>Experience Points and Reward Nuggets</i>	6
More Artifacts & Artifice	3	"Quadded" Stat Blocks.....	7
About Infinium Game Studio	4	<i>Quadded Challenge Blocks</i>	7
Values and Key Differences.....	4	Abhorrent Naginata.....	9
Introduction	5	Xanaphia (Rogue Assassin).....	15
What Is This Book?.....	5	Open Gaming License (OGL)	18
<i>Other Material & Integration</i>	5	Version History.....	18

More Bestiary

Like what you see here? Check out the Kickstarter for **Aquillae; Bestiary of the Realm**, from **Infinium Game Studio** and **Glamour Games**.

A massive hardcover tome of dozens of magical items, artifacts, spells, and more, **Artifacts & Artifice** is this book's single example of a single weapon... expanded into a huge assortment of instantly-usable weapons, armor, devices, and other arcane trinkets.

Each entry will have the lavish detail demonstrated in the case of the *abhorrent naginata*: detailed description, background, mechanics, generalized game effects, history, NPC wielders, Rumors & Lore, and Quests related to the item.

As of this writing, you may support the **Kickstarter** here:

[Coming soon!](#)

About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page source-book be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- An introduction to the *Aquillae: Bestiary of the Realm* line of products from **Infinium Game Studios**.
- A monster that's instantly usable—either in the context of the **Dark Obelisk** adventure path, any other adventure in the *Aquillae* campaign setting, or indeed in any campaign setting or adventure of your choosing.
- Rules for using **Quadded Statblocks** in your game.

Other Material & Integration

This *Aquillae: Bestiary of the Realm* book is not required to play any **Dark Obelisk** adventure, or any adventure in the *Realm of Aquillae* campaign setting.

Likewise, using this book is completely independent of any other

Similarly, to the point of several of the items on the list above, it is not required to have a copy of any **Dark Obelisk** adventure materials to enjoy and make use of the contents of this list of PCs.

That said, having both works in front of you and using them together will realize the greatest benefit of this book.

Notes & Conventions

Below please find some visual conventions used in this document.

Variable Challenge

Most modules and content are designed specifically for a certain level of PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

“Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adven-

ture have four separate sets of statistics.



These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.



Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4.



Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.



Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.



Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinn corte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Skelettin

CR 6; XP 2,400

i Description

Essentially an undead, skeletonized **Ettin**, these creatures are massive, lumbering monstrosities with a taste for carnage.

Commonly found among other, lesser undead, **Skelettins** are typically created intentionally by those with necromantic powers, either as servants or simply to sow chaos.

i Appearance

This formidable monster is a giant-sized, two-headed brute. A **Skelettin** is an animated skeleton of a regular **Ettin**, typically garbed and armed in a manner similar to that in life.

u Habitat & Environment

Skelettins may be found in any environment.








Due to their undead nature, they are commonly found in caves and caverns, though their size makes placement in such locales limited to large chambers.

Necromancers and beasts with underground lairs favor **Skelettins** as slaves and guards.

⚔ Combat Tactics

Like most undead, **Skelettins** will attack perceived enemies to the death. If controlled or otherwise under another's power, their master may of course override this instinct.



	 Low	 Moderate	 Advanced	 Elite
 General				
CR / XP	CR 6; XP 2,400	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Ettin (Skeleton); NE Large undead (giant, mindless)		Male or Female Ettin (Skeleton, Advanced); NE Large undead (giant, mindless)	Male or Female Ettin (Skeleton, Advanced, Giant); NE Huge undead (giant, mindless)
Class	Humanoid 10 / Undead 1	Humanoid 12 / Undead 2	Humanoid 14 / Undead 3	Humanoid 16 / Undead 4
Initiative	+4	+4	+6	+5
Senses	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +23; Darkvision 60 ft.; Low-Light Vision	Perception +25; Darkvision 60 ft.; Low-Light Vision
 Defense				
Armor Class	AC 21, touch 9, ff 21 (-1 size, +10 natural, +2 leather armor)	AC 25, touch 9, ff 25 (-1 size, +10 natural, +6 agile breastplate)	AC 30, touch 9, ff 30 (-1 size, +12 natural, +9 half-plate armor)	AC 36, touch 9, ff 35 (-2 size, +1 Dex, +16 natural, +11 full-plate armor +2)
hp / HD	54 (10d8)+(1d8)	65 (12d8)+(2d8)	75 (14d8)+(3d8)	86 (16d8)+(4d8)
Saves	Fort +7, Ref +3, Will +7	Fort +8, Ref +4, Will +9	Fort +10, Ref +7, Will +11	Fort +11, Ref +7, Will +13
Defensive Abilities	DR 5/bludgeoning; Immune Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
 Offense				

	⊠ Low	⊠ Moderate	⊠ Advanced	⊠ Elite
Movement	Speed 40 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Melee flail (large) +12/+7 (2d6+6) or Ranged javelin (large) +6/+1 (1d8+6)	Melee masterwork flail (large) +17/+12 (2d6+7) or Ranged javelin (large) +9/+4 (1d8+7)	Melee +1 advancing flail (large) +21/+16/+11 (2d6+10) or Ranged javelin (large) +13/+8/+3 (1d8+9)	Melee +2 flaming burst flail (huge) +28/+23/+18 (3d6+14) or Ranged +1 javelin (huge) +15 (2d6+13)
Space / Reach	Space 10 ft.; Reach 10 ft.			Space 15 ft.; Reach 15 ft.
Special Attacks	Superior Two-Weapon Fighting			
📖 Statistics				
Ability Scores	Str 23, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 24, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 29, Dex 14, Con *, Int *, Wis 14, Cha 10	Str 34, Dex 12, Con *, Int *, Wis 14, Cha 10
Core Attack	Base Atk +7; CMB +14 (+16 overrun); CMD 24 (26 vs. overrun)	Base Atk +10; CMB +18 (+20 overrun); CMD 28 (30 vs. overrun)	Base Atk +12; CMB +22 (+24 overrun); CMD 34 (36 vs. overrun)	Base Atk +15; CMB +29 (+31 overrun); CMD 40 (42 vs. overrun)
Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Flail)
Skills	Climb +6, Fly -2, Handle Animal +8, Intimidate +8, Perception +17, Stealth -4, Swim +6	Acrobatics -4, Climb +6, Escape Artist -4, Fly -6, Handle Animal +10, Intimidate +10, Perception +17, Ride -4, Stealth -8, Swim +3	Acrobatics -4, Climb +3, Escape Artist -4, Fly -6, Handle Animal +8, Heal +2, Intimidate +12, Perception +23, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +3	Acrobatics -4, Climb +7, Escape Artist -4, Fly -8, Handle Animal +8, Heal +2, Intimidate +14, Perception +25, Ride -4, Sense Motive +2, Stealth -12, Survival +2, Swim +7
Languages	Goblin, Orc, Pidgin of Giant			
Special Qualities	Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits			
Treasure	flail (large); javelin (2x, large); leather armor (large)	masterwork flail (large); javelin (2x, large); agile breastplate (large)	+1 advancing flail (large); javelin (2x, large); +1 half-plate armor (large)	+2 flaming burst flail (huge); +1 javelin (2x, huge); +2 full plate armor (huge)

☒ Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage

⚡ Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Flail) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Open Gaming License (OGL)

Version History

Table 1: Version History

Date	Version	Notes
09-Aug-2017	1.0	Initial draft

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. **System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on

material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

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

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

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

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves,

Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.