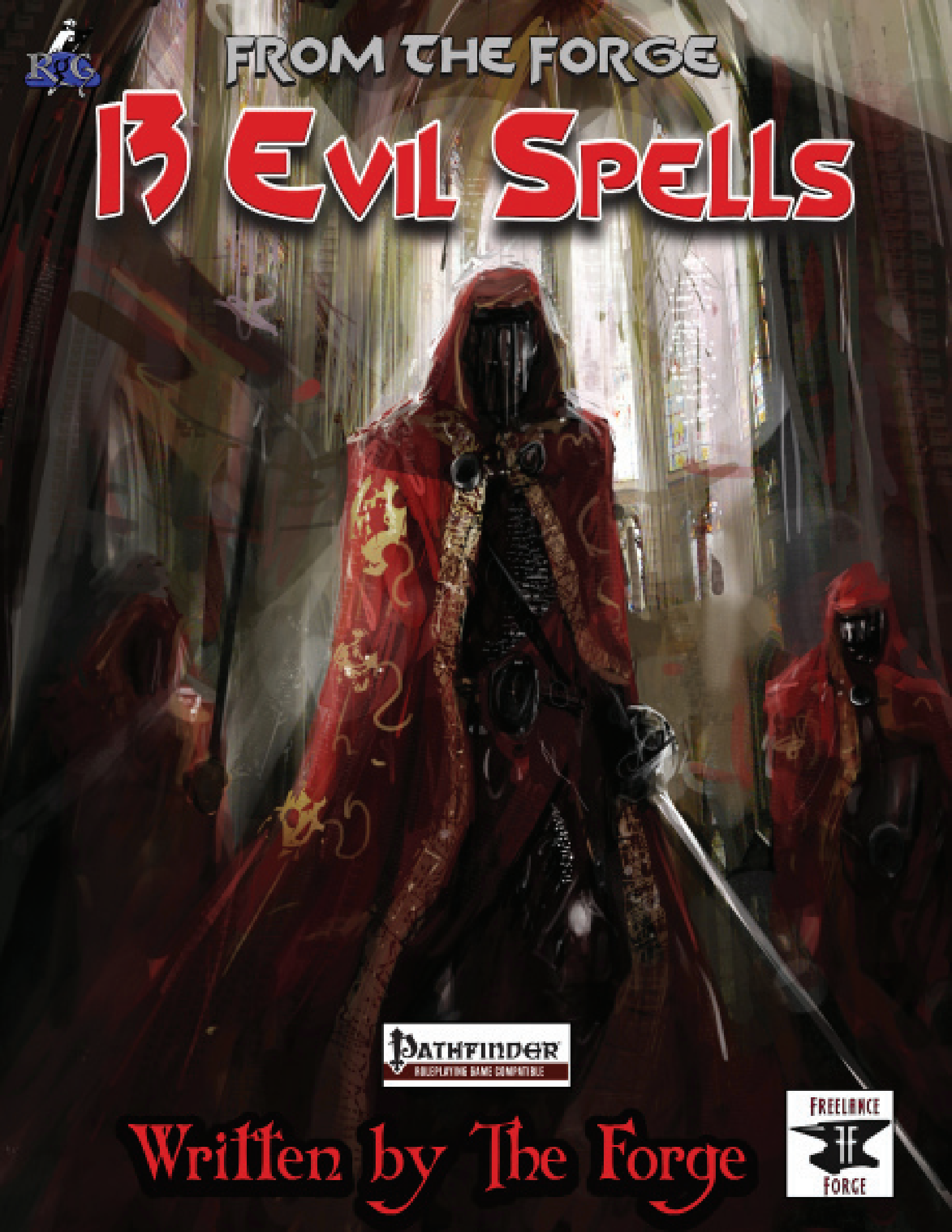




FROM THE FORGE

13 EVIL SPELLS



Written by The Forge



Freelance Forge is a think tank of new game designers many of whom have appeared in design contests for the *Pathfinder Roleplaying Game*. We joined together to continue issuing challenges and daring one another to hone our favorite weapons, our pencils and minds.

