

MINI-DUNGEON TOME

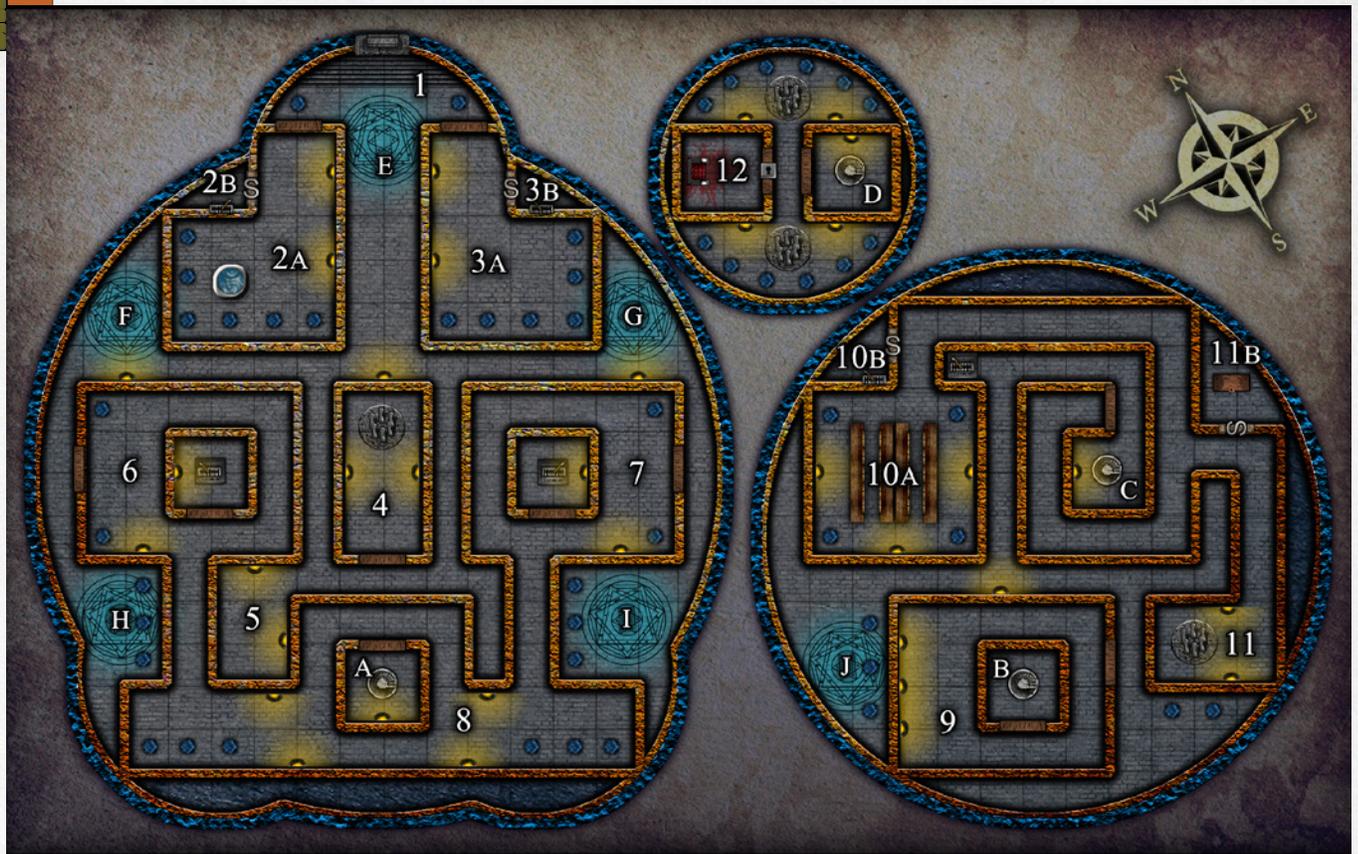
PREVIEW PACK 3



PATHFINDER
COMPATIBLE

BACK US NOW ON
**KICK
STARTER**





APPARATUS OF THE BRACHEMOTH

CLAIRE STRICKLIN

Exiled from the port city of Octomere after causing one too many explosions, the gnomish inventor Ajquam created a giant mechanical crab he dubbed the *Apparatus of the Brachemoth* and returned for vengeance. To power his contraption, Ajquam bound a water elemental named Limus to the *Apparatus*, promising the elemental the opportunity to wreak havoc in return for its service. As the *Apparatus* bore down upon Octomere, however, Ajquam couldn't bring himself to destroy his former home. Enraged by the gnome's sudden lack of nerve, Limus murdered

Ajqum and now conspires to find someone to repair and pilot the machine that looms over Octomere Harbor. The city calls upon the PCs to enter the *Apparatus* and return the colossal vehicle to the sea.

