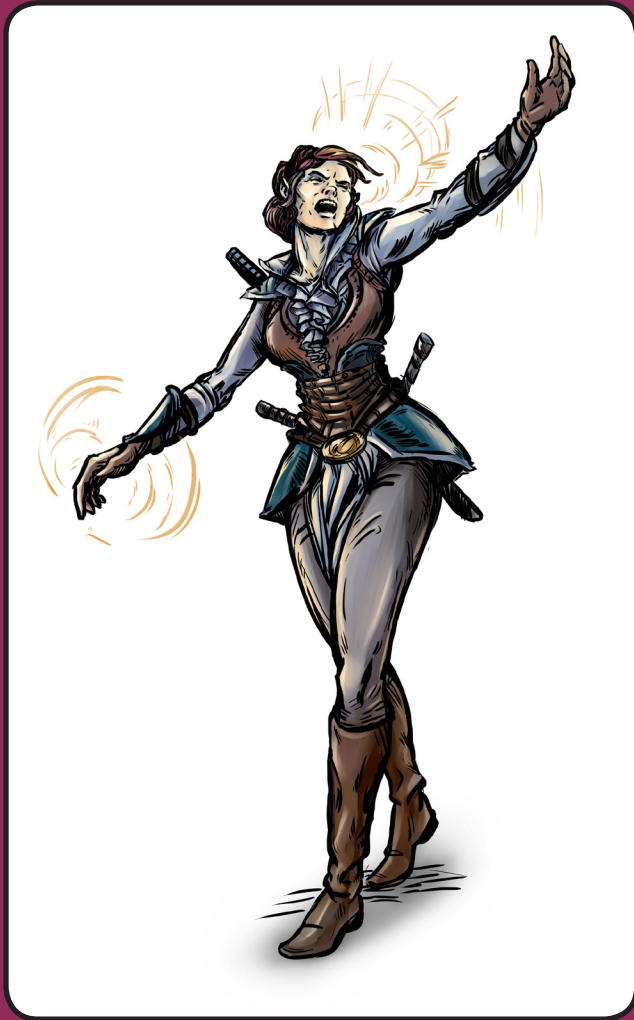


Porphyra

Hybrid Class: Keener
Aaron Hollingsworth



Hybrid Class: Keener

*The south-wind brings
Life, sunshine, and desire,
And on every mount and meadow
Breathes aromatic fire,
But over the dead he has no power,
The lost, the lost he cannot restore,
And, looking over the hills, I mourn
The darling who shall not return.*

- Threnody, Ralph Waldo Emerson

Keener

In both mourning and singing there is a release of woe and passion. There are those that combine such expressions into powerful magic that brings rest to the restless, peace to those in pain, or sudden death. A good keener's wail is both melodious and melancholy, meant to give voice to grief of mourners and compel the dead to stay dead. Evil keeners are living banshees that scream shrill cries that terrify and slay. For good or ill, keeners stand on the border of life and death, drawing divine power from where the natural world gives way to supernatural realms beyond.

Role: To define or redefine the line between life and death. To find power in mourning and use that power as ye will.

Parent Classes: Bard and Cleric

Alignment: Any.

Hit Die: d8.

