

Everyman Minis Unchained Kangaroos



Everyman Minis

Unchained Kangaroos

Author: Alexander Augunas
Cover Artist: Jacob Blackmon
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: Unchained Kangaroos © 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](https://twitter.com/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!

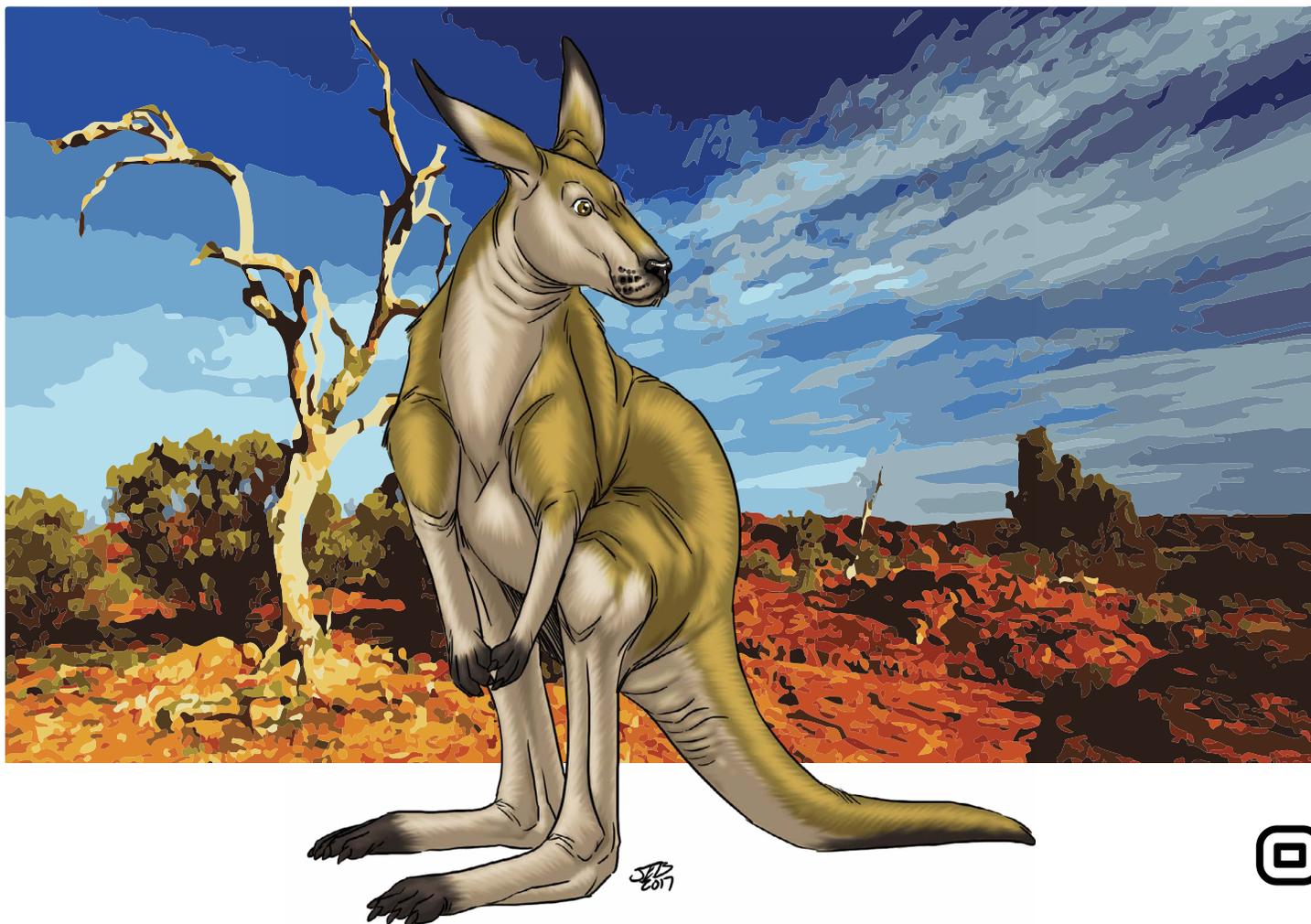
~ Alexander Augunas

Why Unchain the Kangaroo?