We present this wicked spell book from the creative minds of Nick Wasko, Clay Blankenship, Mike Kimmel, Andrew Marlowe, Jacob W. Michaels, Mark Nordheim, and Victoria Jaczko. Inside you will find 13 new evil spells for the *Pathfinder Roleplaying Game* perfect for adding a unique malevolence to your latest villainous character.

FROM THE FORGE: 13 EVIL SPELLS

Arculf glanced around the rocky outcropping that provided him cover from the searching goblins.

"Where are they?" He muttered to himself. The mercenaries were a no-show for their rendezvous point. They may not have been the finest fighters but they would have been a welcome sight right now. Cornered and alone, he made his decision, he couldn't fight all the goblins by himself, but necromancy meant a cleric among enemies was never alone. Arculf drew his unholy symbol from his chain shirt and spoke sibilant words of prayer to his goddess for aid.

A dark ray of energy lanced out briefly connecting the necromancer to the nearest goblin. The goblin gasped and a scream cut off in his throat. Arculf summoned the skeleton hidden deep within his enemy's flesh.

"Come to me my little army," he taunted the bones. The skin and muscles of the fallen goblin split across back and shoulders where bones broke free and followed the commands of their new master. Blood and entrails sprayed the surrounding goblins, sending them into chaos.

"One down ..." the dark cleric smiled to himself. Another goblin collapsed in agony as the fell ray found its target. This skeleton also answered the call of its master.

"Two allies are better than none," Arculf thought to himself as he pulled something from his component pouch. As skilled in the martial ways as in magic, Arculf moved into melee with his mace in one hand while his medallion of faith shone upon his chest.

The cleric closed with a third goblin, "You don't look too good son." Arculf reached out with his hand and spoke the prayer of consumption. The goblin doubled over as he vomited the contents of his stomach on the rocky floor. Arculf's skeletal companions cleared the way as he made his escape to find his allies.



NEW SPELLS

Below are 13 new spells, all of the evil subtype.

BLOOD SHACKLES

School conjuration (creation) [evil]; **Level** cleric 6, sorcerer/wizard 6, witch 7

Casting Time 1 standard action

Components V, S, M/DF (six drops of blood and a small piece of twine)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates

Spell Resistance yes

You cause blood to erupt from the target of this spell inflicting 3d6 points of damage. This blood instantly transforms into red barbed-iron chains and shackles that wrap around and bind the target in place, effectively pinning the subject. You gain a +1 enhancement bonus for every two caster levels to CMB and CMD as they relate to binding your target.

Each round, on its turn, the subject may attempt to escape these bonds, but in doing so causes herself an additional 2d6 points of damage.

BONEWRENCH

School necromancy [evil]; **Level** cleric 6

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw Will partial; **Spell Resistance** yes

A dark ray of negative energy emanates from your unholy symbol. When this ray strikes a living target with an internal skeleton the target's bones painfully wrench and attempt to rip free of the target's body.

You must succeed on a ranged touch attack to strike a target. The target takes 10d8 points of damage +1 point per caster level. If the target's Will save succeeds, he instead takes 3d8 points of damage +1 point per caster level. If the target dies from the effects of this spell, the target's skeleton rips free of its corpse, animated as a skeleton of the appropriate type under your control as per *animate dead*.

CONSUMPTION

School necromancy [disease, evil]; **Level** antipaladin 2, cleric 2, druid 2, shaman 2, sorcerer/wizard 3, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of spoiled meat)

Range touch

Target living creature touched

Duration instantaneous or 1 hour/level; see text

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell fuels rapid growth of infectious agents within the target. All diseases incubating within the target take effect immediately (the onset period is effectively completed). If the target is already suffering the effects of any diseases, this spell resets any previous saving throws he may have made toward curing the disease. If the target is not currently infected with any diseases, he instead takes a -4 penalty on all Fortitude saves to avoid contracting diseases for 1 hour/level.

CORRUPT ENERGY

School necromancy [curse, evil]; **Level** antipaladin 2, cleric 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration 1 hour/level or until discharged

Saving Throw Will negates and Will half; see text;

Spell Resistance yes

A dark ray shoots from your hand. You must succeed on a ranged touch attack to strike a target. The next time the target uses positive energy (such as a cure spell or the channel energy ability) to heal a living creature, he instead produces an equal amount of negative energy, which injures those affected by his energy.

