

STAR LOG.EM-050

TEMPORAL THING



STARFINDER
COMPATIBLE



STAR LOG.EM-050

TEMPORAL THING

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

STAR LOG.EM-050: TEMPORAL THING © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

ACCESSING: SPECIES OF BLOOD SPACE...

ACCESS: GRANTED.

Welcome to Species of Blood Space, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. This series looks to introduce all new creatures native to the Xa-Osoro System from the Blood Space Campaign Setting that GMs can use to populate their adventures. Each installment also includes player-facing options that players can use to outfit their PCs with exciting new options.

Everyman Gaming's *SPECIES OF BLOOD SPACE* series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art monsters for your Starfinder experience. Some are stat block entries for various races that call the Xa-Osoro System home, while others are horrible monsters that threaten everyday in this tumultuous, demon-infested star system. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of the Species of Blood Space series you'll feel the same!

~ Alexander Augunas

Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: AGING DESCRIPTOR

Hello, and thank you for purchasing *SPECIES OF BLOOD SPACE 001: TEMPORAL THINGS*! Since so little is known about the temporal things across the galaxy, this section is instead dedicated to describing the unique type of magic associated with these beings: aging effects, specifically the aging descriptor. For more information about descriptors, see the Defining Effects section of Chapter 8 in the *STARFINDER CORE RULEBOOK*.

AGING

An aging effect manipulates the target's mental age, physical age, or both, catapulting their bodies or minds across time. A mental aging effect causes a target to act like it did or will, while a physical aging effect causes a target to look like it did or will. This doesn't allow the target to gain any abilities that it'll gain when its older; for example, aging a Toddler into a Young Adult doesn't grant it class levels unless specifically noted otherwise.

When a target's age category changes as a result of an aging effect, it replaces its current aging penalties, size category, and traits with those of its new age category unless noted otherwise by the effect. For example, a Young Adult that is regressed into an Infant gains the limitations described by the Infant age category's physical traits, physical aging modifiers, and is reduced in size to that of an Infant of its race.

Aging Effects and Equipment: Aging effects don't affect any equipment that a target is wearing unless specifically noted otherwise. If an aging effect changes a target's size category, they become entangled by their equipment until each item is adjusted (such as rolling up pant legs or tightening belts) or removed. Typically, this takes a move action per item unless the item has specific rules for donning or equipping it, such as armor. Items that are wielded rather than worn (such as weapons) don't need to be adjusted in this manner unless the GM notes otherwise. If a target's size is reduced by two or more categories due to an aging effect, removing worn items requires no action.

If a target's size category increases due to an aging effect, their sudden growth might cause worn equipment to tear or break from the added pressure of your growing body. Any equipment worn by the target gains the broken condition; hybrid or magic equipment can attempt a DC 10 Fortitude save to negate the effect. If the target grows two or more size categories as a result of an aging effect, its worn items are destroyed instead of broken.

Aging Effects and Duration: Aging effects with a duration of 1 round or longer (including permanent effects) don't stack, and the target stops aging. Only the most recent aging effect is used, but the target will not appear to age beyond what the confines of the aging effect for its duration (this doesn't stop the target from dying of old age, however). Aging effects with an instantaneous duration effectively reset the target's age as defined by the effect, and the target continues to grow and develop from the point determined by the effect as if it were their actual age.

TEMPORAL THING

The following creatures use the expert NPC array.

TEMPORAL THING KETZER CR 7

XP 3,200

CN Large aberration

Init +0; **Senses** blightsight (vibrations), darkvision 60 ft., sense through (blindsight); Perception +14

DEFENSE HP 90

EAC 19; KAC 20

Fort +6; **Ref** +6; **Will** +12

Defensive Abilities temporal distortion; **Immune** aging

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee tentacle +15 (1d8+7 B plus temporal disjunction) or disintegrating touch +15 (1d20+7A)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities temporal disjunction (Fort DC 23)

Spell-Like Abilities (CL 15th)

Constant—*blur*

At will—*baleful age alteration* (3rd-level)

3/day—*haste*, *make whole*, *slow* (DC 21)

STATISTICS

Str +4; **Dex** +0; **Con** +2; **Int** +5; **Wis** +2; **Cha** +2

Skills Athletics +14, Life Science +14, Mysticism +19, Perception +14, Physical Science +19, Sense Motive +19

Languages Aklo; telepathy

SPECIAL ABILITIES

Disintegrating Touch (Sp) A temporal thing's disintegrating touch is a natural weapon that resolves against the target's EAC instead of its KAC.