Kangaroos were first presented in the *PATHFINDER ROLEPLAYING GAME* as marsupials who primarily relied on powerful kicks to knock over foes using the trip special attack. They were CR 1/2 creatures and reasonably well designed. So, fans of Everyman Gaming might be wondering why Everyman Gaming would go through with the trouble of “unchaining” the kangaroo as we have player classes and archetypes?

In short, those tactics (knocking foes over with a single, powerful kick) aren’t very indicative of the true deadliness of the kangaroo. The trip special ability usually refers to an animal that actively tries to drag its prey down to the ground, like a wolf. But this isn’t the kangaroo’s strategy at all—they aim for the chest when they kick you because their feet are covered in long, lethal nails that the kangaroo uses to try and literally eviscerate you with. They’re not really trying to kick a guy on his butt anymore than a martial artist is when he round-house kicks you.

Additionally, even though they have adorable little tyrannosaurus arms, their grip is strong, and their hands clawed. When they “box” you, it really hurts, and there is even evidence that some kangaroos use grapples that aren’t too different from the sleeper hold on other kangaroos. There are even urban legends of kangaroos drowning dogs in streams in this manner. Because of this, we decided to give the kangaroo some much-needed love with a good old-fashioned unchaining!



Marsupial, Kangaroo

As tall as a grown human, this mouse-faced creature stands on powerful hind legs and has a stout tail trailing behind.

KANGAROO

CR 1/2

XP 200

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 6 (1d8+2)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 50 ft.

Melee claws +1 (1d4+1 plus grab) or kick +1 (2d6+1/19-20)

Special Attacks disembowel 1d2

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 14

Feats Skill Focus (Acrobatics)

Skills Acrobatics +10 (+18 when jumping), Perception +4;

Racial Modifiers +4 Acrobatics

SPECIAL ABILITIES

Disembowel (Ex) Whenever a kangaroo confirms a critical hit against an opponent using its kick attack, it deals 1d2 points of Constitution damage and 1d2 points of bleed damage to the target.

Kick (Ex) A kangaroo's kick attack deals bludgeoning and piercing damage and has a critical threat range of 19-20. This attack requires the kangaroo to hop up a few feet into the air, from which it attacks with both its feet. As a result, kangaroos can't kick as part of a full-attack action unless they have a base attack bonus of +6 or higher.

These strange-looking animals have long pointy ears and pronounced muzzles, and their strong legs carry them about in amazing leaps. Like all marsupials, kangaroos give birth to live young ("joeys") that are relatively undeveloped at birth and completely helpless, and must remain within a protective pouch on the mother's belly for months before safely emerging.

While not particularly aggressive, kangaroos are more than capable of defending themselves if cornered or when forced to protect their young. Their powerful forelimbs possess wicked claws that strike out in swift jabbing motions and are strong enough to wrestle foes into submission, but they are more famous for their deadly kicks, which sport sharp claws capable of disemboweling unguarded foes.

A kangaroo stands over 6-1/2 feet tall and weighs upward of 200 pounds. To represent a smaller species standing about 4 feet tall and weighing 110 pounds, apply the young simple template or manually reduce the size from Medium to Small. Kangaroos reach maturity in less than a year and can live up to 20 years, but most individuals in the wild are hunted by predators within their first decade.

Jack

Roughly the size of a grown human, this mouse-faced creature stares back at you with a knowing intelligence.

JACK

CR 6

XP 200

Awakened kangaroo fighter (unarmed fighter) 5 (*EVERYMAN UNCHAINED: FIGHTERS*)

N Medium magical beast (augmented animal)

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural)

hp 57 (3d8+5d10+16)

Fort +9, **Ref** +7, **Will** +2; +2 on saves vs. fatigue, exhaustion, staggered, or penalties to ability scores

DR 2/- against nonlethal or damage taken while grappling

OFFENSE

Speed 50 ft.

Melee claws +9 (1d4+2 plus grab) or kick +9 (2d6+2/19-20) or +9/+4 unarmed strike (1d4+2), or claws +4 (1d4+2 plus grab), kick +4 (2d6+2/19-20), and unarmed strike +9/+4 (1d4+2)

Special Attacks disembowel 1d2, martial spontaneity, second wind (swift; 1d10+5), stamina (9/day)

TACTICS

Before Combat If Jack gets the drop on an opponent, he uses his martial spontaneity ability to temporarily gain the benefits of the Kangaroo Gait feat.