Class Skills

The keener's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: Keener

| Level | BAB | Fort Save | Ref Save | Will Save | Special | 0th | 1st | 2nd | 3rd | 4th | 5th | 6th |
|-------|------------|-----------|----------|-----------|-----------------------------------|-----|-----|-----|-----|-----|-----|-----|
| 1 | +0 | +2 | +0 | +2 | Eulogist, keening (1d4), orisons | 3 | 1 | - | - | - | - | - |
| 2 | +1 | +3 | +0 | +3 | Lament | 4 | 2 | - | - | - | - | - |
| 3 | +2 | +3 | +1 | +3 | Keening (2d4) | 4 | 3 | - | - | - | - | - |
| 4 | +3 | +4 | +1 | +4 | Lament | 4 | 3 | 1 | - | - | - | - |
| 5 | +3 | +4 | +1 | +4 | Keening (3d4), wailing spells | 4 | 4 | 2 | - | - | - | - |
| 6 | +4 | +5 | +2 | +5 | Lament | 4 | 4 | 3 | - | - | - | - |
| 7 | +5 | +5 | +2 | +5 | Keening (4d4) | 4 | 4 | 3 | 1 | - | - | - |
| 8 | +6/+1 | +6 | +2 | +6 | Lament, threnody | 4 | 4 | 4 | 2 | - | - | - |
| 9 | +6/+1 | +6 | +3 | +6 | Keening (5d4) | 4 | 5 | 4 | 3 | - | - | - |
| 10 | +7/+2 | +7 | +3 | +7 | Grief mastery, lament | 4 | 5 | 4 | 3 | 1 | - | - |
| 11 | +8/+3 | +7 | +3 | +7 | Keening (6d4) | 4 | 5 | 4 | 4 | 2 | - | - |
| 12 | +9/+4 | +8 | +4 | +8 | Lament | 4 | 5 | 5 | 4 | 3 | - | - |
| 13 | +9/+4 | +8 | +4 | +8 | Keening (7d4) | 4 | 5 | 5 | 4 | 3 | 1 | - |
| 14 | +10/+5 | +9 | +4 | +9 | Lament | 4 | 5 | 5 | 5 | 4 | 2 | - |
| 15 | +11/+6/+1 | +9 | +5 | +9 | Funerary authority, keening (8d4) | 4 | 5 | 5 | 5 | 4 | 3 | - |
| 16 | +12/+7/+2 | +10 | +5 | +10 | Lament | 4 | 5 | 5 | 5 | 4 | 3 | 1 |
| 17 | +12/+7/+2 | +10 | +5 | +10 | Keening (9d4) | 4 | 5 | 5 | 5 | 4 | 4 | 2 |
| 18 | +13/+8/+3 | +11 | +6 | +11 | Lament | 4 | 5 | 5 | 5 | 5 | 4 | 3 |
| 19 | +14/+9/+4 | +11 | +6 | +11 | Keening (10d4) | 4 | 5 | 5 | 5 | 5 | 5 | 4 |
| 20 | +15/+10/+5 | +12 | +6 | +12 | Grand Lamentation | 4 | 5 | 5 | 5 | 5 | 5 | |

Class Features

All of the following are class features of the keener.

Weapon and Armor Proficiency: A keener is proficient with all simple weapons. Keeners are also proficient with light armor and shields (except tower shields).

Spells: A keener casts divine spells drawn from the bard and cleric spell lists. All bard spells become divine spells. Every keener spell is treated as having a verbal component, including her spells drawn from the cleric spell list. To learn or cast a spell, a keener must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a keener's spell is 10 + the spell level + the keener's Charisma modifier.

Her alignment can restrict her from casting certain spells opposed to her moral or ethical beliefs. A keener must choose and prepare her spells in advance.

A keener's highest level of spells is 6th. Cleric spells of 7th level or higher are not on the keener class spell list, and a keener cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher.

Like other spellcasters, a keener can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Keener. In addition, she receives bonus spells per day if she has a high Charisma score.

The keener's selection of spells is extremely limited. A keener begins play knowing four 0-level spells and two 1st-level spells of the keener's choice. At each new keener level, she gains one or more new spells, as indicated on Table: Keener Spells Known. (Unlike spells per day, the number of spells a keener knows is not affected by her Charisma score. The numbers on Table: Keener Spells Known are fixed.)

Upon reaching 5th level, and at every third keener level after that (8th, 11th, and so on), a keener can choose to learn a new spell in place of one she already knows. In effect, the keener "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level keener spell the keener can cast. A keener may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Keener: Spells Known