Circles and Levers

Magic circles scattered throughout the *Apparatus* bind **Limus (elemental tsunami, 306)** to the machine. The circles are linked, allowing Limus to move freely between them and create lesser versions of itself in multiple

Levers

Location	Tactical Function	Travel Function
C	Toggles tactical/travel mode	
2B	Fires forward cannons (as a 6th-level <i>fireball</i> , DC 28)	Opens/closes portholes
3B	Raises/lowers water (as <i>control water</i>)	Move forward/backward 40 feet
6	Activates/deactivates external loudspeaker	Turn left/right up to 90 degrees
7	Extends/retracts pincers Rise/sink in water 100 feet	
10B	Snap pincers (+19, reach 15 feet, 6d8 slashing)	Open/close eyes (with permanent <i>light</i> inside)

locations (see **Area 12**). Whenever the PCs approach a magic circle, Limus may reveal itself, manifesting as a **living waterfall** (311). Once created, Limus's lesser selves can leave the boundaries of the magic circles, and Limus himself can reach through the speaking tubes in **Area 12** to attack uncooperative PCs.

The *Apparatus of the Brachemoth* operates by means of an array of levers. Shifting a lever from one position to another (either manually or by using the helm in **Area 12**) requires 1 action. The levers are unlabeled. Worse, the functions of most levers depend on the position of Lever C. As the adventure begins, Lever C is set to tactical mode. At the GM's discretion, careless experimentation with the levers may cause collateral damage to the city.

1. The Wet Porch

The PCs must succeed at a **DC 15 Athletics check** to Swim to the *Apparatus*, slip under the machine's outer shell, and gain entry. If the PCs cross the boundary of **Circle E**, its lines glow blue and absorb the moisture from the party's clothing and gear. This effect, though otherwise harmless, alerts Limus to the presence of intruders.

2A. Diving Prep

If inspected with a *detect magic* spell or similar effect, the shallow basin in the center of the room emanates an aura of transmutation magic. A creature that touches the water in the basin gains the ability to breathe underwater and speak Aquan for 24 hours. Water taken from the basin loses its magic immediately.

A PC who inspects the west wall and succeeds on a **DC 15 Perception check** to Search discovers a secret door leading to **Area 2B**.

3A. Workshop

Tools and blueprints litter this workshop. Among the blueprints are plans for the *Apparatus*. The plans call out the secret doors in the bulkheads, which are notated with the phrase "Solves wasted space issue!" This is a reference to the triangular enclosures formed between the hull and interior walls.

A PC who inspects the east wall and succeeds on a **DC 15 Perception check** to Search discovers a secret door leading to **Area 3B**.

4. Sabotaged Hydraulics

With his dying breath, Ajquam ordered the animated statue in **Area 5** to break the valve wheel in this room.

A PC who inspects the wheel and succeeds on a **DC 15 Crafting check** to Recall Knowledge understands that the *Apparatus* can no longer move under its own power. If the PCs want to get the *Apparatus* moving again, they must swap out the broken valve wheel with a replacement from **Area 11**.

5. Guardian's Hangar

Trivial 5

After the **animated statue** (297) followed Ajquam's dying command to destroy the valve wheel in **Area 4**, it returned to this area and now awaits further orders. It animates and attacks if the PCs trigger the *alarm* in **Area 6** or **Area 7**. The magic amulet that controls the statue is found on Ajquam's corpse in **Area 12**.

6-7. Locked Levers

Reinforced wooden doors (Hardness 15, HP 60, BT 30) block access to both inner chambers. Each door is triple-locked and warded by an audible *alarm* spell (DC 20). Opening a door without the key requires a three successful **DC 20 Thievery checks** to Pick a Lock or a single **DC 30 Athletics check** to Force Open the door. The locks are designed to keep intruders occupied long enough for the animated statue in **Area 5** to answer the *alarm*.

8. Flooded Stairwell

Low 5

This area has flooded with 4 feet of seawater that has leaked in through the shell of the *Apparatus*. Four aquatic **giant vipers** (317) have taken up residence in the room. The vipers attack any creature that blunders into their watery domain, but they don't pursue creatures who flee the chamber. If the vipers are defeated, another 1d4+1 arrive to repopulate the area after 1d4 x 10 minutes.