During Combat Jack targets the most dangerous opponent first with his Spring Attack feat, using it to maneuver into the most advantageous possible. On subsequent rounds, he full-attacks with his claws, kicks, and unarmed strikes while using Power Attack to subdue foes. He avoids grappling unless he is fighting a spellcaster or a single opponent.

Morale Jack fights to the death if he is defending his gang. Otherwise, he values his life too much to risk death, and flees when reduced below 25 hit points.

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +8 (+8 grapple); **CMD** 22

Feats Dodge, Improved Unarmed Strike, Kangaroo Style, Mobility, Power Attack, Slayer's Feint^{UC}, Skill Focus (Acrobatics), Spring Attack

Skills Acrobatics +21 (+25 when jumping), Climb +8, Knowledge (engineering) +12, Perception +11, Survival +12, Swim +8; **Racial Modifiers** +4 Acrobatics

Languages Common, Sylvan

SQ Advanced weapon training (trained maneuvers [grapple]), weapon training (natural) +1

SPECIAL ABILITIES

Disembowel (Ex) Whenever Jack confirms a critical hit against an opponent using his kick attack, he deals 1d2 points of Constitution damage and 1d2 points of bleed damage to the target.

Kick (Ex) Jack's kick attack deals bludgeoning and piercing damage and has a critical threat range of 19-20. This attack requires him to hop up a few feet into the air, from which Jack attacks with both his feet. As a result, Jack can't kick as part of a full-attack action unless he has a base attack bonus of +6 or higher.

Stamina (Ex) Jack has a pool of stamina points that he can use to accomplish incredible feats of fighting prowess and endurance. He recovers spent stamina points at a rate of 1 point per minute; this stops whenever he enters combat; takes an action that requires a Strength-, Dexterity-, or Constitution-based check or skill check; takes more than one move or one standard action during a round; or is suffering from confused, cowering, dazed, dead, disabled, exhausted, fascinated, frightened, helpless, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, or stunned condition. Jack can spend stamina points in the following ways.

Martial Spontaneity (Ex) Jack can spend 3 stamina points as a move action to gain the benefit of a combat feat he doesn't possess for 1 minute. He can use this ability again before the duration expires in order to replace his previous choice with a new choice. If the combat feat has a daily limitation, uses of that combat feat while using this ability count towards that feat's daily limit. Jack loses the benefits of any feat he gains in this manner if his stamina point total drops to 0.

Second Wind (Ex) Jack can spend 3 stamina points as a swift action to gain a number of temporary hit points equal to $1d10 +$ his base attack bonus. This lasts 1 minute, and multiple uses of this ability don't stack. His current hit point total and his temporary hit points from this ability can't exceed his maximum hit point total.

Weapon Training (Ex) Jack can spend up to 5 stamina points when attacking with a weapon from the natural group to gain a competence bonus on his attack roll equal to the number of points spent.

Once an ordinary kangaroo who was awakened after he inadvertently saved a druid's life, Jack mostly keeps to himself as he hops throughout his savanna home. Although he far exceeds his old mob in wits and intelligence, Jack is quick to use his heightened mind to quickly dispatch predators who threaten them with devastating kicks and jabs.

Along with his heightened intelligence, Jack has developed a wry sense of humor, and loves to make fools out of any intelligent creatures who wander into his territory, especially blundering humans. His favorite "prank" is to steal clothing from such trespassers, especially jackets, blazers, and shirts that fit over his own torso. Although Jack himself has no sentimental attachment to the garments he takes, he is particularly satisfied when his marks become exceedingly desperate in their attempts to recover their possessions, as he feels it makes his victories all the sweeter. Unless provoked, however, Jack is usually good-spirited enough that he will

often return stolen items once he gets bored of his prank.

New Feats

Humans who have encountered Jack have pieced together the following fighting style, which represents Jack's unique brand of pugilism and acrobatic maneuvering.

Kangaroo Gait

You move and strike foes rapidly, relying on your speed and nimble maneuvers to hamper foes.

Prerequisites: Dodge, Kangaroo Style, Improved Feint, Mobility, Skill Focus (Acrobatics), Acrobatics 5 ranks.

