

Everyman Minis Haunt Invocations



Everyman Minis

Haunt Invocations

Author: Clinton Boomer

Cover Artist: Brett Neufeld

Development: Alexander Augunas

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

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

Everyman Minis: Haunt Invoking © 2017 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.

Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



New Feat

The following feat allows the foolhardy to invite dangerous spirits into the world.

Phantasmal Invitation

You invite a phantasmal being into your body, creating spiritual manifestations to lash out at foes.

Prerequisites: Ability to cast psychic spells, nongood alignment, character level 3rd.

Benefit: Select one invited haunt (see page 3). You gain a convocation reservoir with a number of points equal to your highest mental ability score modifier. You can spend 1 convocation point to invite your selected haunt into existence (see page 4). Your caster level for this haunt is equal to your highest caster level in a class capable of casting psychic spells. Your convocation reservoir is replenished each morning after 8 hours of rest; these hours do not need to be consecutive.

Special: Characters with at least one of the following class features can select this feat as if they had the ability to cast psychic spells: arcane school (necromancy), bone mystery, bone spirit, elemental focus (aether), elemental focus (dream), elemental focus (void), patron spells, spill blood, undead bloodline, or Undead subdomain. At the GM’s decision, similar class features with ties to haunts can also allow a character to qualify for this feat as if they could cast psychic spells. A character qualifying for Phantasmal Invitation in this manner uses their class level as their caster level for determining the effects of all haunts they invite into existence.

Special: You can select this feat multiple times. Each time you do, you increase the number of points in your convocation reservoir by 1 and select an additional invited haunt.

Invoking Haunts

Mortals are not alone in the Material Plane, and have never been alone. Slick, invisible fingers trail and trickle over every inch of existence, from the top of the tallest peak to the bottom of the deepest trench, and across every inch of sweet, soft mortal flesh found in between. These beings lurk behind thin curtains, obscured from an absurd reality, their fleshless throats exhaling empty whispers of putrid lust and debased want with shining, needful eyes. Although the sane and stable are blissfully unaware of these beings, who some call “spirits” and others call “patrons,” others call forth and bind these nameless denizens to serve them.

Characters with the Phantasmal Invitation feat (see page 3) can give insubstantial form to these beings as a full-round action that provokes an attack of opportunity. Upon doing so, you create a haunt in any square within your space or within your reach. You cannot accidentally trigger a haunt that you have personally invited, though you can trigger it at will as a standard action, provided you are within 30 feet of the haunt and it can detect your presence and desire in some manner. An invited haunt lasts for a number of hours equal to your caster level or until triggered, whichever happens first.

Invited haunts use the same rules as standard haunts, except they can always attempt saving throws against effects that deal damage to them, functioning as tenacious haunts with a save bonus equal to your caster level + your highest mental ability score modifier. An invited haunt cannot be modified with effects that alter a haunt’s CR (but see Shape Invocation). Other differences between invited haunts and standard haunts are described below.

Alignment: An invited haunt’s alignment is always the same as its creator. An invited haunt cannot be good-aligned.

Space: An invited haunt occupies a single 5-foot square unless noted otherwise or modified by the Shape Invocation feat (see page 3).

Caster Level: An invited haunt’s caster level is always equivalent to its creator’s caster level in the chosen spellcasting class (see the Phantasmal Invitation feat on page 3).

Notice: The Perception or Sense Motive DC to notice an invited haunt is equal to 10 + 1/2 of its creator’s caster level + its creator’s key spellcasting ability score modifier.

Hit Points: An invited haunt’s hit points are equal to your caster level.

Trigger: An invited haunt is always triggered by proximity unless modified by the Shape Invocation feat (see page 3).

Reset: An invited haunt does not reset unless modified by the Shape Invocation feat (see page 3).

Effect: An invited haunt’s effects are always either instantaneous or last 1 round unless modified by the Shape Invocation feat (see page 3). The save DC against the effects of an invited haunt is equal to 10 + 1/2 your caster level + your key ability score modifier.