9. Sprung Trap

Trivial 5

When Limus sent one of its lesser versions to murder Ajquam, it set off the trap in this room. The trap never reset, but the blast did weaken the floor. A Small or larger creature who crosses the south half of the room triggers a **weakened floor hazard** (283) and risks falling 20 feet into the snake-infested waters in **Area 8**.

10A. Library

Characters who study the books in Ajquam's library for at least an hour gain a +5 circumstance bonus to Crafting checks made to Recall Knowledge about the *Apparatus*. Journal entries hint at Limus's violent nature, as well as Ajquam's final crisis of conscience.

11. Replacement Parts

Broken tools and spare parts line the shelves of this room. A PC who succeeds on a **DC 15 Perception check** to Search discovers a leather tool belt that holds the equivalent of a superb repair kit. The room also contains a spare valve wheel. Replacing the broken wheel in **Area 4** requires a successful **DC 20 Crafting check** to Repair. Even transporting the replacement wheel to **Area 4** is a challenge. The wheel is 5 feet in diameter and weighs nearly 1,000 pounds. Maneuvering the wheel through the *Apparatus's* narrow corridors is difficult, and rolling it through **Area 9** causes the weakened floor there to collapse (if it hasn't already).

11B. The Scale Model

A gilded scale model of the *Apparatus of the Brachemoth* (worth 150 gp) rests atop a small table.

12. Ajquam's Remains

Extreme 5

The reinforced wooden door (Hardness 15, HP 60, BT 30) to this room is locked. Opening the door requires a **DC 20 Thievery check** to Pick a Lock or a **DC 30 Athletics check** to Force Open.

The bloody and broken body of Ajquam sits in a throne-like chair directly across from the door. Limus listens intently through the speaking tubes that protrude from the walls. If the PCs approach Ajquam, Limus addresses them in Aquan: "Ajquam broke trust. He said...not to destroy. I was promised... promised destruction! You sit in chair now. You give orders. We break two-legs' city!"

Assuming the PCs refuse Limus's request, the elemental sends three tendrils of water through the speaking tubes to attack the party (as a living waterfall's wave Strikes). The PCs can attack the tendrils (AC 20, HP 10), but Limus can use 1 action to replace a destroyed tendril the



Maly Lawrence

following round. If the PCs flee the area, Limus harries them as they move about the *Apparatus*, manifesting as a **living waterfall (311)** whenever the party encounters one of the magical circles. Remove any damage dealt to the tendrils or living waterfalls from Limus's Hit Points if its true form manifests (see below).

The chair in which Ajquam sits serves as the magical "helm" of the *Apparatus*. A creature who sits in the chair can focus intently (an activity requiring 3 actions) to take mental control of the *Apparatus*. This grants the creature an intuitive understanding of the *Apparatus's* levers and allows them to flip any of the levers from the comfort of the helm. In addition, the creature can use 1 action to flush Limus from the *Apparatus*. If ejected in this way, Limus manifests outside the *Apparatus* in its true form: an **elemental tsunami (306)**.

To defeat Limus, the PCs must take control of the helm and flush Limus from the *Apparatus*. In its tsunami form, Limus is likely beyond the ability of the party to defeat alone, but luckily the PCs have the perfect weapon at their disposal: the *Apparatus* itself! During the battle with Limus, treat the *Apparatus* as a Gargantuan creature with 195 Hit Points (AC 31, Fort +21, Ref +19). Without Limus to power it, the *Apparatus* has only 1 minute of power before it ceases to function; if the PCs haven't defeated Limus by this time, they will have to take on the elemental through other means.

If the PCs search Ajquam's body, they discover a *wand of shatter*, a *moderate potion of swimming*, the keys to the doors in **Area 6** and **Area 7**, and the control amulet of the animated statue in **Area 5**.

The Apparatus as a Vehicle

The *Apparatus* is a gigantic and extremely potent war machine that could topple the balance of power between nations, particularly when in the hands of a group of dangerous, unaffiliated riffraff. Suffice to say, most powerful factions and individuals won't want the *Apparatus* to fall into the PCs' hands. The default module assumes that the PCs do not retain access to a functional *Apparatus*. If you do want to add some mecha-action to your game, here are proper stats to use the *Apparatus* as a vehicle.