| Level | 0th | 1st | 2nd | 3 rd | 4th | 5th | 6th |
|-------|-----|-----|-----|-----------------|-----|-----|-----|
| 1st | 4 | 2 | — | — | — | — | — |
| 2nd | 5 | 3 | — | — | — | — | — |
| 3rd | 6 | 4 | — | — | — | — | — |
| 4th | 6 | 4 | 2 | — | — | — | — |
| 5th | 6 | 4 | 3 | — | — | — | — |
| 6th | 6 | 4 | 4 | — | — | — | — |
| 7th | 6 | 5 | 4 | 2 | — | — | — |
| 8th | 6 | 5 | 4 | 3 | — | — | — |
| 9th | 6 | 5 | 4 | 4 | — | — | — |
| 10th | 6 | 5 | 5 | 4 | 2 | — | — |
| 11th | 6 | 6 | 5 | 4 | 3 | — | — |
| 12th | 6 | 6 | 5 | 4 | 4 | — | — |
| 13th | 6 | 6 | 5 | 5 | 4 | 2 | — |
| 14th | 6 | 6 | 6 | 5 | 4 | 3 | — |
| 15th | 6 | 6 | 6 | 5 | 4 | 4 | — |
| 16th | 6 | 6 | 6 | 5 | 5 | 4 | 2 |
| 17th | 6 | 6 | 6 | 6 | 5 | 4 | 3 |
| 18th | 6 | 6 | 6 | 6 | 5 | 4 | 4 |
| 19th | 6 | 6 | 6 | 6 | 5 | 5 | 4 |
| 20th | 6 | 6 | 6 | 6 | 6 | 5 | 5 |

Eulogist (Su): A keener's spells and lament abilities can affect undead creatures with mind-affecting effects and conditions that undead are normally immune to, as if the undead she targets are intelligent, living creatures.

Additionally, a keener can use *sanctify corpse* once per day as a spell-like ability. At 10th level, she can choose to make this spell effect permanent without the usual 500 gp material cost.

Keening (Su): As a standard action that does not provoke attacks of opportunity, a keener can unleash a mournful wail called a keening in the form of singing, chanting, oratory, etc. A keening unleashes a wave of energy that can be used to cause or heal damage, depending on the type of energy keened and the creatures targeted.

A good keener keens positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil keener keens negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral keener must choose whether she keens positive or negative energy.

Once this choice is made, it cannot be reversed.

Keening energy causes a burst that affects one creature per keener level of one type (either undead or living) in a 40-foot radius spread, with a range of 25ft. + 5ft. / 2 keener levels. The amount of damage dealt or healed is equal to 1d4 points of damage plus 1d4 points of damage for every two keener levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on). Creatures that take damage from keened energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the keener's level + the keener's Charisma modifier. Creatures healed by keen energy cannot exceed their maximum hit point total—all excess healing is lost. A keener may keen a number of times per day equal to 3 + her Charisma modifier. At each level after 1st a keener can keen 1 additional time per day. A keener can choose whether or not to include herself in this effect.

Targets do need to be able to see but must hear the keener to be affected by her keening.

Laments (Su): At 2nd level, and every even level thereafter, a keener can select a special poetic effect called a lament to modify her keening ability, chosen from the list below. In cases where a Will save successfully halves a keener's keening damage, the lament effect used in conjunction with that keening is negated. Some lament have special requirements in order to be selected. Each lament is useable once per day, on a single keening, and can be selected multiple times in order to be used additional times per day. All bonuses to saving throws granted are either profane or divine, depending on the type of energy used, negative or positive.

Bitter Lament: You can convert your keening energy into acid damage; you add +1 to the damage of each die.

Lament of Blindness: Targets damaged by your keen also gain the blinded condition. This condition lasts for a number of rounds equal to your class level. You must be 4th level or higher to select this lament.

Lament of Calming: Targets healed by your keen also lose the frightened condition, and gain +2 to saves vs. fear for 1 minute/keener level. You must possess the lament of consolation to select this lament.

Lament of Cleansing: Targets healed by your keen also lose the sickened condition, and gain +2 to saves vs. disease for 1 minute/keener level.

Lament of Consolation: Targets healed by your keen also lose the shaken condition, and add +2 to the DC of Intimidation attempts against them for 1 minute/keener level.

Lament of Deafness: Targets damaged by your keen also gain the deafened condition. This condition lasts for a number of rounds equal to your class

level. You must be 4th level or higher to select this lament.

Lament of Disgust: Targets damaged by your keen also gain the sickened condition. This condition lasts for a number of rounds equal to your class level.

Lament of Exhaustion: Targets damaged by your keen also gain the exhausted condition. This condition lasts for a number of rounds equal to your class level. You must possess the lament of fatigue to select this lament.