Instead of any saving throw normally granted by the corrupted healing source, those affected by the corrupted healing may make a successful Will save (DC equal to that of corrupt energy) to reduce the damage by half.

CORRUPT HAZE

School abjuration [evil]; **Level** alchemist 4, antipaladin 4, bloodrager 4, cleric 4, inquisitor 4, witch 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw Will partial; **Spell Resistance** yes

This spell creates a murky aura of profane energy around you. Any good creature striking you with a melee weapon (except reach weapons),

natural weapon, or unarmed strike takes 1d6 points of unholy damage +1 point per two caster levels (maximum +10), and becomes sickened for 1 round (Will negates). If a creature is already sickened, add one round to the duration of the condition.

The aura also diminishes the impact of holy attacks. You only take half damage from effects that preferentially harm evil creatures, such as *holy smite* or the extra damage caused by *holy* weapons. If such an attack allows a Will save for half damage, you take no damage on a successful saving throw. This spell has no impact on additional afflictions caused by these effects, such as the blindness caused by *holy smite*.

CURSE OF WORMS

School conjuration (summoning) [chaotic, curse, evil]; **Level** magus 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6

Casting Time 1 standard action

Components V, S, M (a live worm)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

You inflict a horrible curse on your target. When your target is wounded, each round, wriggling masses of abyssal worms, crawl out of her injuries. This deals one point of Constitution damage, and forms a fiendish leech swarm in the target's space. The swarm counts as a summoned creature under your control.

Each round, the subject receives a new Fortitude saving throw to break the curse. If at any point the subject is fully healed, the curse ends. If the subject is able to break the curse, any swarms already generated remain for the duration of the spell.

DARK CONTRACT

School evocation [evil, lawful]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 10 minutes

Components V, S, M (special parchment and inks worth 1,500 gp)

Range touch

Target creature touched

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no



You offer the subject a contract similar to what devils use to gain control of a creature's immortal soul. Unlike a true devil's contract, you gain power over the subject's soul only while it is alive. In order for the magic to take effect, the subject must be willing, and both you and the subject must sign your true names to the contract.

Once the contract is signed, the subject gains access to a *limited wish*, granting it any effect it desires within the limits of that spell. The *limited wish* must be used within one hour. In return, you permanently gain power over the subject's soul: the subject suffers a -8 penalty to saving throws against all enchantment (compulsion) and divination (scrying) spells cast by you. You also gain a +8 bonus to caster level checks to overcome the subject's spell resistance against spells of those schools. In addition, you ignore any *mind blank* and *nondetection* spells, or similar effects protecting the subject.

After the spell takes effect, two copies of the contract come into existence – one to be kept by the subject and one by you. If both copies of the contract are destroyed, the *dark contract* is broken. The *limited wish* granted by this spell represents the power of the contract, itself. If the *dark contract* is broken, the effect of the *limited wish* is undone. In some cases, this is easy to adjudicate: damage done is removed, healing gained is lost, anything created ceases to exist.

In other cases, it's difficult to foresee the exact consequences of destroying a contract, the GM has final say on the outcome. Each time you cast this spell, you must take responsibility as a player to keep track of what *limited wish* it grants. A creature may not be the subject of more than one *dark contract* at a time.

Your control over the subject of this spell can also be ended by a *wish* or *miracle*, but not by any other mortal magic. Ending the power of the *dark contract* in this way does not undo the *limited wish* it granted.

EXSANGUINATION

School necromancy [evil]; **Level** bloodrager 4, druid 4, magus 4, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a drop of blood)

Range Close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/2 levels

Saving Throw Fortitude half; see text; **Spell Resistance** yes

This spell causes blood to start pouring out of the target's orifices, causing it to suffer bleed damage equal to the caster's level. A successful Fortitude save reduces the bleed damage by half.

The blood loss is devastating – unlike normal bleed damage, it's not immediately stopped by any application of healing. Each time the target receives magic healing, the source of that healing makes a caster level check (DC 10 + caster level of the *exsanguination*), ending the bleed effect on a successful check. A successful Heal check reduces the bleed rate by 1 with a DC 15 skill check. Multiple successful Heal checks are cumulative.

Any allies of the bleeding victim who can see him must make a Will save at the save DC of the *exsanguination* spell, or be sickened for one round.