Apparatus of the Brachemoth

UNIQUE GARGANTUAN

Price N/A (priceless, but at least 25,000 gp)

Space 100 feet long; 90 feet wide, 35 feet (body) + 30 feet (legs) high

Crew 1 elemental, 1 pilot, or 1 pilot, 5 crew **Passengers** 20

Piloting Check Driving Lore (DC 20) or Athletics (DC 20, elemental only)

AC 31 **Fort** +21 **Ref** +19

Hardness 20 **HP** 195 (BT 100) **Immunities** critical hits, object immunities, precision damage

Speed 40 feet, swim 40 feet (magical)

Collision 10d10 (DC 29)

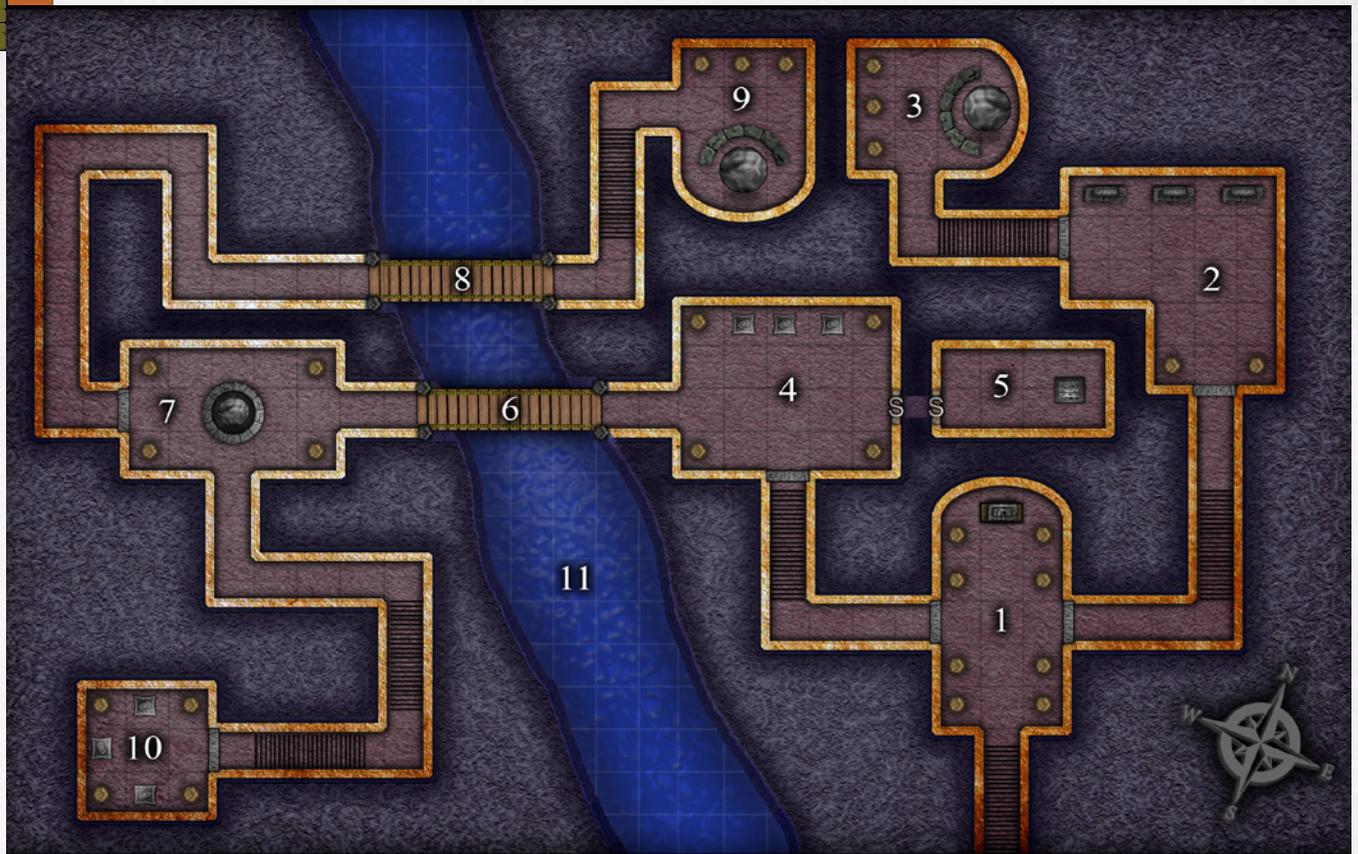
Pincer Snap **◆** One character operates a lever, and the apparatus makes a Strike against a target in reach (+19, reach 15 feet, 6d8 slashing).

