

Racial Prestige Kyubi Paragon



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

BRANDON '17
CHANG '17



Dynastic Races Compendium

Author: Alexander Augunas

Cover Artist: Brandon Chang

Interior Art: Jacob Blackmon, Brandon Chang

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.

Racial Prestige: Kyubi Paragon © 2016 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.

In June of 2016, Everyman Gaming launched a crowd funding project with the specific aim of raising enough money to help pay the costs of purchasing custom art for the *DYNASTIC RACES COMPENDIUM*, a product designed to provide all-new campaign and mechanical content centering around four “dynastic” races—kitsune, nagaji, samsarans, and wayangs. Although the project was very successful, a number of goals were not earned, including prestige class content for kitsune characters. The idea, as originally designed, was that many players and GMs wanted an option that not only helped them actualize the difficult to realize “nine-tailed fox” character concept for kitsune, but did so in a way that expanded upon traditional myths and legends to create a fun and effective character. Our answer to this request was—and still is—the kyubi paragon prestige class.

The general idea for the racial prestige product lines is to take a character concept that applies generally across an entire race and design it in a way that characters of any class or background can realize that concept. For the kyubi paragon, this means the creation of a kitsune-oriented prestige class that plays upon the inherent magic and mysticism associated with the nine-tailed fox myth. As one might expect, this prestige class has plenty of ties to our kitsune content in the *DYNASTIC RACES COMPENDIUM*, and is compatible with virtually any base class in the game. No matter who your kitsune character is or what they do, it is our aim that you can confidently pick up this prestige class on any kitsune character and use it competently to make your character a little more like the timeless myths upon which the character’s fantasy is based.

—Alexander Augunas

Navigating This Product

RACIAL PRESTIGE: KYUBI PARAGON is separated into three separate parts that combine together to make the kyubi paragon prestige class. The first piece is the prestige class itself, which offers the framework upon which the class is built. The second piece is the embodiment rules, which offer the kyubi paragon ways to custom-tailor the prestige class’s class features to his intended role in the party, be he a martial master, a skillful maven, or a powerful spellcaster. Finally, the prestige class offers a variety of kyubi tricks to round out the prestige class—special abilities that grant the kyubi paragon abilities mirroring the legendary abilities of mythological kitsune. Presented alongside these kyubi tricks are several feats, class options, and spells that are directly referenced by these tricks. They include the ability to transform into an eastern dragon, greatly expand the kyubi scion’s lifespan, or even learn new tricks and abilities in a blink of an eye, albeit temporarily.

What’s a Kyubi?

As presented by Everyman Gaming, “kyubi” is a bastardization of the Japanese word “kyuubi,” which is typically used in the phrase “kyuubi no kitsune,” which roughly translates into “nine-tailed fox.” As used both here and in the *DYNASTIC RACES COMPENDIUM*, a kyubi is any kitsune character who has more than one tail, typically by way of the Magical Tail feat.

Kyubi are extremely magical beings, possessing spell-like powers that most other characters can only dream of. Despite what stories kitsune tell to gullible humans, kyubi are actually quite rare—fewer than one in every thousand manifests a second tail, and only a handful every generation manages to fully ascend by acquiring a full set of nine tails. Kitsune legends associate the apotheosis of a kitsune into a kyubi with a variety of different phenomena. Arcane magic, deific blessings, chakra control and meditation, and mythic ascension are all “common” causes of kyubi ascension, while some kitsune transform into kyubi for stranger reasons that are poorly understood.

For more information about kyubi characters, see page 28 of the *DYNASTIC RACES COMPENDIUM*.