Benefit: While using Kangaroo Style, whenever you move more than 10 feet during a single turn, you can attempt to feint an opponent as a swift action. If you are using the Spring Attack feat, you can instead attempt to feint the target of your Spring Attack as a free action using this feat instead of a swift action.

Normal: Feinting in combat is a standard action.

Kangaroo Roundhouse

Your nimble attacks are incredible potent, capable of dealing tremendous damage in a single strike.

Prerequisites: Dodge, Kangaroo Gait, Kangaroo Style, Improved Feint, Mobility, Skill Focus (Acrobatics), Spring Attack, Acrobatics 9 ranks.

Benefit: Whenever you use Kangaroo Gait to feint an opponent in combat, you add your ranks in Acrobatics to the damage roll of all successful attacks that you make against the feinted target in place of your Strength modifier.

If you have Vital Strike, Improved Vital Strike, or Greater Vital Strike, you also apply the bonus weapon damage dice from one of those feats (your choice) to the damage dealt by this attack.

Kangaroo Style

You bob and weave up to down and side to side, using your momentum to keep enemies off-guard.

Prerequisite: Skill Focus (Acrobatics).

Benefit: While using this style, you take only a -2 penalty when feinting against a non-humanoid and a -4 penalty when feinting against creatures with animal intelligence. If you have 6 or more ranks in Acrobatics, you increase the dodge bonus that you gain from fighting defensively by +1 and the dodge bonus from using the total defense action by +2 for every 3 ranks in Acrobatics beyond 3 that you possess. (For example, +1/+2 for 6 ranks, +2/+4 for 9 ranks, and so on.) This benefit doesn't stack with other abilities that alter the fighting defensively or total defense actions, such as Crane Style^{UC}.

Special: This feat counts as having both the Acrobatic and Combat Expertise feats for the purpose of meeting the prerequisites of the Improved Feint and Slayer's Feint feats, as well as any feat that lists either of those feats as prerequisites.

Normal: You take a -4 penalty when feinting a non-humanoid creature, or a -8 penalty when feinting a creature of animal intelligence (Int 1 or 2).

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 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.

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.

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

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

Pathfinder Player Companion: Armor Master's Handbook © 2016, Paizo Inc.; Authors: Alexander Augunas, Robert Brookes, Anthony Li, Luis Loza, and David Schwartz.

Pathfinder Player Companion: Weapon Master's Handbook © 2015, Paizo Inc.; Authors: Alexander Augunas and David N. Ross

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 Hurlley, Jonathan H. Keith, Will McCordell, 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 Player's Guide © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.



Pathfinder RPG Bestiary, © 2009, 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 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 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.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

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 © 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.

The Tome of Horrors II © 2004, Necromancer Games, Inc.; Author: Scott Greene.

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

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

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

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

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

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

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

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

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

Iron Cobra from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author:

Scott Greene, based on original material by Philip Masters.

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

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

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

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*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

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 Gyax.

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.

Marid from the *Tome of Horrors III*. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

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 Gyax.

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 Gyax.

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 Gyax.

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 Gyax.

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 Gyax.

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.

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.

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 Gyax.

Mite from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original

material by Ian Livingstone and Mark Barnes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Demom, Nabasu from the *Tome of Horrors, Revised* © 2002, Necromancer

Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Magma ooze from the *Tome of Horrors, Revised* © 2002, Necromancer Games,

Inc.; Author: Scott Greene.

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

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

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

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

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

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

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

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

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

Rot Grub from the *Tome of Horrors, Revised* © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, 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.

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

Author: Scott Greene, based on original material by Simon Muth.

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

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

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

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

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

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

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

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

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

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

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

Everyman Minis: *Unchained Kangaroos* © 2017, Everyman Gaming LLC; Author: Alexander Augunas.

Iconic Everyman Gaming Characters In the Palm of Your Hands!



Now Available

<https://www.everymangaming.com/miniatures-products>



IMAGINE 3D
MINIATURES

You're Never Too Young for Adventure!



Life doesn't start at 18, and with **Childhood Adventures**, characters don't have to either! Whether you're looking for the perfect character option for your young-at-heart hero or wanting to explore the world with a youthful perspective, **Childhood Adventures** has your back!

Now Available

<http://www.everymangaming.com/childhood-adventures>