Forward Cannon **◆** (fire) One character operates a lever, and a 6th-level *fireball* (**DC 28 basic Reflex save**) is fired from the forward cannon at a place in range visible from the opened eyes. The forward cannon can only be fired once per round.

Vortex Dive/Rise **◆** One character operates a lever, and the *Apparatus* dives or rises in water 100 feet. If it does this, it cannot attack this round.

Charge Cannon **◆◆◆** (fire) Three characters perform a 3-action activity on their turn to optimize the energy levels of the *Apparatus*. The *Apparatus* cannot move or attack while this is happening. On the third character's start of the turn on the next round, an unstable charge of magical energy has gathered on the forward cannon. This allows the cannon to be fired thrice in this round, or, as another 3-action activity, to execute a massive charged blast. The charged blast has a range of up to 1,000 feet and is 10-foot-wide line. The designated end of the area detonates in a 40-foot burst. The charged blast deals 20d6 fire damage to each creature in the line and detonation (**DC 32 basic Reflex save**). If the *Apparatus* is broken, each 3-action activity to charge the cannon requires a Piloting check. On a failure, the energy is instead dispersed internally, affecting anyone inside the *Apparatus* as above. After firing a charged cannon, it cannot be fired again for 1d4 rounds.

Superior Maneuverability With a full complement of crew, the *Apparatus* can turn swiftly, turn in place, and even move backwards. A 90-degree turn made in less than a vehicle length costs 5 extra feet of movement. It can move backwards and sideways at full speed, but it can't turn while moving backwards.



TRADE IS OUR SWORD

THILO GRAF

Within the dark recesses of the underworld, secure trade routes are a highly sought commodity. The river that runs through this lightless cavern is one such route. Unfortunately, its toll collectors are insane.

1. Tithing Altar

Moderate 5

A vaguely dwarf-shaped statue made of melted pyrite coins watches over the chamber. A golden tithing bowl (worth 10 gp) sits at the statue's feet. Four **dero stranglers** (301) guard the area.

The dero demand the party places a minimum tithe of 1 gp in the tithing bowl. Any object dropped into the bowl immediately vanishes, teleported to **Area 5** where a raving mad dero magister interprets the offering (roll 1d8).

The dero magister telepathically relays his findings to the dero stranglers. If the magister decrees that the PCs must wait, the dero escort the party to **Area 2**. Once the waiting period has elapsed, the guards recall the PCs and the tithe is rolled again.

1d8 Tithe Required to Pass

1	1 gp
2	10 minutes in the waiting room
3	1 hour in the waiting room
4	10 gp
5	100 gp
6	1 day in the waiting room
7	1 week in the waiting room
8	Passage not permitted

2. Waiting Room

Three davenport carved from solid stone (including very uncomfortable "cushions") are arranged against the north wall. A heap of bones lies atop the west davenport, while a stupefied **bugbear thug** (299) sits on the east davenport.

A mind-numbing melody plays continuously in the room, looping approximately every 3 minutes and preventing any sort of rest. Every hour a creature remains in the room, it must attempt a DC 20 Will saving throw. On a failure, the

creature is stupefied 1 (or stupefied 2 on a critical failure) for as long as it remains in the chamber. The DC of the Will save increases by 2 every hour past the first.

3. Southern Observation Room Moderate 5

Three sticky, partially open cocoons hold unconscious **dero stalkers** (301). Golden threads run from the heads of the dero to a massive, floating stone sphere on the east end of the room. If the PCs touch or otherwise disturb the wires, the dero awaken in 1d4 rounds. While the dero remain unconscious, real-time images of distant locations appear across the surface of the sphere. These locations alternate between **Area 1**, **Area 2**, and a stretch of river approximately 5 minutes downstream.

A semi-circle of stone plates is inlaid into the floor around the sphere. A single **dero magister** (301) keeps the scrying sphere operational by pressing the glowing runes that cover the plates. Killing either the stalkers or the magister disables the sphere.

4. The Tithe Obelisks

Three stone obelisks light up with glowing runes when a vessel moors at the bridges in **Areas 6** or **8**. The runes communicate the total value of the vessel's cargo, but only the dero can read them. The party's attempts to identify the runes produce nothing but gibberish.

A PC who Searches the east wall and succeeds on a **DC 15 Perception check** discovers a locked secret door (Hardness 14, HP 56, BT 28) to **Area 5**. Opening the secret door requires a **DC 20 Thievery check** to Pick a Lock or a **DC 30 Athletics check** to Force Open the door.