Kyubi Paragon

The stories about kyubi—kitsune with multiple tails—are well-known in regions where the existence of these fox people is common knowledge. However, despite the many legends that surround kyubi, they are incredibly rare. Rather than being a natural progression in a kitsune's life cycle as many believe, kyubi possess incredible power that drives their personal apotheosis. Whether blessed by the gods, arcane prodigies who have surpassed their peers in their study and mastery of their innate magical powers, or mere mortals who drive their apotheosis into kyubi through sheer willpower and determination, kyubi represent the apex of the kitsune race, and nowhere is that more evident than in a kyubi paragon. Even the most martially inclined of kyubi paragons are masters of magic, and those who study the art of spellcraft know few peers, able to use their innate powers to drastically alter the very fabric of their magic to suit their needs. Regardless of how they came into being or their motives, there can be little doubt that kyubi paragons are scions to powers great enough to shape the very course of history, should such ambitions entertain their interest.

Alignment: Kyubi paragons arise from virtually all walks of life, their powers the result of the manifestation of their magical tails. Because there is no one true path to becoming a kyubi paragon, they possess few defining characteristics in terms of their morality and ethics. First and foremost, each kyubi paragon is an individual.

Hit Die: d8.

Requirements

To qualify to become a kyubi paragon, a character must fulfill all of the following criteria.

Feats: Kyubi Awakening, Magical Tail.

Race: Kitsune.

Special: Any one of the following:

- » base attack bonus +5
- » 5 ranks in any skill
- » ability to cast 3rd level spells.

Class Skills

The kyubi paragon's class skills (and the key ability for each) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int.

Class Features

All of the following are class features of the kyubi paragon prestige class.

Weapon and Armor Proficiency: A kyubi paragon gains no additional weapon or armor proficiencies.

Aligned Class: Kyubi paragons have varied backgrounds and show an unusual range of diversity. At 1st level, the kyubi paragon selects one class that he belonged to before adding the prestige class to be his aligned class. He adds his kyubi paragon level to his aligned class level when determining all level-dependent effects of his aligned class's features, such as the number of bardic performance or rounds of rage that she possesses or her caster level when casting spells and spell-like abilities granted by his aligned class. This ability cannot raise the kyubi paragon's level above his character level for those abilities, and he doesn't gain any other benefits a character of that class would have gained from acquiring a new level in his aligned class, including (but not limited to) additional spells per day, new class features, or incremental increases to

his existing class abilities, such as sneak attack dice for a rogue or an increase to his weapon training bonus for a fighter.

Chakra Reservoir (Su): The kyubi paragon's magical tails cause his body to abound with mystic chakra that he can use to fuel and enhance his kyubi tricks and spell-like abilities. The number of points in a kyubi paragon's chakra reservoir is equal to 1/2 his kyubi paragon level + the number of Magical Tail feats he possesses. As a swift action, a kyubi paragon can cast a spell-like ability that he gained from his Magical Tail feats or his kyubi tricks without counting that casting against that spell-like ability's uses per day by spending a number of points from his chakra reservoir equal to the spell's level. A kyubi paragon gains additional powers that consume points from his chakra reservoir as he gains levels.

The chakra reservoir is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Kyubi Tricks: As a kyubi paragon's powers grow, he learns a number of tricks that allow him to use his skills and powers in new ways. At 1st level and every 2 levels thereafter, a kyubi paragon gains one kyubi trick. A kyubi paragon cannot select an individual trick more than once, and he must meet the trick's prerequisites. A full list of available kyubi tricks appears below.

Embodiment: A kyubi paragon's magical powers manifest themselves in a manner that is appropriate to his talents, ethos, and personal outlook on life. At 2nd level, a kyubi paragon must pick one embodiment. Once chosen, this cannot be changed. This choice provides the kyubi paragon with a benefit that alters the bonuses he receives from the kyubi paragon prestige class.

Magical Tail: At 2nd level and every 3 levels thereafter, a kyubi paragon gains Magical Tail as a bonus feat. If he has already gained Magical Tail eight times when he would otherwise receive this bonus feat, he may instead choose any feat that lists 'kitsune' as a prerequisite whose prerequisites he meets and gain that feat instead.

