



CASTING CIRCLES

Rituals for the Whole Party



52-IN-52

Owen K.C. Stephens



CREDITS

Author: Owen K.C. Stephens

Editing: Rogue Genius Games

Cover Illustration: Marcum Curlee

Project Management and Planning: Lj Stephens

Graphic Design and Layout: Lj Stephens

Bon Vivant and Planning: Stan!

Contents Copyright 2020 Rogue Genius Games

For more information about

Rogue Genius Games, follow us on Facebook:

www.Facebook.com/RogueGeniusGames

on Twitter: [@Owen_Stephens](https://twitter.com/Owen_Stephens)

All logos are the trademark of Rogue Genius Games, all rights reserved

Product Code: RGG5220May19

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.

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the “52-in-52” and “Casting Circles” names and logos; 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.

CASTING CIRCLES

Casting circles represent a form of ritual magic that has heavy demands on multiple participants, allowing a GM to add new options to a campaign that come with built-in adventures and participation for all the PCs.

USING CASTING CIRCLES

The purpose of casting circle rules for GM is to be able to get an entire adventure party involved in major magic events. You can use this to solve unexpected problems that crop up (such as the death of a party member when the party can't afford to have them brought back, or the loss of a limb or similar major hindrance that takes powerful, currently unavailable magic to fix), as a plot point in its own right ("There is no way to assault the Dread Queen's inner sanctum... except a casting circle used for a greater teleport!") "But we're 9th level!" "There is a way..." or just to give players options on new ways to do things that comes with built-in encounters and adventures.

In short, casting circle rules lets players do things they otherwise couldn't, but only as permitted by the GM, and only by having at least one side-adventure in doing so. The structure of these rules is designed to be restrictive enough players feel they have specific benchmarks they must meet, and lose enough for a GM to be able to make them fit any campaign theme or special situation. These are a narrative tool for a GM to use to offer adventure options to solve problems, not a way to give players a raw power boost or allow them to skip encounters the GM wishes to be part of an adventure.

THE BASICS

Casting circles are complex rituals that call upon the untapped, primal energies of the universe. Not just spells, these are loopholes in the fabric of reality, where if the right acts and materials are brought to the right place at the right time, people of will and importance can draw forth raw eldritch power and shape it to create one specific effect.

A casting circle requires a magical formation of multiple people who perform a ritual to produce a spell effect. The number of people required should meet your narrative needs – if a group of 5 PCs need to accomplish something and don't seem to be able to find any other way to do it, you can offer them a chance to find a casting circle ritual that happens to need 5 people.

The effect created by a specific casting circle ritual is normally a specific spell, generally of a spell level the participants can't otherwise access (though it could just be a rare spell none of them can cast, or a spell-like effect the GM decides is the same power level as a spell of an accessible level even if there is no specific spell that creates that exact effect).

The act of using a casting circle to create an effect is known as "circle work."

Successful circle work requires 5 basic steps. A casting circle ritual must be found and attuned to a specific situation. A place must be prepared for circle work. The circle work itself must be undertaken, which includes an invocation, one or more tests, the cost, and finally the effect.

FINDING CASTING CIRCLE RITUALS

"Can this power be learned?"

In general, finding a casting circle ritual to cast a spell effect is as difficult as finding a new spell 3 spell levels lower. Thus, finding a casting circle ritual that creates a 5th-level spell effect is as difficult as finding or researching a new 2nd level spell.

The GM can skip over this step if desired and it's appropriate to the campaign. A game set in an adventure academy, or where the PCs have access to libraries of magic options, or have a powerful patron or allied organization assisting them, the ritual may just be something that can be loaned out or bought for a nominal fee.

Alternatively, any effort at research or gathering information to find a specific casting circle ritual can reveal that a copy of the needed ritual can be acquired at a location that is clearly a minor adventure site. For example, an abandoned school

CASTING CIRCLES

of magic might have some rituals carved on the walls of its archives, or there might be a remote location in a wilds area (from basements in the bad part of town to a day's travel into actual wilderness or down a cave system known to be recently overrun by threats) where a similar ritual was attempted and the needed information can be gathered.