The bleed effect of multiple *exsanguination* spells do not stack. The spell does not work on creatures without blood, such as most oozes, constructs, and undead.

HEART-EATER CURSE

School transmutation [evil]; **Level** cleric 5, druid 4, ranger 4, shaman 4, witch 4

Casting Time 1 hour

Components V, S, DF, F (likeness of target)

Range see text

Target one living creature of 3 Intelligence or higher

Duration Permanent

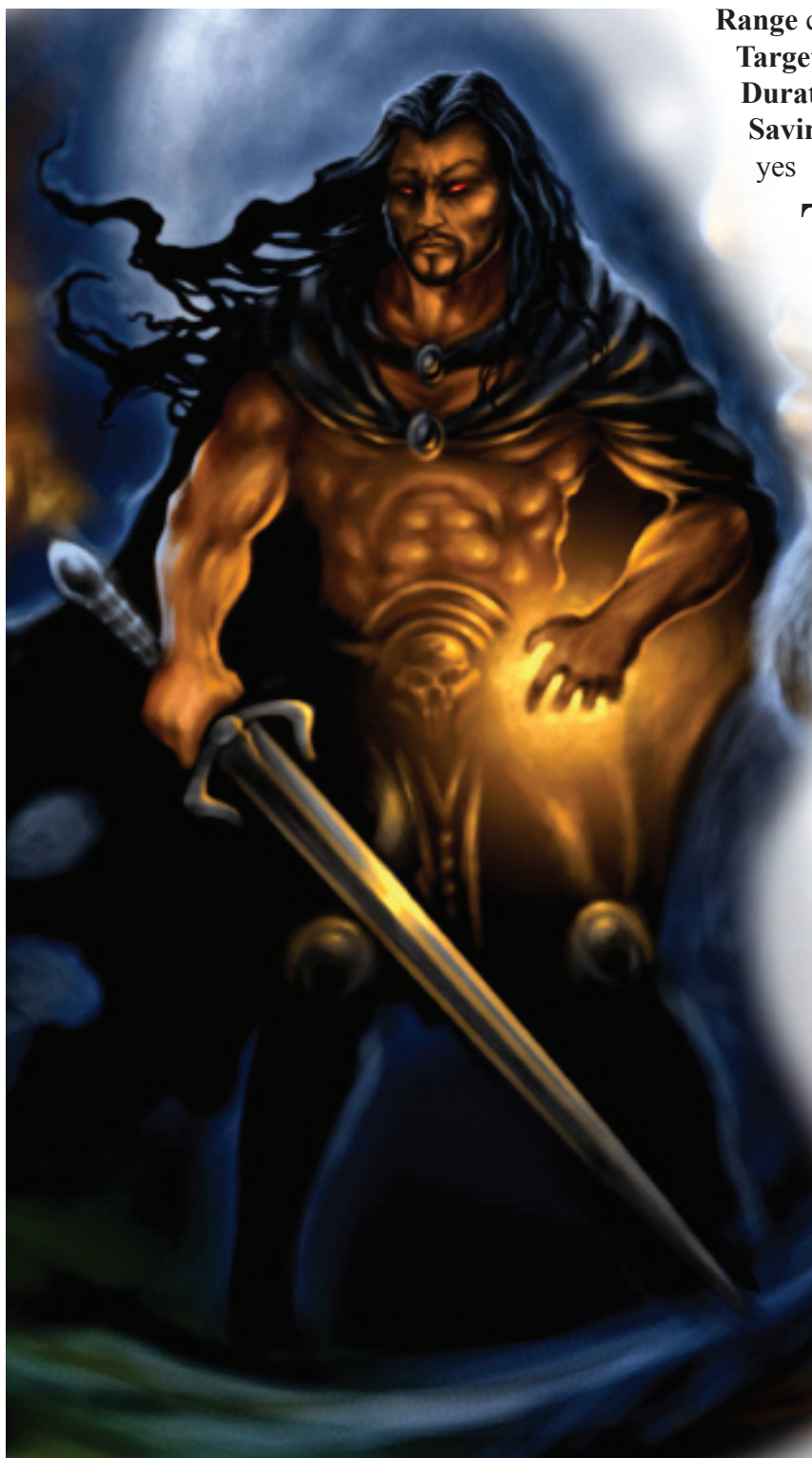
Saving Throw Will negates; **Spell Resistance** yes

By chanting over an object with the likeness of your chosen target (a portrait, doll, figure, etc.), you curse her with a ferocious and cannibalistic hunger. The difficulty of the target's save is modified by your familiarity with the subject and what sort of physical connection you possess, as per the modifiers for *scrying*.