Table: Kyubi paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+0	Aligned class, chakra reservoir, kyubi trick
2nd	+1	+1	+1	+1	Embodiment, magical tail
3rd	+2	+1	+1	+1	Chakra infusion, kyubi trick, mystic protection +1
4th	+3	+1	+1	+1	Racial paragon, shapeshift
5th	+3	+2	+2	+2	Kyubi trick, magical tail
6th	+4	+2	+2	+2	Chakra infusion, greater embodiment
7th	+5	+2	+2	+2	Kyubi trick, racial paragon
8th	+6	+3	+3	+3	Magical tail
9th	+6	+3	+3	+3	Chakra infusion, kyubi trick, mystic protection +2
10th	+7	+3	+3	+3	Racial paragon, true embodiment

Mystic Protection (Ex): As their power grows, kyubi paragons are able to supplement their defenses, either improving their strengths or dampening their weaknesses. At 3rd level, a kyubi paragon chooses two saving throws (Fortitude, Reflex, or Will). He gains a +1 bonus on saving throws made with the chosen saves. At 9th level, this bonus increases to +2.

Racial Paragon (Ex): At 4th level, a kyubi paragon gains the racial paragon vigilante talent (see page 10), using his kyubi paragon level plus his aligned class level as his effective vigilante level. He gains this vigilante talent a second time at 7th level and a third time at 10 level.

Chakra Infusion (Su): At 3rd level, a kyubi paragon can spend points from his chakra reservoir to infuse his spell-like abilities with mystic power. By spending 1 point as a swift action when he casts a spell-like ability that he gained from a Magical Tail feat or a kyubi trick, the kyubi paragon can attempt to conceal the spell's casting as if he were using the Conceal Spell^{III} feat. Starting at 8th level, the kyubi paragon can instead spend 2 points to attempt to conceal the spell as if he had both Conceal Spell and Improved Conceal spell.

In addition, at 3rd level and every 3 levels thereafter, a kyubi paragon can select one metamagic feat from the list in the following paragraph. He can spend points from his chakra reservoir as a swift action to add the benefit of one of the chosen metamagic feats to a spell-like ability that he gained from Magical Tail feats or kyubi tricks as he casts it. The kyubi paragon doesn't need to meet the feat's prerequisites in order to select it for this ability. Using this ability costs a number of points from his chakra reservoir equal to twice the metamagic feat's level increase (minimum 2) and he may only apply a single metamagic feat to any one spell-like ability at a time (though he may use chakra infusion to apply a metamagic feat to a spell-like ability and attempt to conceal its casting simultaneously).

The metamagic feats available (and the kyubi paragon level at which he can select them) are: Bouncing Spell^{APG} (6th), Coaxing Spell (3rd), Disruptive Spell^{APG} (6th), Empower Spell (6th), Enlarge Spell (3rd), Extend Spell (3rd), Fleeting Spell^{III} (3rd), Lingering Spell^{APG} (6th), Maximize Spell (9th), Merciful Spell^{APG} (3rd), Persistent Spell (6th), Piercing Spell (6th), Stylized Spell^{III} (3rd), Threnodic Spell^{UM} (3rd), and Widen Spell (3rd).

Shapeshift (Su): At 4th level, a kyubi paragon can draw

upon his magical tails to greatly enhance his shapeshifting. He gains the shapeshift shaman hex^{ACG}, using his kyubi paragon level plus his aligned class level as his effective shaman level. This hex counts as the kyubi paragon's racial change shape ability for the purpose of all effects that interact with the kyubi paragon's racial change shape ability, such as the *quick change* spell^{HA} or the lesser mimicry kyubi trick.

Greater Embodiment: At 6th level, a kyubi paragon gains additional abilities and powers from the powers he embodies. The nature of these bonuses depend upon the kyubi paragon's embodiment.

True Embodiment: At 10th level, a kyubi paragon becomes a paragon not only of his race, but of the very forces he embodies. The nature of these bonuses depend upon the kyubi paragon's embodiment.

Embodiments

Each kyubi paragon must choose from among the following embodiments.