Temporal Disjunction (Ex) Temporal things are removed from space and time, causing creatures and objects that come into contact with them to become unstuck from the passage of time, aging or regressing them in an instant. Whenever a temporal thing hits a creature with a tentacle attack, that creature is affected as if by a 3rd-level *baleful alter age* spell (see page 5). Whenever a temporal thing hits an object, a nonliving creature, or a creature with the constructed racial trait (such as an android) with a tentacle attack, the object to crumbles from the passage of time, taking 1d20 Hit Points of damage, or reconstruct itself to when it was newer, healing 1d20 Hit Points of damage.

Temporal Distortion (Su) Whenever a temporal thing is affected by an effect that isn't harmless that has a duration of 1 round or longer, each round counts as 1d6 rounds towards that effect's duration instead of 1 round.

TEMPORAL THING OMAZAR CR 15

XP 51,200

CN Huge aberration

Init +0; **Senses** blightsight (vibrations), darkvision 60 ft., sense through (blindsight); Perception +26

DEFENSE HP 255; RP 8

EAC 29; KAC 30

Fort +13; **Ref** +13; **Will** +20

Defensive Abilities temporal distortion; **Immune** aging

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee tentacle +26 (5d8+15 B plus temporal disjunction) or disintegrating touch +26 (3d10+15A)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities temporal disjunction (Fort DC 23)

Spell-Like Abilities (CL 15th)

Constant—*displacement*

At will—*baleful age alteration* (6th-level), *make whole*

3/day—*disintegrate* (DC 24), *haste*, *slow* (DC 21)

STATISTICS

Str +7; **Dex** +2; **Con** +5; **Int** +9; **Wis** +4; **Cha** +4

Skills Athletics +26, Life Science +26, Mysticism +31, Perception +26, Physical Science +31, Sense Motive +31

Languages Aklo; telepathy

SPECIAL ABILITIES

Disintegrating Touch (Sp) As temporal thing ketzer.

Temporal Disjunction (Ex) As temporal thing ketzer, except a hit creature is affected as if by a 6th-level *baleful age alteration* spell (see page 5) and a hit object either recovers or takes 5d20 Hit Point damage, as appropriate. Whenever a creature fails its save against a temporal thing ketzer's *baleful age alteration*, the temporal thing ketzer can spend 1 Resolve Point to force that creature to attempt a Will save against the spell's DC. If it fails, its mental age category is also reduced for the spell's duration, otherwise acting as described by the *baleful alter age* spell.

Temporal Distortion (Su) As temporal thing ketzer.

Strange creatures that exist in a realm outside of time and space, temporal things are a race of philosophers and scientists who study the lives and technologies of time-bound creatures from beyond the veil of their fourth dimensional realm. Interacting briefly and sparsely with those they study, temporal things normally make contact with denizens from so-called "lesser dimensions" when seeking to experiment upon them or protect their scientific interests from their machinations. In many ways temporal things view creatures from dimensions outside of theirs with the indifference of a scientist commenting upon the condition of one of thousands of laboratory rats. The daily lives and concerns of those they meddle with mean little to them so long as their scientific data is gathered and studied, and the few cases in which a temporal thing has interacted with third-dimensional beings have typically involved them tampering with time's ebb and flow upon them, reducing grown men to small infants and aging young women into ragged ancients.

Smaller temporal things—known as temporal thing ketzers by the few occultbiologists who know of their existence—are approximately 12 feet tall and weigh 900 lbs., while larger temporal things—omazars—are 20 feet tall and weigh 6 tons.

NEW SPELLS

The following spells are available to characters who meet their prerequisites.

ALTER AGE

Classes cleric 1-6, mystic 1-6, wizard 1-6, witch 1-6

School necromancy (aging)

Casting Time 1 round

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

Targets one willing living creature

Duration see text

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You alter the passage of time on the target's body, aging or regressing them one or more physical age category, up to a total number of age categories equal to the spell's level. You determine the target's precise age, down to the day. The target gains the appropriate physical aging penalties and physical traits for their new age category, as detailed in *STAR LOG: DELUXE: AGING RULES*. A creature that becomes a Mature Adult gains a physical aging penalty of -2, an Old Adult gains a penalty of -4, and a Venerable Adult gains an aging penalty of -6. If the target already has an aging penalty that's higher than the penalty imposed by the spell, it uses its own aging penalty instead. The duration of the spell is determined by the spell's level.

1st: 1 round/level (D)

2nd: 1 minute/level (D)

3rd: 10 minutes/level (D)

4th: 1 hour/level (D)

5th: 1 day/level (D)

6th: permanent

BALEFUL ALTER AGE

Classes cleric 1-6, mystic 1-6, wizard 1-6, witch 1-6

School necromancy (aging)

Casting Time 1 round

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

Targets one living creature

Duration see text

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

You forcibly alter the target's age, progressing or regressing them as you see fit. A target that fails its Fortitude save becomes a number of years older or younger (your choice), as determined by its race. The number of years that this spell ages or regresses the target is equal to the variable component of its race's maximum age.