If the save fails, the target is afflicted with ravenous hunger. The victim suffers the effects of starvation, but the Constitution check is repeated every hour instead of every day. Unlike normal starvation, the target is never knocked unconscious, or killed by the effect. The victim quickly finds that no amount of normal food satisfies the hunger and starvation continues, combined with an insatiable longing for meat freshly stripped from bone.

At any time the target has access to a fresh humanoid or animal corpse, she must make a successful Will save to resist immediately feasting upon it, as a full-round action. This satisfies the hunger for 1d4

hours and bestows a +2 profane bonus to Strength, Constitution and saving throws (except Will saves) until the hunger resumes. The target will crave an even fresher meal and, when hungry again, must make a successful Will save the next time she is alone with a living humanoid, or else attempt to kill that person for a meal. If the target makes an initial Will save against this spell, she cannot be affected by this spell again for one week.



The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

INCITE GREED

School enchantment (compulsion) [emotion, evil, mind-affecting]; **Level** bard 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components S, F (a gold coin)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

The target is compelled to steal a specific, visible item of your choice. The theft may be carried out in any reasonable manner, but the target may not take any actions, other than in self-defense, that do not help with this goal. The target receives a +2 morale bonus on any combat maneuver or skill check involved in the theft. This spell does not compel the target to take any obviously life-threatening actions. This spell's effect ends immediately if the target is attacked by anyone (including the item's possessor).

Once the item is in the target's possession, the target cannot take any action that he reasonably believes will lead to losing the item.

RUMOR

School enchantment [evil, language-dependent, mind-affecting]; **Level** bard 2, shaman 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Area 40 ft. radius

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You point at a subject and speak aloud a statement about the subject you believe is untrue. Creatures within the spell's area must make a Will save or believe that your statement about

the subject is factual. If the statement strains credulity (claiming the subject is something he clearly is not, for example) then these Will saves are made with a +5 circumstance bonus. You cannot control what actions those who believe the rumor will take; they will act in accordance with their personalities and alignments.

The subject may attempt to convince a target that the *rumor* is not true by making a Diplomacy check with a DC of 10 + the Will save DC of the *rumor*. If that fails, the target cannot be convinced the *rumor* is untrue for 24 hours.

STEAL THOUGHTS

School enchantment [evil, mind-affecting]; **Level** antipaladin 3, bard 3, inquisitor 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M (a shred of blank paper)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

The target loses her memory of the past minute, and you gain those memories. As a result of the theft, you discern the truthfulness of the target's words for the previous minute and you become aware, in a general sense, of her ongoing actions (such as a deception) and immediate plans. As a result of confusion about where she is and what she's doing, the target is staggered for 1 round. When the spell ends, the target regains her memories.

WHISPERS OF EVIL

School enchantment [evil, mind-affecting]; **Level** antipaladin 2, bard 3, cleric 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

You lure the target into a new, darker outlook on life, turning its mind to evil. The target of this spell must succeed at a Will save or its alignment immediately changes from good or neutral to evil.

This spell doesn't cause the target to gain any special affinity for the caster, but could cause it to view the caster's actions in a different light. Any target whose abilities are dependent on its alignment immediately loses those benefits (such as a paladin, or a cleric whose alignment moves more than one step from its deity's). Once returned to its original alignment, the target does not need an atonement spell to make up for the alignment change, but may need one for deeds it committed while under the influence of the spell.

Whispers of evil may be made permanent with a *permanency* spell, at a cost of 15,000 gp.