Embodiment of Magic

Whether arcane, divine, or psychic, the kyubi paragon embodies magical power. As he gains experience, his spellcasting ability grows more powerful, fueled by his chakra.

Embodiment: Starting at 2nd level, whenever a kyubi paragon gains a level in the prestige class, he also gains new spells per day as if he had also gained a level in his aligned class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. This ability counts as a spells per day class feature for the purpose of feats and other effects.

Greater Embodiment (Su): At 6th level, a kyubi paragon can use his chakra infusion ability with his aligned class's spells as well as his Magical Tail and kyubi trick spell-like abilities. Using his chakra infusion ability to enhance a spell costs twice the normal number of points from his chakra reservoir.

True Embodiment (Su): At 10th level, a kyubi paragon can use his chakra infusion ability to apply up to two metamagic feats to any one spell or spell-like ability he casts simultaneously. He can augment any spell-like ability he



possesses with his chakra infusions, not just those he gained from his Magic Tail feats or kyubi tricks. In addition, whenever he enhances a spell or spell-like ability with chakra infusion, the spell's caster level increases by 1.

Embodiment of Might

The kyubi paragon embodies physical, martial might. As he gains experience, he gains the ability to tap his chakra to advance his martial skill advances beyond mortal limitations.

Embodiment: At 2nd level, the kyubi paragon gains a base attack bonus equal to his kyubi paragon level instead of using those listed on Table: Kyubi Paragon. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal. In addition, his Hit Dice from the kyubi paragon prestige class increase to d10s instead of d8s. Finally, the kyubi paragon gains proficiency with all simple and martial weapons. If he is already proficient with all simple and martial weapons, he gains a bonus combat feat instead. He must meet this feat's prerequisites, if any.

Greater Embodiment (Ex): At 6th level, you gain a bonus

combat feat. In addition, your kyubi paragon levels count as fighter level for the purpose of meeting feat prerequisites, and stack with any fighter levels you possess for the purpose of meeting the prerequisites of feats, such as Weapon Specialization.

True Embodiment (Sp): At 10th level, you can spend 3 points from your chakra reservoir in order to transform yourself into a fighting machine—a paragon of battle. This functions like the spell *transformation*, using your kyubi paragon level + your aligned class level as the spell's caster level.

Embodiment of Skill

The kyubi paragon embodies skillful mastery. As he gains experience, he can tap into his chakra in order to gain mastery in virtually any skill and push his talents beyond mortal limitations.

Embodiment (Su): At 2nd level, a kyubi paragon gains 8 additional skill ranks. Each time he gains a new kyubi paragon level, he gains 4 additional skill ranks. In addition, whenever he attempts an ability check or a skill check that he is trained in, he can spend 1 point from his chakra reservoir as a free action, even if it isn't his turn, to add his kyubi paragon level to the result as an insight bonus, including when he takes 10 or 20. This choice is made after the check is rolled and before the check is revealed. A kyubi paragon can only use this ability once per roll.

Greater Embodiment (Su): At 6th level, instead of adding his kyubi paragon level to the result of his ability scores and skill checks, the kyubi paragon can use his embodiment ability to reroll his skill check and use the new result, even if it is worse. In addition, the kyubi paragon can attempt all skill checks untrained, and as a result he can use his embodiment ability on all skill checks he makes.

True Embodiment (Su): At 10th level, a kyubi paragon can spend 1 point from his chakra reservoir to take 10 on any skill check, even if distractions or threats would normally prevent him from doing so. Alternatively, he can spend 2 points from his chakra reservoir to instead treat the result as if he had rolled a 20 instead of a 10. If he uses this ability to attempt a skill check that takes longer than a standard action to make, he can pay twice as many points from his chakra reservoir in order to attempt the check as a standard action instead.

