



THE GENIUS GUIDE TO

FEATS OF SPELLCASTING II



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.C. Stephens

*V*argul the Sorcerer congratulated himself on sneaking into the ancient tower. Illusions had made it seem a ruin, but he had seen its true moss-and-ivy-covered splendor. A few divinations and wards protecting it had slowed him, but now the secrets of the surely long-dead Hero of the Torrs was his to plunder! Now all he had to do was find a library or vault...



“You’re early. We normally take deliveries midweek. You are here with eggs, yes?”

Vargul spun in amazement at the voice and beheld a tall cloaked figure. The fine green silken hood was drawn over the figure’s head so his face was concealed, but the point of a well-groomed goatee jut forward into the light.

“You dare so insult me!?” Vargul let his left hand drift to his material component pouch. “I am Vargul the Sorcerer, master of nine secret magics! Who are you to challenge me?”

The cloaked figure stepped forward.

“I’m the owner. You’re in my cheese room. And aren’t all magics a secret one way or another?”

Vargul flushed. “You made a mistake letting me know you were home, old man. I have learned spells known by few. Allow me to demonstrate one... behold the power of the Brandon’s Verdant Disk!”

Vargul flung both hands forward, green energy crackling along his arms. A circle of twisting emerald light formed at his fingertips, like a small wagon wheel made of green flames and lighting. The eldritch disk hurled itself at the cloaked figure. The air screamed as the spell disk cut through it, and bolts of energy flicked off it to singe the floor and melt a plate of cheese.

The cloaked man held up one arm, allowing the spell effect to slam into his palm. The disk of eldritch energies crackled for a moment, then faded. Vargul’s jaw dropped, as he searched for any sign of the burns or explosions he had expected.

“You really have no idea who I am, do you?” asked the cloaked figure. He flipped his head back, causing the hood to fall free. His face was creased, but looked less old than just worn. Its most striking feature were his shining, green eyes.

“Allow me to make introductions then. I am Brandon the Green.” With a causal flick, he formed three Brandon’s verdant disks that orbited his left hand.

“I believe you are already familiar with some of my work.”

MORE SPELLCASTING FEATS?

Aren't there enough feats already?

Certainly it's possible to make an extremely effective spellcaster without adding any of the feats in this book. However, rather than attempt to create must-have feats that patch rules in the game, or open entirely new ways to fill crucial party roles, this book is designed to just add some fun options. These are feats that give a spellcaster an interesting or defining quirk. These feats allow characters to pluck out their own eyes for magic sight, have power over spells they create (and name after themselves), and invoke magic items with words of power that frighten their enemies. They are designed to make spellcasters (and the games they appear in) interesting, unexpected, and memorable.

AGM can use these as class options rather than feats, if a campaign is suffering from feat-overload. They can take the place of arcane discoveries for wizards, masterworks for bards, or arcana for magi. A GM can also use them as rewards for earning the trust of a secret society, or as the basis for creating a new archetype or prestige class. We presented them as feats because that's an easy framework to balance their effectiveness, but none should unbalance a game if granted in a less rigid format.

THE FEATS

ARCANE BLOOD

Magic is in your blood... but there's room for more.

Prerequisites: 1st level bloodline power that deals damage and can be used a number of times per day equal to 3 + your Charisma modifier

Benefit: When you use your 1st-level bloodline power, you may expend a 1st-level or higher spell slot. This increases the bloodline power's damage by 2d6 per level of spell slot expended

ARCANE FEEDBACK

You see what your spells see.

Prerequisites: Magical Aptitude

Benefit: When you cast a spell with an area defined in feet, you can make Perception checks to notice anything within the area as if you were adjacent to it. To do this you must be within the original range of a spell, and the spell must have

duration remaining. You may make a Perception check to notice anything that happens within its area, even if you do not have line of sight to it. This has no effect on spells without defined areas and durations.

ASTROLOTHURGE

Your eldritch powers are driven by complex astrological conjunctions and prophecies, changing from day to day.

Prerequisites: Caster level 1

Benefit: At the beginning of each day, roll 1d10. On a 1-8, you gain a +1 bonus to the caster level and save DCs for spells you cast of one school of magic (1. Abjuration 2.



Conjuration 3. Divination 4. Enchantment 5. Evocation 6. Illusion 7. Necromancy 8. Transmutation). On a 9, you gain a +2 bonus to the caster level and save DCs of 1 school of magic (roll a d8 to determine which). On a 10, you gain the +2 bonus on a school of your choice.