A casting circle ritual is much more tightly defined than a spell, so normally each ritual can accomplish only ONE specific thing. Characters aren't looking for a spell to raise anyone from the dead – they need a casting circle ritual that can bring back a half-elf spellcaster who died as a result of a dragon's breath weapon. This fact helps casting circles have a limited impact on the world they are introduced to. It explains why casting circles aren't used for day-to-day tasks, and aren't the solution to every problem. It also means even if the same kind of issue comes up (such as another party member dying), the players are likely to need to research a new ritual to match the new circumstances. This ensures that a GM doesn't find allowing one casting circle ritual into a campaign means it is used over and over. And, of course, the GM is always free to say a specific casting circle ritual does not and cannot exist – just because you can use it to raise one creature under one set of circumstances doesn't mean it can be used to restore life to every NPC the players decide they want to bring back and talk to.

As a general rule, acquiring a casting circle ritual should take the same effort as two typical encounters of a level equal to (casting circle spell effect's spell level x3). This is also the casting circle's Base Encounter Level (BEL). Thus if a group of 3rd level characters want to find a casting circle able to duplicate a 2nd level spell effect, they should face the same difficulty as two typical 6th-level encounters (2nd level spell x3 = 6). These can be exploration encounters, roleplaying and negotiation, combat, or some combination of all of those. Or even just spending money equal to the treasure gained from a typical 6th-level encounter, if the PCs have the resources and the GM wants to move along to preparing a casting space.

PREPARING A PLACE FOR THE CIRCLE

"If by my life or death, I can protect you, I will."

The energy to power a casting circle requires the circle workers to have a strong connection to the place they use to do their circle work. This normally requires it to be a place they prepare specifically for

the circle, and that generally means overcoming an encounter there. This can be a combat, but it can also be a series of skill checks (DC 10 + 1.5 x base encounter level) equal to two per circle workers to be involved in the circle. Ideally the GM should make these different kinds of skills so that each PC is better at one skill check than anyone else. If there's a PC who isn't the best at any skill, you can make 2 or 3 of the skill checks have to occur simultaneously, so that the 2nd and 3rd best character at that skill need to attempt it simultaneously.

The skill checks may include inscribing a circle in ancient languages, moving heavy objects into precise alignments, making a series of stones or other markers with crafting skills, aligning objects within the area to represent the natural flow of energy in the location, or to respect and invoke its history, or to symbolize the line of its rulers. Since a casting circle requires both physical set-up and a lot of representational preparation, nearly any skill can be made a mandatory part of the preparation.

Each time a skill check is failed, one character takes damage equal to the 1d6 per 2 levels of the circle's Base Encounter Level. This may be a consequence of the danger of the skill check (if someone must erect menhirs in specific positions for the location to be ready, a failed check can be the result of a menhir rolling onto someone from incorrect engineering of its placement). Alternatively since the characters are now beginning to make the first connections to the primal energy that will power their circle, a failed check could result in an actual blast of mystic energy (of an energy type appropriate to the end-goal of the casting circle of the location, or a randomly determined type as the primal energy coalesces in uncontrolled backlash).

It doesn't matter how often the PCs fail the skill checks, as long as each check is eventually made successfully at least once.

CIRCLE WORK

"We have to go deeper."

The actual circle work takes a number of hours equal to the level of the effect the casting circle is designed to create. Any interruption of that time longer than a minute requires the time to be restarted, but no materials are lost, and the location does not have to be re-prepared.

If the spell being created has costly materials or similar requirements those must be provided... or

the circle work becomes MUCH more difficult as it adds to the number of tests that must be passed.

TESTS

“Snakes! Why did it have to be snakes?”

Circle Work is a struggle between those who are trying to tease extra power out of the universe, and the natural order which keeps that energy locked away. As the circle forms, it creates a kind of demiplane—a quasi-real place where the energy for the circle work gathers until the ritual is over. The circle workers remain exposed to the material plane, and can be attacked and damaged by things in it. But they are also exposed to the temporary demiplane, and things can form out of that energy that can impact (and be impacted by) one or more circle workers without impacting the rest of the location.

These interactions are referred to as “tests.” There is no true intelligence behind these tests—just the subconscious minds of the participants reacting to the sense of threat and wrongness of stealing energy from the universe, and the mystic power they call upon using those impulses to form potential stumbling blocks. Only by overcoming these tests can the circle works complete their ritual and access the energy needed for their spell effect.