Lament of Fatigue: Targets damaged by your keen also gain the fatigued condition. This condition lasts for a number of rounds equal to your class level.

Lament of Fear: Targets damaged by your keen also gain the shaken condition. This condition lasts for a number of rounds equal to your class level.

Lament of Fright: Targets damaged by your keen also gain the frightened condition. This condition lasts for a number of rounds equal to your class level. You must possess the lament of fear to select this lament.

Lament of Frost: You can convert your keening energy into cold damage; you add +1 to the damage of each die.

Lament of Good Fortune: Targets healed by your keen gain a +1 luck bonus to their next D20 roll. This luck bonus increases by 1 at 5th, 10th, 15th, and 20th level.

Lament of Hearing: Targets healed by your keen also lose the deafened condition, and add your keening level to their Perception checks for 1 minute/level. You must be 4th level or higher to select this lament.

Lament of Ill Fortune: Targets damaged by your keen take a -1 luck penalty to their next attack roll or saving throw. This luck penalty increases by 1 at 5th, 10th, 15th, and 20th level.

Lament of Lightning: You can convert your keening energy into electricity damage; you add +1 to the damage of each die.

Lament of Motion: Targets healed by your keen also lose the paralyzed condition, and also counters the effect on those affected by a *slow* spell or effect. You must be 4th level or higher to select this lament.

Lament of Purification: Targets healed by your keen also lose the nauseated condition, and gain a +1 divine/profane bonus (for every 4 keener levels) to saves vs. poison for 1 minute/level. You must possess the lament of cleansing to select this lament.

Lament of Putrefaction: Targets damaged by your keen also gain the nauseated condition. This condition lasts for a number of rounds equal to your class level. You must possess the lament of disgust to select this lament.

Lament of the Pyre: You can convert your keening energy into fire damage; you add +1 to the damage of each die.

Lament of Revival: Targets healed by your keen also lose the fatigued condition, and gain 1 temporary hit point/ 2 levels for a maximum time of 1 minute/level.

Lament of Seeing: Targets healed by your keen also lose the blinded condition, and add your keening level to their Perception checks for 1 minute/level. You must be 4th level or higher to select this lament.

Lament of Shouting: You can convert your keening energy into sonic damage.

Lament of Sluggishness: Targets damaged by your keen act as though they were affected by the *slow* spell. This condition lasts for a number of rounds equal to your class level. You must be 4th level or higher to select this lament.

Lament of Vigor: Targets healed by your keen also lose the exhausted condition, and add +10 to any one speed they possess for 1 minute/level. You must possess the lament of revival to select this lament.

Shocking Lament: You can convert your keening energy into electricity damage; you add +1 to the damage of each die.

Wailing Spells (Ex): Starting at 5th level, a keener gains the ability to cast her spells safely in combat. If the spell she is casting has a vocal component, and no other component, she does not provoke attacks of opportunity for casting a spell in melee. If the spell she is casting has other components (such as somatic, material, etc.), she can as a free action spend one of her daily uses of her keening ability to not provoke attacks of opportunity for casting a spell in melee.

Threnody (Su): At 8th level, a keener may ask one question of any dead being as though using *speak with dead*, with a saving throw equal to 10 plus her keener level. This does not count as though the spell were cast, and *speak with dead* can be cast normally upon it.

Grief Mastery (Su and Sp): At 10th level, the keener becomes a master of grief. She gains immunity to fear (magical or otherwise), and can use *overwhelming grief* twice per day as a spell-like ability, plus an additional time per day at 17th level.

Funerary Authority (Sp): At 15th level, a keener gains a spell-like ability that is useable once per day. Select one spell from the choices below. Once this choice is made, it cannot be changed.

- *Hymn of Mercy*

- *Imprisonment*
- *Soul Bind**
- *Wail of the Banshee*

* A proper gem is still needed to use this spell.

Grand Lamentation (Su): At 20th level, the keener laments the loss of her mortality. Her type changes to undead or fey (choose one). Once this choice is made, it cannot be changed.

As an undead, she gains all undead traits, as well as the special abilities of a banshee.