The target's physical age category instantly adjusts to reflect its new age, granting the target the physical aging modifiers, size category, and physical traits of its new age category. A creature that becomes a Mature Adult gains a physical aging penalty of -2, an Old Adult gains a penalty of -4, and a Venerable Adult gains an aging penalty of -6. If the target already has an aging penalty that's higher than the penalty imposed by the spell, it uses its own aging penalty instead.

The spell's duration, the number of years that the spell ages or regresses its targets, and the number of age categories older or younger that the target can become are determined by the spell's level. To determine the number of years older or younger that the target becomes, roll the dice associated with the maximum age of a member of the target's species the number of times indicated by the spell's level and combine the results. Regardless of the number of years rolled, you cannot change the target's age category by more than the number of categories described by the spell's level, and you can't make the target older than its maximum age or younger than 0 years old unless noted otherwise. For example, humans have a maximum age of 80 + 2d20, so a human affected by the 1st-level version of this spell is aged or regressed by 2d20 years. If the human is normally 20 years old (a Young Adult), then even if the result of the 2d20 is 40, the human cannot be aged or regressed y more than one age category, to a minimum of 12 years (the minimum age for the human Adolescent age category) or a maximum of 40 years (the maximum age for the human Mature Adult age category). If precise information isn't available for a specific creature, use the following: very short-lived (1d10), short-lived (1d20), average (2d20), long-lived (3d20), very long-lived (5d20), impossibly long-lived (1d%). The GM can adjust these values as needed based on the creature's type and subtypes, and higher level versions of the spell might age or regress the target multiple increments of this value, as noted in the spell's description.

1st: The spell's duration is 1 round/level (D). It can adjust a target's age by up to one age category and aging dice are rolled once.

2nd: The spell's duration is 1 minute/level (D). It can adjust a target's age by up to two age categories aging dice are rolled once.

3rd: The spell's duration is 10 minutes/level (D). It can adjust a target's age by up to three age categories and aging dice are rolled once.

4th: The spell's duration is 1 hour/level (D). It can adjust a target's age by up to four age categories and aging dice are rolled once.

5th: The spell's duration is 1 day/level (D). It can adjust a target's age by up to five age categories aging dice are rolled twice and combined together.

6th: The spell's duration is permanent (D). It can adjust a target's age by up to five age categories and aging dice are rolled twice and combined together. The spell can age the target until it dies of natural causes or regress the target's body into nonexistence. If the target's age would be increased above its maximum age or reduced below 0 years, the target must attempt a second Fortitude save with a +4 bonus against the spell. If they succeed, they don't die and instead are aged to their maximum age or regressed to 0 years, as determined to how the spell was casted. If they fail, the target dies and cannot be raised from the dead except by divine intervention or extremely powerful magic, as determined by the GM.

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 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.

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

Anger of Angels, © 2003, Sean K Reynolds.;

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

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.

Pathfinder Companion: Adventurer's Armory, © 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal MacLean, Jeff Quick, Christopher Self, JD Wiker, and Keri Wiker.

Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

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

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

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

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

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

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

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

Pathfinder Roleplaying Game Occult Adventures, © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and

SteveTownshend.

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 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.

Star Log.Deluxe: Aging Rules, © 2017, Everyman Gaming, LLC; Author: Alexander Augunas.

Star Log.EM015: Skinwalker, © 2017, Everyman Gaming, LLC; Author: Alexander Augunas.

Starfinder Roleplaying Game Core Rulebook, © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Skrym's Register: The Bonds of Magic, © 2002, Sean K Reynolds; .

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

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

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

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.

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

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

Author: Scott Greene, based on original material by E. Gary Gyga.

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

Angel, Movanic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Baphomet 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 Gyga.

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

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

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

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

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

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

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

Daemon, Piscodaemon from the Tome of Horrors Complete, © 2011, Necromancer Games,

The Next Generation, Now!

Your life doesn't start at adulthood, and your character's doesn't have to either! **Star Log.Deluxe: Aging Rules** gives you everything you need to play a character from cradle to grave in the far-flung future, as well as futuristic items that support the new rules presented within.

Now Available

<http://www.everymangaming.com/star-logdeluxe-aging-rules>

Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

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

Demon, Shadow 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 Neville White.

Froghemoth from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Genie, Marid 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 Gyga.

Grippli 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 Gyga.

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.

Marid from the *Tome of Horrors III*, © 2005, 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 E. Gary Gyga.

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

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 Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyga.

Poltergeist 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 Lewis Pulsipher.

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.

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.

Star Log EM-050: Temporal Thing, © 2017, Everyman Gaming, LLC; Author: Alexander Augunas.

HUNGRY FOR MORE STARFINDER?

UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!

NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>