5. The Cache Trivial 5

This stark room contains a massive stone coffer. Inside are various offerings teleported from the tithing bowl in **Area 1**. The coffer currently contains 15 gp, 293 sp, a *truth potion* (labeled "Healing Potion"), 4 flasks of moderate alchemist's fire, a deed to a property of the GM's choice, and a scrimshaw incense burner worth 30 gp.

A **dero magister** (301) inspects the offerings as they arrive and telepathically relays his findings to the dero stranglers in **Area 1**.

6. & 8. The Toll Bridges Moderate 5

These bridges soar 30 feet above the river's surface. Towering pillars carved to resemble crab-like monsters hold the bridges aloft.

Four **dero stranglers** (301) are stationed throughout the area, one at the ends of each bridge. Using a mechanism built into the pillars, the guards can cause the crab-like pillars to fire sticky

filaments at vessels or creatures in the river (+10, range increment 60 feet, each strand reduces the movement of the target by 20 feet, to a minimum of 0 feet). The filaments are incredibly tough (Hardness 4, HP 16, BT 8) but require only a **DC 15 Athletics check** to Climb. Once fired, the strands dissolve after 1 minute.

With a coordinated effort, the operators of the pillars can use four strands (two from each bridge) to lift a vessel over the river's sandbank (see **Area 11**). Doing so is an activity that requires 3 actions and a successful **DC 15 Athletics check** from each of the operators.

7. To Shores Unknown

This room contains a floating stone sphere like the ones in **Areas 3** and **9**, except the runes inlaid around it are significantly more complex. A PC who succeeds on a **DC 25 Arcana check** understands the sphere can be used to *teleport* a vessel held by the filaments in **Areas 6** and **8** to an unspecified destination. Activating the sphere requires another successful **DC 25 Arcana check**. Once the sphere is activated, it counts down from ten (in Dwarven runes) over the course of 5 rounds. The vessel teleports to shores unknown when the countdown reaches zero.

9. Northern Observation Room Moderate 5

This room is much like **Area 3**, except the cocoons are on the north side of the room. The scrying sphere displays a stretch of river approximately 5 minutes upstream.

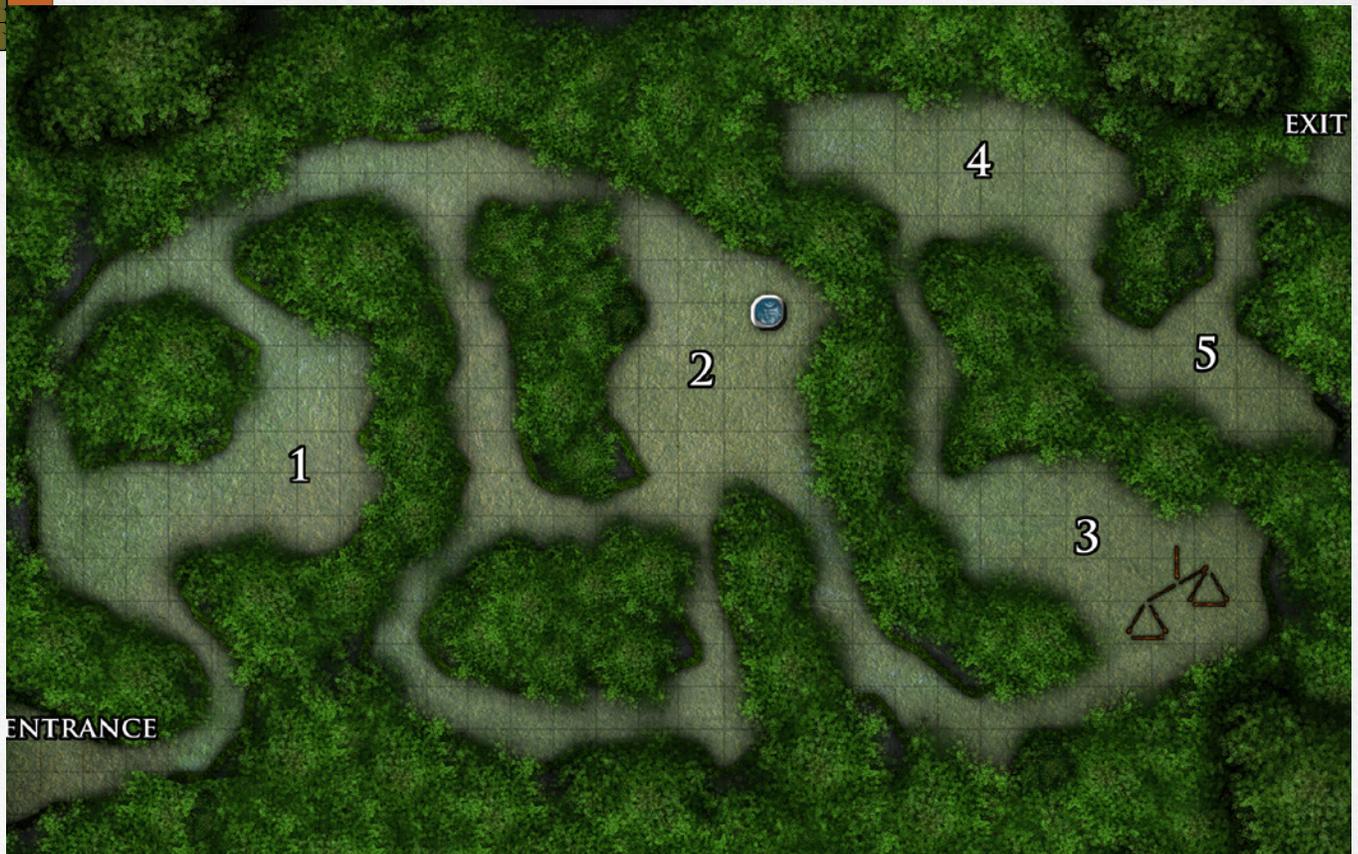
10. Toll Master's Scriptorium Moderate 5