BENEFACTANT SPELL [METAMAGIC]

Your magic draws on the powers of benevolence.

Prerequisites: Good alignment, caster level 1

Benefit: A beneficent spell does not harm good-aligned creatures if they are not specifically targeted by it. For example: A beneficent *magic missile* still damages a good-aligned character targeted by it, but a beneficent *burning hands* does not damage a good character caught in the area.

A beneficent spell takes a slot 1 level higher than its spell level.

BLADECASTER

You may use a two-handed weapon to complete somatic components.

Prerequisites: Str 13, spell combat and spellstrike class features, Weapon Focus

Benefit: When wielding a 2-handed weapon you have Weapon Focus with, you may still fulfill the somatic components of magus spells you cast despite using both hands for your weapon. If any other circumstance would prevent you from fulfilling somatic components, you suffer those conditions normally. Because you are unable to make the full gestures normally required by somatic components, any concentration checks you make to cast defensively suffer a -1 penalty while you use this feat.

CACKLE SPELL [METAMAGIC]

The power of your laughter can fuel your spells.

Prerequisites: Cha 13, cackle hex

Benefit: Only spells that can be cast on targets other than the caster and have a duration of at least 1 round/level can be cast as cackle spells. When you use your cackle hex, you extend the duration by one round of all cackle spells on targets within 30 feet. A cackle spell takes up a slot one level higher than the spell's real level.

CAUSTIC WIT

You can feel your eldritch acid dissolve your foes, allowing you to learn their weaknesses.

Prerequisites: Spell Focus (evocation)

Benefit: If you deal acid damage to a creature or object with a spell, spell-like ability, or supernatural ability, as a free action you may make a Spellcraft check to learn about the creature or object as if you had made the appropriate Knowledge check.

COLD SHOULDER

Your eldritch frost clings to you, granting you protection.

Prerequisites: Spell Focus (evocation)

Benefit: Whenever you use a spell or spell-like ability to deal cold damage, you gain DR equal to half the level of the spell and fire resistance equal to the level of the spell. This can mitigate a total number of hit points of damage (regardless if its weapon or fire damage) equal to the level of the spell. If you deal cold damage as a supernatural ability, treat it as a spell of a level equal to half the dice of cold damage it deals, for purposes of this feat. Multiple uses of cold damage do not stack, though you can replace older DR/fire resistance with that gained by a new use of cold damage. Any unused DR/resistance fades after 1 minute.

CRAFT FETISH

You can create a small doll or statuette that gives your spells power over a foe.

Prerequisite: Caster level 1

Benefit: You can use the hair, nails, or similar material of a creature to craft a fetish that gives you a +1 circumstance bonus to spell (and hex) DCs against the target. A fetish takes one hour to craft, and costs 10 gp per HD of the target. A fetish must be equipped in your hand to grant its bonus.

ELDRITCH AFFLICTION [METAMAGIC]

Your spells can become curses.

Prerequisite: Extend Spell

Benefit: You may only apply this metamagic feat to spells with a duration of at least 1 round/caster level that do not deal damage of any kind (including hp, bleed, ability drains, and ability damage). The duration becomes permanent. The spell cannot be dispelled with *dispel magic*, but can be affected by spells that remove curses (such as *remove curse*). The spell gains the curse descriptor. An eldritch affliction uses up a spell slot five levels higher than the spell's actual level.

ELDRITCH BRIDGE

You leave a brief arcane trail with those you touch with magic.

Prerequisites: Spellcraft as class skill

Benefit: When you successfully hit a target with a touch-range spell, you create a mystic link between you and that target. For a number of rounds equal to the level of the touch-range spell, you can target the same creature with touch range spells out to a range of 25 ft. +5 ft./2 caster levels (treating them as ranged touch spells).

ELDRITCH CHANNELING

You can fuel your divine gifts with spell energy.

Prerequisites: Wis 15, Cha 15, Extra Channel, ability to cast 2nd level divine spells, channel energy class feature

Benefit: When you have no daily uses of channel energy left, you may sacrifice your highest level prepared spell (or spell slot for spontaneous casters) to use your channel energy ability. Your number of channel energy dice is limited to the level of spell sacrificed.

ELEMENTAL ALLOY [METAMAGIC]

You can make a form of energy unique to your spell.

Prerequisites: Elemental spell (APG)

Benefit: When you cast a spell that deals acid, cold, electricity, fire, or sonic damage, you can combine that damage type with a different energy type you have selected for the Elemental Spell feat. If a creature is immune to one of the damage types, but not both, it is not immune to this damage. If a creature is vulnerable to one or both damage type, it is vulnerable to this damage. A creature may only apply energy resistance to this damage if he has energy resistance against both types, and even then he may only use the lower of the two resistances.