CREDITS

Contributors from The Forge:

Clay Blankenship- *incite greed, steal thoughts*

Victoria Jaczko- *heart-eater curse, rumor*

Mike Kimmel- *corrupt energy*

Andrew Marlowe- *blood shackles, bonewrench*

Jacob W. Michaels- *exsanguination, whisper of evil*

Mark Nordheim- *curse of worms, dark contract*

Nick Wasko- *consumption, corrupt haze*

The Forge Logo Designer: Jeffrey Swank

Developers: Lj Stephens and Owen K.C. Stephens

Cover Illustration: © Dusan Kostic / Dollar Photo Club

Interior Illustrations: Jack Holliday, courtesy of LPJ,

Cerberus, and © Dusan Kostic / Dollar Photo Club

Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2014 Rogue Genius Games

Rogue Genius Games Logo created by Lj Stephens using designs by Claudio Pozas. Used with permission.

Trade Dress created by Lj Stephens, derived from Fat Goblin Games' Publisher's Choice Quality Stockart - Blood Throne (Page Backgrounds). Fonts used in trade dress: Crom - created by Rook543. Free for Personal and Commercial use. Used with permission Folkard™ - created by The Scriptorium. Purchased for Commercial use. Used with permission.

For more information about Rogue Genius Games, follow us on Facebook: www.Facebook.com/RogueGeniusGames on Twitter: @Owen_Stephens All logos are the trademark of Rogue Genius Games All rights reserved

DESIGNATION OF PRODUCT IDENTITY: The Rogue Genius Games (RGG) company name and logo; the "From the Forge: 13 Evil Spells" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Product Code: RGG0129

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

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

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

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC;

Author: Cam Banks, Wolfgang Baur, 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 Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teuwynn Woodruff.

Basidryon from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Cave Fisher from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Dark Creeper from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Ear Seeker from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyggax.

Frogemoth from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Giant Slug from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Ice Golem from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Mite from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Rot Grub from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gyggax.

Shadow Demon from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Wood Golem from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Tome of Horrors III, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

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

Crystal Ooze from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Russet Mold from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Vegepygmy from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Yellow Musk Zombie from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

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.

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

Amphisbaena from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Angel, Monadic Deva from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Aurumvorax from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Bat, Mobat from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gyggax.

Beetle, Slicer from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Blindheim from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Brownie from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Bunyip from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.

Crypt Thing from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Daemon, Ceustodaemon (Guardian Daemon) from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Daemon, Hydrodaemon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Daemon, Piscodaemon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Death Worm from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.

Decapus from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Dragon Horse from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Dust Digger from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Forlarren from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

Giant, Wood from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Gripli from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Gryph from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Peter Brown.

Hangman Tree from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Hippocampus from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyggax.

Jubilex from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Kelpie from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Korred from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Leprechaun from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Magma Ooze from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Mihstu from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Mongrelman from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Necrophidius from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tillbrook.

Nereid from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Pech from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Phyomid from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Poltergeist from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.

Quidding from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Quickwood from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Sandman from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Scarceon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Skulk from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Slime Mold from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Slithering Tracker from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Soul Eater from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Spriggan from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyggax.

Tenebrous Worm from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Tentamort from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Troll, Ice from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.

Troll, Rock from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Zombie, Juju from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

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.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Adherer from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

Animal Lord from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Ascomid from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Atomie from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Axe Beak from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Carbuncle from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.

Caryatid Column from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Demodand, Shaggy from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Demodand, Slimy from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Demodand, Tarry from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Dire Corby from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Dragon, Faerie from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gyggax.

Flail Snail from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tillbrook.

Plumph from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Foo Creature from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Huecuva from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.

Jackalwere from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Kamadan from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Kech from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

Wolf-in-Sheep's-Clothing from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyggax.

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

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.

Anger of Angels, © 2003, Sean K Reynolds

The Book of Hallowed Might, © 2002, Monte J. Cook

Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook

Path of the Magi, © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds

Skrey'n's Register: The Bonds of Magic, © 2002, Sean K Reynolds

Pathfinder Roleplaying Game Ultimate Combat, © 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 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 K.C. Stephens, and Russ Taylor.

Demodad, Slime 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 Gyggax.

Forlarren 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 Livingstone.

Hangman Tree 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 Gyggax.

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

Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Publishing, LLC; 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.

From the Forge: 13 Evil Spells, © 2014, Rogue Genius Games. Authors: Clay Blankenship, Victoria Jazcko, Mike Kimmel, Andrew Marlowe, Jacob W. Michaels, Mark Nordheim, Nick Wasko