Masonry tools lie at the bases of three massive stone obelisks. Hewn into the obelisks are meticulous accounts of every vessel that has passed through the area. The north obelisk details information about northbound vessels, the south obelisk southbound vessels, and the east obelisk vessels bound for shores unknown (see **Area 7**). Two **dero magisters** (301) obsessively carve the obelisks.

11. The River

This stretch of the river is shallow, such that most vessels ground themselves atop a sandbank between **Areas 6** and **8**. Without the help of the filaments from the crab pillars, freeing a grounded vessel requires an hour of labor or a successful **DC 20 Engineering Lore check**.

Reinforcements: If the PCs activate the sphere in **Area 7** or kill the dero in **Areas 3** or **9**, roll 1d6 every minute. On a roll of 5+, a patrol of 1d3+1 **dero stranglers** (301) arrive in **Area 1**. If you roll a 6 and a 3 for the number of dero stranglers, a **dero magister** (301) accompanies them. These reinforcements seek out the source of any disturbance in the complex.



ENTRANCE TO THE FOREST MAZE

JONATHAN G. NELSON

The Forest Maze twists and turns, writhes and wriggles through this stretch of the Haunted Forest. As the PCs begin to explore the maze, their journey is interrupted by a couple of fey tricksters intent on having some fun with the party.

The tricksters are **pixies (314)** named Gweedle and Tweedle. Each pixie carries a *wand of wall of thorns* which they use to block the path ahead of and behind the party, trapping the PCs in this section of the Haunted Forest Maze.

The walls of the Forest Maze are 15-foot-high hedges covered in poisonous thorns. Each 5-foot-by-5-foot section of the wall has AC 10, Hardness 10, and 20 Hit Points. A creature that Strikes the hedge with a melee attack or otherwise touches the hedges must attempt a **DC 22 Reflex saving throw**. On a failure, the creature takes 1d6 piercing damage and is exposed to nettleweed residue.

1. Trickster's Intent

The pixies Gweedle and Tweedle appear above this section of the maze, taunting the PCs:

Moderate 6

Intruders, intruders to our realm! We have tricks up our sleeves and leaves in your tomb; our wands make magic, magic makes mazes, mazes trap intruders and bring your doom! Soon skinny rats you shall be, trapped here for eternity!

The pixies have already blocked off the path the party used to enter the maze. Now, they are intent on making additional mischief. They have peppered the maze with traps and challenges the PCs must overcome “to prove their worth.” Once they finish taunting the characters, the pixies turn invisible and fly off, cackling with glee. They retreat deeper into the maze so they can watch as the PCs struggle to escape.

Moments after the pixies retreat, two **minitaur swarms (288)**—bloodthirsty minotaurs the size of terriers—charge into the clearing from the west and north, surrounding the PCs.