BLOODY HANDS

Invited haunt (5 ft. square)

Caster Level same as creator’s caster level

Notice Perception (to hear quiet lurking and lurching)

hp same as creator’s caster level; **Trigger** proximity; **Reset** none

Effect Bloody hands appear from nowhere, making a single melee attack against the triggering creature. The bloody hands have an attack bonus equal to your caster level + your key spellcasting ability score modifier. If the attack hits, the target takes 1d6 points of damage + 1 point of damage per caster level you possess. This damage is either bludgeoning, piercing, or slashing damage, chosen when the haunt is first invited. This attack counts as magical for the purpose of overcoming damage reduction, deals damage to a swarm as if it were an area attack, and deals full damage to incorporeal creatures.

COLD SPOT

Invited haunt (5 ft. square)

Caster Level same as creator’s caster level

Notice Perception (to feel the temperature around you rapidly begin to chill)

hp same as creator’s caster level; **Trigger** proximity; **Reset** none

Effect The temperature drops below freezing in an instant, chilling the triggering creature to the bone. The target must succeed on a Reflex save or take 1d6 points of cold damage + 1 point of damage per caster level you possess. A successful Reflex save reduces the damage by half.

DISFIGURING FINGERS

Invited haunt (5 ft. square)

Caster Level same as creator’s caster level

Notice Perception (to feel your skin subtly itch and crawl)

hp same as creator’s caster level; **Trigger** proximity; **Reset** none

Effect Otherworldly spirits attempt to maim the triggering creature, leaving it temporarily disfigured. The haunt makes a dirty trick combat maneuver attempt against the triggering creature with a bonus equal to your caster level + your key spellcasting ability score modifier. If you have any abilities or feats that specifically grant you bonuses on dirty trick attempts (such as Improved Dirty Trick), the haunt also gains the benefits of those abilities. You must choose one condition for the haunt to attempt to inflict when you first invite it into existence; once chosen, this cannot be changed.

FEAST OF VERMIN

Invited haunt (5 ft. square)

Caster Level same as creator’s caster level

Notice Perception (to hear the sound of dozens of blood-leeching insects suddenly appear around you)

hp same as creator’s caster level; **Trigger** proximity; **Reset** none

Effect A swarm of blood-feeding insects suddenly manifests around the triggering creature, latching to their body to frantically feed. The triggering creature must succeed on a

Fortitude save or take 1d2 points of Constitution damage. If you use the Shaping Invocation feat to make this haunt persistent, the triggering creature takes this damage once per round for 1 round per caster level. Each round, the triggering creature receives a Fortitude save to end the effect.

GRAVE MIST

Invited haunt (5 ft. square)

Caster Level same as creator's caster level

Notice Perception (to notice a thin mist floating up from the ground beneath your feet)

hp same as creator's caster level; **Trigger** proximity; **Reset** none

Effect A thick cloud of enfeebling mist suddenly appears, sapping the triggering creature's strength. The triggering creature must succeed on a Fortitude save or take a -4 penalty to one physical ability score of your choice (Strength, Dexterity, or Constitution). You must choose one ability score for the haunt to penalize when you first invite it into existence; once chosen, this cannot be changed. This penalty lasts for 1d4+1 rounds. If you use the Shaping Invocation feat to make this haunt persistent, it instead lasts for as long as the creature remains within the haunt's space, and for 1d4+1 rounds after it leaves or the persistent haunt fades. This penalty counts as an inhaled poison, and creatures that do not breathe are unaffected. This otherwise functions as *obscuring mist*, and unlike most haunts it is susceptible to fire damage.

SUMMON APPARITION

Invited persistent haunt (5 ft. square)

Caster Level same as creator's caster level

Notice Perception (to hear the moaning of lost souls)

hp same as creator's caster level; **Trigger** proximity; **Reset** none

Effect The haunt manifests into a ghost (*PATHFINDER ROLEPLAYING GAME: BESTIARY*). When you invite the haunt into existence, choose one CR 1/3 stat block from the adept, aristocrat, commoner, expert, or warrior section in *PATHFINDER ROLEPLAYING GAME: NPC CODEX* to serve as the base creature for this haunt. Damage dealt to the ghost is likewise applied to the haunt, and both ghost and haunt lasts for up to 1 round per caster level you possess.