FLESH FORGE [METAMAGIC]

You can summon things that do not exist.

Prerequisites: Augment Summoning, Spell Focus (conjuration & transmutation)

Benefit: You can apply templates to creatures you summon with *summon monster* and *summon nature's ally* spells. You may only apply templates the creatures in question qualify for. A flesh forge summoning spell has an effective level equal to the spell's normal level + the CR adjustment of the applied template.

FRIENDLY FIRE

Your eldritch flames lick at your flesh gently, dealing no harm.

Prerequisites: Spell Focus (evocation)

Benefit: You are immune to fire damage from your own spells (even if they are reflected onto you or cast by someone else from a scroll you created), spell-like abilities, supernatural abilities, and summoned creatures.

GREATER MONSTER MAGUS

Claw, claw, bite, cast.

Prerequisites: 3 or more racial natural attacks, racial spell-like or supernatural ability, Monster Magus

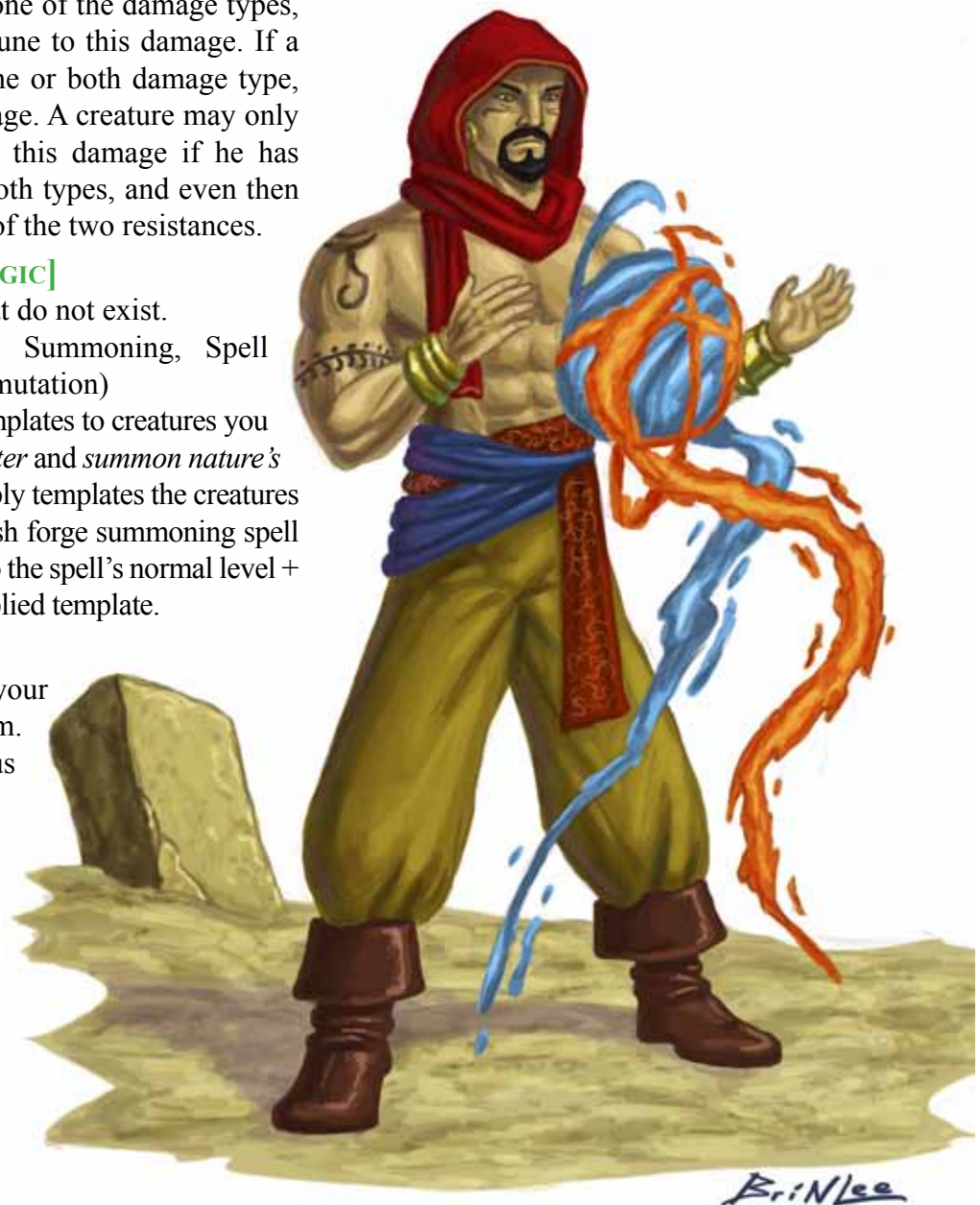
Benefit: As a full-round action, you may make all but one of your natural melee attacks and use one supernatural or spell-like ability. The melee attack takes a -2 attack penalty. A spell-like ability used in this way does not provoke an attack of opportunity.