2. Leafy Liberating Libations

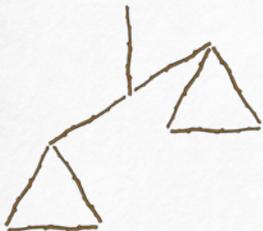
Low 6

This clearing contains a large, pitcher-shaped flower called a nectar pot. The PCs may attempt a **DC 20 Nature check** to Recall Knowledge about the flower. On a success, the character knows that nectar pots grow only in the Haunted Forest and normally contain a sweet-tasting elixir that grants those who drink it the benefits of both the *barkskin* and *enlarge* spells. However, a PC who critically succeeds on the check suspects someone has replaced this flower's nectar with an unknown liquid. A successful **DC 30 Crafting check** identifies the unknown liquid as slumber wine. This variety of slumber wine is particularly fast-acting; it has an onset time of 1 minute.

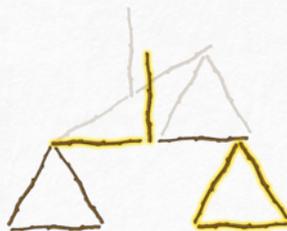
The nectar pot contains enough slumber wine for all the PCs to drink. If all PCs fall unconscious as a result of drinking the wine, Gweedle and Tweedle loot their bodies as they sleep. If no one in the party drinks the slumber wine, the frustrated pixies herd three **wasp swarms (319)** to this area and spur them to attack the PCs.

3. Puzzle for Progression

A puzzle involving a jumble of sticks awaits the PCs in this clearing. The pixies giggle and call out: "Move only five sticks to balance the scales and maybe we'll let you out—but only if you run away with your tails between your legs!"



Puzzle



Solution

4. Riddle for Release

When the PCs enter this clearing, the pixies cackle and challenge the party with another riddle:

In the forest I got it,
so I sat down to seek it.
Since I couldn't find it,
I took it home with me.
What is it?

Answer: A splinter. (The pixies may accept alternative answers, at the GM's discretion.)

5. Fight for Freedom

Moderate 6

Gweedle and Tweedle are annoyed the PCs completed all their challenges. The pixies await the party at this final clearing, surrounded by another **minitaur swarm (288)**. The pixies refuse to let the party escape without a fight.

Freedom!

Any PC who made it through the challenges unscathed (took no damage, did not drink the slumber wine, etc.) and rolled at least one natural 20 on the journey finds a luck beetle clinging to their clothing as they leave this part of the Forest Maze. The beetle remains with the character for 24 hours, during which time the PC gains a +2 status bonus to attack rolls, saving throws, and skill checks.

The party has defeated one of the Forest Maze's challenges, but there are surely many more to come!



OGL

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 v1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Bestiary (Second Edition) © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

Pathfinder Bestiary 2 (Second Edition) © 2020, Paizo Inc.; Authors: Alexander Augunas, Dennis Baker, Jesse Benner, Joseph Blomquist, Logan Bonner, Paris Crenshaw, Adam Daigle, Jesse Decker, Darrin Drader, Brian Duckwitz, Robert N. Emerson, Scott Fernandez, Keith Garrett, Scott Gladstein, Matthew Goodall, T.H. Gulliver, BJ Hensley, Tim Hitchcock, Vanessa Hoskins, James Jacobs, Brian R. James, Jason Keeley, John Laffan, Lyz Liddell, Colm Lundberg, Ron Lundeen, Jason Nelson, Randy Price, Jessica Redekop, Patrick Renie, Alistair Rigg, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Amber Stewart, Jeffrey Swank, Russ Taylor, and Jason Tondro.

Pathfinder Gamemastery Guide © 2020, Paizo Inc.; Authors: Alexander Augunas, Jesse Benner, John Bennett, Logan Bonner, Clinton J. Boomer, Jason Bulmahn, James Case, Paris Crenshaw, Jesse Decker, Robert N. Emerson, Eleanor Ferron, Jaym Gates, Matthew Goetz, T.H. Gulliver, Kev Hamilton, Sasha Laranoa Harving, BJ Hensley, Vanessa Hoskins, Brian R. James, Jason LeMaitre, Lyz Liddell, Luis Loza, Colm Lundberg, Ron Lundeen, Stephen Radney-MacFarland, Jessica Redekop, Alistair Rigg, Mark Seifter, Owen K.C. Stephens, Amber Stewart, Christina Stiles, Landon Winkler, and Linda Zayas-Palmer.