UNHOLY POWER

Invited haunt (5 ft. square)

Caster Level same as creator's caster level

Notice Perception (to hear the moaning of lost souls)

hp same as creator's caster level; **Trigger** proximity; **Reset** none

Effect A violent wave of negative energy bursts forth from the haunt, wrecking the triggering creature's body. The target must succeed on a Will save or take 1d6 points of negative energy damage + 1 point of damage per caster level you possess. A successful Will save reduces the damage by half.

Additional Feat

The following feat is available to all who meet its prerequisites.

Shaping Invocation

You can shape haunts that you invite into existence to your whims.

Prerequisites: Phantasmal Invitation, nongood alignment, character level 3rd.

Benefit: Select one of the augmentations listed below and add 1 point to the number of points in your convocation reservoir. Whenever you invite a haunt into existence using Phantasmal Invitation, you can spend additional convocation points to augment the effect with your chosen augmentation. You can apply the effects of multiple, different augmentations to the same haunt, and if you choose empowered haunt, you can apply multiple, different qualities or templates to your haunt.

- » *Empowered Haunt:* You can grant the haunt one of the following qualities or templates: free-roaming^{HA} (given directors as *command undead* and controlled by GM; 2 points), item bound^{HA} (one item in your possession; 1 point), latent^{HA} (condition chosen by you; 0 points), persistent (effects last 1 round per caster level and hit points increase to twice your caster level; 2 points), or possessing^{HA} (bound to you; 1 point)
- » *Fast Invitation:* You can invite the haunt into existence as a standard action (1 point), a move action (2 points), a swift action (3 points), or an immediate action (4 points).
- » *Fusion:* You can fuse two invited haunts that you can invite into a single haunt (0 points). Fused haunts count as a single haunt for all purposes; they share a single pool of hit points, make one saving throw against effects, allow one check to notice them, and so on. You can fuse up to four haunts together into a single haunt, but each haunt beyond the second costs additional points, as follows: 3 haunts (2 points), 4 haunts (4 points).
- » *Reach Invitation:* You can invite the haunt into existence within any square within close range (25 ft. + 5 ft./2 levels; 2 points) or medium range (100 ft. + 10 ft./level; 4 points).
- » *Resetting Haunt:* You can grant a measure of tangibility to the haunt, allowing it to reset 1 hour after it was triggered (1 point) or 10 minutes after it was triggered (2 points). The haunt can reset once per point increment spent in this manner. For instance, if you wish for the haunt to reset after 10 minutes twice, you must spend 4 points.
- » *Spiteful:* The save DC of the haunt's effects increases by 1 (1 point) or 2 (2 points).
- » *Wide Haunt:* You can increase the haunt's space to a 10-foot square (1 point), a 15-foot square (2 points), or a 20-foot square (4 points).
- » *Weakness:* You can grant the haunt one of the following weaknesses: slow, tricked (hide from undead, *invisibility*, and *Stealth*), or triggered by touch. Each weakness you apply reduces the haunt's convocation point cost by 1, to a minimum of 1 point.
- » *Wrecking Haunt:* You can augment the amount of hit point damage done by the haunt, increasing its damage by 2d6 points per point spent, to a maximum of 2d6 per 2 Hit Dice you possess.

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.

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.

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

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

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

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 Horror Adventures, © 2016, Paizo Inc.; uthors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

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 Steve Townshend.

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

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

Tome of Horrors III, © 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.

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.

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

Bat, Mobat from the ***Tome of Horrors Complete***, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Clark Peterson, 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.

CryptThing 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 Roger Musson.

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

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

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

Demon, Nabasu 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.

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.

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.

Froghemoth 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.

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.

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.

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

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.

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

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.

Rot Grub from the ***Tome of Horrors Complete***, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Clark Peterson, 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.

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

Scarecrow 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 Roger Musson.

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

Vegepygmy 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.

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

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.

Yellow Musk Zombie 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.

Zombie, Juju 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.

Everyman Minis: Haunt Invocations, © 2017, Everyman Gaming LLC; Author: Clinton Boomer.

Slay some witches, and raise a little Hell!



Whether unearthing ancient secrets or tapping powers long since forgotten, **Paranormal Adventures** is the the perfect resource for players and GMs looking to infuse their campaign with ancient rites of immense power and esoteric forces better left forgotten.

Now Available

<https://www.everymangaming.com/paranormal-adventures>