Normally circle work requires the workers pass a number of tests equal to the number of participants. Each test is a single encounter of a level equal to the circle’s Base Encounter Level -2. These can be combats (normally against some kind of outsider, such as an inevitable, genie, or elemental, but can take any form), traps, or even opposed skill checks for metaphysical debates. The PCs cannot interact with each other’s tests – each test exists only for the circle worker facing it – but CAN assist each other by interacting only with each other (casting spells, making aid another checks, and so on). Since each circle worker must face one test, you can run them simultaneously to prevent any player from having to sit around and wait for everyone else to be done.

If the casting circle is being used to restore an incapacitated creature (such as raising the dead, turning a petrified creature back to flesh, and so on), it must be present. However, their spirit is also summoned by the power of the circle, allowing them to participate in the circle work as if alive and not suffering whatever affliction the casting circle will remove. (Being dead or cursed to eternal sleep is enough of a bummer as a player, they might as well get to try to help fix the problem.)

If the spell being created by the ritual requires expensive materials not provided, the circle workers must take on additional tests to draw additional energy to make up for the lack. They must face enough additional tests for the treasure value of the encounters the tests comprise to match the value of missing materials, or twice as many tests (whichever total is lower).

Each test lasts no more than ten rounds, after which the GM determines if the test was successful, or not. There are three kinds of tests—combat, skill challenge, and trap. Each type of challenge has specific conditions for success.

Combat: Select a single foe of the appropriate base Encounter Level -2, that does not have any mode of movement the PC does not have. The two fight in a featureless 40-foot cube (though the PC doesn’t actually move from their location, they seem to during this combat). To be successful, the circle worker must do more damage to the combatant than the combat does to them, OR the combatant must be defeated or made helpless. If unsuccessful, the circle worker just has to contend with the damage of the combat.

Skill Challenge: Select a skilled NPC of the appropriate Base Encounter Level -2. Each round the NPC and the PC make one opposed skill check. The NPC selects the first opposed check, and the PC the second, and they then alternate. Neither can choose the same skill twice (though they can choose a skill the other has already selected once). To be successful, the circle worker must win more than half of the opposed checks. If unsuccessful, the take damage equal to their level for every skill check short of success they were.

Trap: Select a trap of the appropriate Base Encounter Level -2 that can be disarmed or bypassed using skills the PC has invested in. To be successful, the trap must be disarmed or bypassed. If unsuccessful, the trap affects the circle worker at the end of the time.

If the characters are all successful, the casting circle moves on to the cost, and is then complete. If not, they must face additional challenges until they have a number of successes equal to the number of circle workers. Circle workers may volunteer to take on the additional challenges, but no circle worker can take on a third until all have taken on two, and so on. If no one volunteers, the additional tests are assigned randomly (though again, no one takes a third or subsequent additional tests until everyone has taken at least one).

CASTING CIRCLES

As long as the circle workers keep taking on tests, they can keep working toward completing the circle work. However, if one of them gives up, refuses to go on, or is knocked out or killed, the casting circle ends, and cannot be attempted again for 1-7 days.

THE COST

"I told the wizard I would pay the Gods..."

You don't get to call upon energies from the universe without paying a price. There is a backlash of energies that must be absorbed by one or more member of the casting circle. This is the very last casting event, occurring just before the circle work ends. No checks are needed afterward, and even if the consequences of the backlash take out a member of the casting circle, that does not prevent successful circle work from being completed.

The backlash is normally an evocation spell of the same level as the spell being created with the circle work, with a caster level equal to the minimum needed to cast that spell. It targets just one member of the casting circle—even if the spell has an area or normally affects multiple targets. The backlash is only semi-real, existing in the demiplane that briefly is created by the circle work, and the full brunt of its destruction of bourn by just one member of the circle. The GM can pick a spell that seems thematically appropriate to the casting circle's goals, or determine the spell at random. A full 75% of the time the backlash spell is from the same spell list as the spell being created.

A single member of the casting circle can take the role of sacrifice once the circle work reaches the

point of backlash, in which case they automatically take the backlash spell. They can make saving throws as normal, but SR does not apply (the circle member has effectively chosen to lower SR by taking part in the circle work), and any attack roll needed by the spell is considered to be a success.