INVOKE STAFF

You can fuel a staff with your own magic energies.

Prerequisite: Craft Staff, Caster Level 11th

Benefit: You can cast a spell contained within a staff you are holding without using a charge from the staff. You must expend a prepared spell or spell slot at least two levels higher than the level of the spell in the staff.



JUGAAD

You can modify magic items... for a bit.

Prerequisites: Any magic item creation feat, Skill Focus (any craft)

Benefit: You can modify alchemical devices or magic items you have all the prerequisites to create. You can use existing devices of this type to temporarily create different devices. This acts as the appropriate Craft magic item feat, but the time involved is always 1 hour, and the new magic item must have a cost no greater than half the value of the original device. You may only have one item put together with this feat at a time, and it requires 1 hour of maintenance from you every day or it breaks. This maintenance requires a Spellcraft check with a DC equal to the DC to craft the item, +1 for every day the item has functioned. If you fail a maintenance check, the item gains the broken condition and stops working. The original device takes 1 hit point of damage per day it is used to power the new device, and if it gains the broken condition the new device stops working.

You cannot use this ability on alchemical or magic items that become nonmagical after a set number of uses, including potions, scrolls, and wands.

MASTER OF COMMANDS

You can form the words needed to activate a magic item with such clarity, you need not speak them.

Prerequisites: Linguistics +3, Potent Invocations

Benefit: Three times per day you may activate a spell trigger or command word item without having to speak (such as when silenced).

Normal: Spell trigger items require a single spoken word to activate, and command words must be spoken.

MERCIFUL HEALING

Calm aids your efforts to heal.

Prerequisites: Wis 13, Cha 13

Benefit: When you are in calm circumstances (any that would allow you to use the standard rules to take 10 on a skill check), any magical healing you use on others gains a +1 per die morale bonus to the healing done.

MONSTER MAGUS

Claw, cast.

Prerequisites: 3 or more racial natural attacks, racial spell-like or supernatural ability

Benefit: As a full-round action, you may make a single natural melee attack and use one supernatural or spell-like ability that targets or affects only yourself. The melee attack takes a -2 attack penalty. A spell-like ability used in this way does not provoke an attack of opportunity.

NAMED SPELLS

Spells you create are part of you, regardless of who casts them.

Prerequisites: Successfully researched 4 or more new spells

Benefit: Select a number of spells you have successfully researched equal to your Int bonus. These spells now have your name as part of their spell names. When you cast one of these spells, treat your caster level as 2 higher when determining the spell's effects. If you make a Spellcraft or caster level check regarding someone else using one of these spells (such as when attempting to identify or dispel it), you gain a +4 bonus. You are considered to have the scent ability, but only to smell active versions of one of these spells. You gain SR equal to 15 + your caster level against these spells.

You may take this feat as a wizard bonus feat. You may take this feat more than once. Each time, it applies to a new set of spells you have researched.

OPPORTUNE STAFF STRIKE

You can easily cast spells from a magic staff on the unwary and off-guard.

Prerequisites: Weapon Focus (staff), caster level 6

Benefit: When a foe provokes an attack of opportunity from you, you may attempt to hit the foe with an attack from a magic staff you are wielding. You must declare this effort in advance, and if the attack misses the foe's normal AC you waste any charge required by the attack. The foe also receives any saving throw the attack normally allows. The attack does not affect any other target, even if it is normally an area or multiple targets. This counts as an attack of opportunity for purposes of your maximum attacks of opportunity per round.

Special: If you have the spellstrike class feature, you may add the effect of the staff to a successful attack of opportunity made with the staff. If you have the War Baton feat, you may qualify with Weapon Focus in clubs or light maces rather than staves, and use Opportune Staff Strike with rods and wands instead of staves.

ORDERED SPELL

Your magic draws on the powers of order.