As a fey, she gains low-light vision, she ceases to age, cannot be magically aged, no longer suffers the negative effects of aging, and she remains her age category forever. Additionally, she gains the blinding beauty, inspiration, stunning glance, and unearthly grace special abilities of a nymph*.

Feats

The following feats are available to keepers.

Extra Keening

You gain extra uses of your keening ability.

Prerequisites: Keening class feature.

Benefit: You can use your keening ability 2 additional times per day.

Extra Lament

You are able to further alter your keen with an additional poetic lament.

Prerequisites: Lament class feature.

Benefit: You gain an additional lament. This feat can be selected multiple times.

Harmonic Lament

You are able to use two laments in a single keening.

Prerequisites: Keening (4d4), Perform (sing) 7 ranks

Benefit: By expending 2 uses of your keening ability you can apply 2 laments that you know to a single keening. Targets that fail their saving throws gain both lament effects.

Snake Driver

You have a divine ability to drive snakes before you.

Prerequisites: Keener 1st.

Benefit: You gain a +4 bonus to Intimidation checks made against Dragons, reptiles, snakes and snake-like and reptilian monsters

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have keener as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add + ½ of a daily use of *sanctify corpse*.

Anpur: Add + ½ of a daily use of *sanctify corpse*.

Avoodim: Add + ½ of a daily use of *sanctify corpse*.

Catfolk: Add +¼ of a daily use of keening.

Dhampir: Add + ½ of a daily use of *sanctify corpse*.

Dhosari: Add +1 to any one Perform check.

Dragonblood: Add 1 bard spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Drow: Add 1 cleric spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Dwarf: Add +1 to saves vs. sonic effects.

Elf: Add +1 to any one Perform check.

Erkunaie: Add 1 cleric spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Eventual: Add +1 to saves vs. sonic effects.

Fetchling: Add +1 to saves vs. fire.

Gnome: Add 1 bard spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Goblin: Add + ¼ of an additional lament.

Halfling: Add 1 bard spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Half-Elf: Add +1 to any one Perform check.

Half-Giant: Add + ¼ of an additional lament.

Half-Human: Add +¼ of a daily use of keening.

Half-Orc: Add +¼ of a daily use of keening.

Half-Rakshasa: Add + ¼ of an additional lament.

Hobgoblin: Add + ¼ of an additional lament.

Human: Add +¼ of a daily use of keening.

Ifrit: Add + ½ point of fire damage to your keening damage, maximum +5

Ith'n ya'roo: Add + ½ point of cold damage to your keening damage, maximum +5 damage.

Kitsune: Add 1 bard spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast.

Kobold: Add +1 to any one Perform check.

Kripar: Add + ¼ of an additional lament.

Orc: Add +¼ of a daily use of keening.

Oread: Add + ½ point of acid damage to your keening damage, maximum +5

Polkan: Add +1 to any one Perform check.

Qit'ar: Add + ¼ of an additional lament.

Ratfolk: Add +1 to any one Perform check.

Sylph: Add + ½ point of electricity damage to your keening damage, maximum +5 damage.

Tengu: Add 1 bard spell to your list of spells known. The spell must be at least one level lower than the highest spell that you can cast

Tiefling: Add + ½ point of acid, cold, electricity or fire damage to your keening damage, maximum +5 total.

Undine: Add + ½ point of cold damage to your keening damage, maximum +5 damage.

Xesa: Add +1 to saves vs. cold.

Zendiqi: Add + ½ point of acid, cold, electricity or fire damage to your keening damage, maximum +5 total.

*Oh do not weep for Crying Eric,
For he won't weep for thee
Sing instead the song of crows
That watch from yonder tree*

*Keen a song of darksome beauty
The black crows know the tune
For Eric, he is coming for thee
And he is coming soon...*

- Sketco the Omen-Giver's Death Song

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 © 2000, Wizards of the Coast, Inc.

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

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

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 Core Rulebook © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might © 2008, Monte J. Cook. All rights reserved.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

Tome of Horrors © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Hybrid Class: Keener © 2017, Purple Duck Games; Author Aaron Hollingsworth.

Open Game Content: All text.