If multiple members of the circle choose to take on the role of sacrifice, they are all struck by the backlash spell, but the effects as lessened. For every doubling of the number of targets (2, 4, 8, and so on) taking the role of sacrifice, the spell level of the backlash spell is reduced by 1. This if the casting circle has 6 members and is trying to create a 5th level spell effect, a single sacrifice takes a 5th level spell as backlash, but if 2 members act as sacrifice each takes only a 4th-level spell, and if 4 or more do so each takes only a 3rd level spell. The casting level remains the minimum to cast whatever level of spell forms the backlash.

If no one chooses to take on the role of sacrifice, it is determined randomly.

SUCCESS

"It's alive! It's alive!"

Once the tests are passed and the cost is paid, the casting circle creates the desired spell effect. If the spell effect normally has any chance to not function as desired, the circle workers get to make that check twice and take the better of the two results.

Or the GM can just let it work. Or the GM can just let it work. The players went to a lot of trouble for this, after all.

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.

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

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 Peek, Jeff Quick, and Sean K Reynolds.

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

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

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

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 Intrigue. © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

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 Adventurer's Guide © 2017, Paizo Inc.; Authors: Benjamin Bruck, John Compton, Crystal Frasier, Tim Hitchcock, Jenny Jarzabski, Isabelle Lee, Joe Pasini, Jessica Price, David Schwartz, and Josh Vogt.

Skreyn'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. Schwalb.

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

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Baisley, 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 Gygax.

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

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

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

Brownie 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.

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

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

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

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

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

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

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

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

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

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.

Dragon Horse 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.

Flumph 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 McDowell and Douglas Naismith.

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

Giant, Wood from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene, based on original material by Wizards of the Coast.

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

Huecuva 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 Underworld Oracle.

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.

Kech 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.

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 Gygax.

Muckdweller 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.

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

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

Quickling 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.

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.

Skulk 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 Simon Muth.

Spriggen from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Baisley, based on original material by Roger Moore and Gary Gygax.

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

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillot, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

Starfinder Alien Archive 2 © 2018, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, John Compton, Adam Daigle, Brian Duckwitz, Eleanor Ferron, Amanda Hamon Kunz, James Jacobs, Mikko Kallio, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Mark Moreland, Matt Morris, Adrian Ng, Joe Pasini, Lacy Pellazar, David N. Ross, Stephen Rowe, Chris Sims, Owen K.C. Stephens, James L. Sutter, and Russ Taylor.

Starfinder Alien Archive 3 © 2019, Paizo Inc.; Authors: Saif Ansari, Kate Baker, John Compton, Adam Daigle, Katina Davis, Eleanor Ferron, Crystal Frasier, Leo Glass, Sasha Lindley Hall, Amanda Hamon, Thurston Hillman, James Jacobs, Jenny Jarzabski, Virginia Jordan, Jason Keeley, Natalie Kertzner, Luis Loza, Lyz Liddell, Ron Lundeen, Crystal Malarsky, Robert G. McCreary, Hilary Moon Murphy, Adrian Ng, Joe Pasini, Lacy Pellazar, Samantha Phelan, Jessica Redekop, Simone D. Sallé, Michael Sayre, Owen K.C. Stephens, James L. Sutter, Jason Tondro, Diego Valdez, and Linda Zayas-Palmer.

Starfinder Character Operations Manual © 2019, Paizo Inc.; Authors: Alexander Augunas, Kate Baker, Simone Dietzler, Jennifer Dworschack-Kinter, Leo Glass, Sasha Lindley Hall, Amanda Hamon, Vanessa Hoskins, Jenny Jarzabski, Jason Keeley, Lyz Liddell, Luis Loza, Ron Lundeen, Crystal Malarsky, Robert G. McCreary, Conor J. Owens, Joe Pasini, Owen K.C. Stephens, Jason Tondro, and Landon Winkler.

Starfinder Pact Worlds © 2018, Paizo Inc.; Authors: Alexander Augunas, Judy Bauer, Robert Brookes, Jason Bulmahn, John Compton, Amanda Hamon Kunz, Thurston Hillman, Mikko Kallio, Jason Keeley, Jonathan Keith, Steve Kenson, Lyz Liddell, Ron Lundeen, Robert G. McCreary, David N. Ross, Owen K.C. Stephens, James L. Sutter, and Russ Taylor.

Mongrelman 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.

Casting Circles, SF © 2020, Owen K.C. Stephens; Author: Owen K.C. Stephens. Project manager and Planning: Lj Stephens. Bon Vivant: Stan!