Prerequisites: Lawful alignment, caster level 1

Benefit: When you deal damage with a spell, rather than roll the damage you may choose to deal average damage.

POTENT INVOCATIONS

Hearing you activate magic items can frighten the weak of heart.

Prerequisites: Linguistics +3

Benefit: When you use a command word to activate a magic item, or spend a charge from a magic item, as a swift action you may also make a Linguistics or UMD check to attempt to demoralize (as the Intimidate skill) one creature within 60 feet able to see and hear you.

RE-SUMMON

You can bolster your summoned creatures with raw summoning magic.

Prerequisites: Eidolon and monster summon class features

Benefit: You can expend a use of your monster summon spell-like ability to heal a creature you have summoned (including your eidolon). You may do this even if you already have your eidolon or a summoned monster active (when you would not normally be able to use your summon monster ability). Expending one use of your summon monster ability heals one summoned monster (with the range of the summon monster spell) for a number of d6 equal to half your summoner level (to a minimum of 1d6).

RETRIBUTIVE STRIKE

You do not go quietly into the night.

Prerequisite: Caster level 6, Toughness

Benefit: When you are knocked unconscious, you may choose as a free action to deal damage to all foes within 30 feet. Damage is equal to 1d4/level of the highest level spell slot you have remaining. The spell slot is expended. A Reflex save (DC = 10 + 1/2 caster level + Charisma bonus) is allowed for half damage. You may also use this feat when killed, increasing damage dice to d6s.

RING LORD

You can pour much of your power and spirit into a magic ring you created.

Prerequisites: Forge Ring

Benefit: Each day you select one ring you have forged and are wearing. If you are killed, your body fades away, and your spirit enters the ring. Time spent in the ring does not count against the time to restore you to life, and the ring counts as your whole and intact body for purposes of raising you. Any magic effort to discern if you are in the ring must overcome a caster level check (DC 15 + your caster level at time of death). A failed check causes



the divination to indicate you are truly dead and your spirit gone. If someone else puts on the ring your spirit is within, you are able to see and hear what occurs around them (even though you remain dead).

Once per day you may cast one necromancy or enchantment spell that affects one or more targets on the wearer of your ring, as if you were alive. For this purpose you are considered to have access to any material component or focus with no gold piece cost. If you successfully use an enchantment spell to cause the wearer of your ring to gather materials components or foci, you may use them as well.

RUNE SIGHT

You have sacrificed mortal vision for arcane sight.

Prerequisites: Base attack +1, caster level 1, remove one eye (causing you to suffer a 2 penalty to ranged attack rolls and Perception checks)

Benefit: Your empty eye socket now sees magic auras (even through a very thin cloth, such as a bandana or eyepatch). You may *detect magic* at will. Three times per day as a move action, you gain information about a single creature or object as if you had studied it with *detect magic* for 3 rounds.

SAGE

You have eldritch ways of gaining knowledge.

Prerequisites: Int 17, Skill Focus (any Knowledge skill), Knowledge skill (any) 10 ranks

Benefit: Select one Knowledge skill you have at least 10 ranks in, and for which you have taken Skill Focus. Once per day you may cast *commune* as a spell-like ability, using half your ranks in the selected Knowledge skill as your caster level. All the questions asked must be about issues that are relevant to the selected Knowledge skill.

Special: You can take this feat more than once. Its effects do not stack. Each time you select it, it applies to a different Knowledge skill.

SPELL REINS

Your dominion can be granted to others.

Prerequisites: Caster level 1, score of 13 in the ability that determines what level of spell you can cast.

Benefit: When you cast a spell that grants you control over another creature, object, or location (such as *dominate person*), you can, as a full-round action, transfer the spells control to an adjacent, willing creature. That creature now acts in all ways as if it had been the caster of the spell, although the spell still uses your caster level and save DCs.

SPELLMASTER

You can prepare an array of arcane energies that allow you to cast a range of spells you have mastered.

Prerequisites: Arcane bond class feature, Spell Mastery, 3rd level wizard

Benefit: When you prepare spells, you may prepare as many slots as you wish as “arcane arrays” rather than as specific spells. You may use an arcane array slot to cast any spell you have selected with the Spell Mastery feat that is at least one spell level lower than the arcane array slot. Once an arcane array slot is used is cast a spell the slot is unable to be used again until you prepare a new arcane array slot (even if it is a 1st level slot used to cast a 0-level mastered spell). For example, Brandon the Green is a 5th level wizard who has Spell Mastery for fireball, magic missile, scorching ray, and shield. He can prepare a 3rd level spell slot as an arcane array. He may then use that slot to cast magic missile, scorching ray, or shield because they all have a spell level at least one lower than the 3rd level slot of the array. He cannot use it for fireball, since it is the same level as the array. One he casts a spell use the array spell slot, he cannot cast another spell with it until he prepares his spells again and prepares another array.

TRAP SPELL [METAMAGIC]

You can turn a spell into an eldritch trap.

Benefit: To be prepared as a trap spell, a spell must either have a defined area, or have one or more defined targets. You cast a trap spell on an item, which it then wards until discharged. When someone other than you opens the object, the trap spell goes off. If it affects one or more targets it affects only the opener. If it affects an area, you select a point on the object as the spell’s center. The item protected by the trap is not harmed by the trap spell. The trap spell otherwise works as a fire trap. A trap spell takes up a spell slot 2 levels higher than normal, and has a material component with a cost of 10 gp, +5 gp per level of the spell.

VENGEFUL WOUNDS

When you remove an ally’s wounds, you can hurl them back at your foes.

Prerequisites: Healing and War Domains, or Battle and Life mysteries, or Death and Healing patrons
Benefit: When you deal magic healing to a creature, and your healing exceeds the creature’s maximum hit points, you can use the excess hp to damage a creature within 30 feet. The target receives a Will

save (10 + 1/2 your caster level + your spellcasting ability score modifier) to negate this damage. You can only damage a specific target with this ability once per day.

VILE SPELL

Your magic draws on the powers of darkness.

Prerequisites: Evil alignment, caster level 1

Benefit: If you convince a creature to lower its SR against a spell you cast, or to forgo its saving throw, your caster level is treated as being four levels higher when determining the spell's effect. This cannot be used for spells that do not allow saving throws or SR, or those marked as harmless.

WANDSTRIKE

You are a two-fisted master of wandcraft.

Prerequisites: Str 13, ability to cast arcane spells, spell combat and spellstrike class features, Arcane Strike, Weapon Focus.

Benefit: If you have a wand or rod equipped in each hand, as a full-round action you may activate both magic items (as long as their activation normally requires a standard action or less). If either effect is a spell you could deliver using spellstrike, you may make an attack with the wand or rod using spellstrike, treating the rod or wand as a club or light mace.

WAR BATON

You infuse wands and rods with enough eldritch power for them to be effective weapons.

Prerequisites: Str 13, ability to cast arcane spells, Arcane Strike.

Benefit: When you have a rod or wand equipped, you may use it as a club or light mace. As long as you hold it, it also has the hardness and hit points of a club or light mace, if those values are greater than its normal hardness or hp.



CREDITS

Designer: Owen K.C. Stephens

Cover Illustration: Storn Cook and Bruno Balixa

Interior Illustrations: Storn Cook and BrinLee
courtesy of LPJ Image Portfoliot

Editor: Rogue Genius Games

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

Special Thanks to Ian Allen,
creator and player of Brandon the Green.

DESIGNATION OF PRODUCT IDENTITY: The Rogue Genius Games (RGG) company name and logo; the "The Genius Guide to Feats of Spellcasting II" 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: RGG0123

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

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

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

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

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 Kenyon, 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, Teeswynn Woodruff.

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

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 Gygax.

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

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

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

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 Gygax.

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

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 Gygax.

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 Gygax

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

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

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 Kenyon, 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 Gygax.

Angel, Monadic Deva from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

Angel, Movic Deva from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors

Scott Peterson and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

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 Gygax.

Daemon, Hydrodaemon from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

Dust Digger from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

Griplli from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax.

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 Gygax.

Hippocampus from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Jubilex from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax.

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 Gygax.

Leprechaun from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

Mongrelman from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

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

Greene, based on original material by Gary Gygax.

Phycomid from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax.

Poltergeist from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax.

Quickwood from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gygax.

Sandman from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Roger Musson.

Scarecrow from the **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Roger Musson.

Author Scott Greene, based on original material by Gary Gygax.

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 Gygax.

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

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 Cetti, John Flemming, Jeremy Jones, Derek Kagefarn, Phillip Larwood, Richard Pitt, 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 Gygax.

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

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

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

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 Gygax.

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

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

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 Gygax.

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

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

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

Huecava 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 Gygax.

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

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

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

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

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

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

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

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

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

Demodand, 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 Gygax.

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 Gygax.

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

The Genius Guide to Feats of Spellcasting II, ©2014, Rogue Genius Games. Author: Owen K.C. Stephens.