Kyubi Tricks

Kyubi tricks are special abilities that kitsune characters can use to apply their skillfulness and guile to other aspects of their being, such as their kitsune magic or racial change shape ability. A kyubi paragon gains kyubi tricks at 1st level and every 2 levels thereafter, but any kitsune character can gain kyubi tricks by taking the Kyubi Awakening feat (see page 9).

In order to gain a kyubi trick, a character must first meet its prerequisites. The save DC against a kyubi trick is equal to

10 + 1/2 the character's Hit Dice + the character's Charisma modifier. If the kyubi trick is a spell-like ability, its save DC is instead equal to 10 + the spell's level + the character's Charisma modifier.

Two-Tail Tricks

In addition to any prerequisites described by the trick, a kitsune must have selected the Magical Tail feat at least once before selecting these kyubi tricks.

Chakra Control: You possess the ability to harness your tail chakras to awaken the rest of your body's chakras, unlocking new power. You gain Chakra Initiate as a bonus feat. You must meet the feat's prerequisites. If you already have Chakra Initiate, you may instead select a feat that lists Chakra Initiate as a prerequisite as a bonus feat, provided you meet all of the feat's prerequisites. You can select this kyubi trick up to three times.

Change Appearance (Su): You can use your racial change shape ability to assume the likeness of any kitsune you have seen before (functioning as the Realistic Likeness^{APG} feat). Additionally, you can use your racial change shape ability to assume the appearance of a unique, individual human or kitsune whose appearance is of your own fabrication. When using this ability, you determine the age, height and weight, sex, and physical traits of your appearance. You don't need to assume the same appearance each time you use your racial change shape ability.

When choosing your appearance's age, you can appear as young as the minimum age for the Youth age category or as old as the maximum age for the Venerable age category. When choosing your appearance's height, weight, and sex, your choice must be within the standard range for your appearance's race (human or kitsune). When choosing your appearance's physical traits, you decide all physical traits of your appearance, such as nose size, finger length, foot shape, and pigmentation (including eye, hair, and skin color). You can also adjust your voice to match any sound that your appearance could naturally make, functioning like the *vocal alteration* spell.

These choices do not cause you to adjust your ability scores for any reason, such as your aging modifiers or size modifiers. You can even use this ability to transform into the spitting image of your true form or your specific human form at a younger or older age. You must have the Realistic Likeness^{ARG} feat before selecting this kyubi trick.

Disguise Other (Sp): You can use your kyubi powers to disguise others as easily as yourself. You gain the following racial spell-like ability: 2/day—*disguise other*^{1IM} (caster level equals your Hit Dice).

Eldritch Strike (Su): You can imbue your weapons (including your unarmed strikes and natural attacks) with the mystic energies of your magical tails. You gain Arcane Strike as a bonus feat, ignoring its prerequisites. In addition, you use your character level as your effective caster level when determining the benefits you receive from Arcane Strike. If you have a chakra reservoir, you can spend 1 point from your chakra reservoir when you use Arcane Strike to cause its effects

to last for 1 minute instead of 1 round.

Enhanced Senses (Su): Your senses have heightened to superhuman levels. You gain darkvision out 30 feet, a +2 racial bonus on Perception checks, and the scent special ability.

Enhanced Speed (Su): Your agility far exceeds that of an ordinary kitsune. You gain a +10 enhancement bonus to your base speed.

Ghostlight Mote (Sp): You can conjure ghostly fire to strike your enemies with. You gain the following racial spell-like ability: 2/day—*ghostlight mote*^{DRC} (caster level equals your Hit Dice). You must have a character level of 7th or higher before selecting this kyubi trick.

Glide (Su): You can use your kitsune magic to glide. You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet you fall.

Kyubi Magic (Sp): Your kyubi powers bestow upon you an array of useful magical powers. You gain the following spell-like abilities: At will—*detect magic*, *mage hand*, *open/close*, *prestidigitation* (caster level equals your Hit Dice). If you have the kitsune magic racial trait, you can cast the *dancing lights* spell-like ability gained from that racial trait at will.

Lesser Mimicry (Ex): Whenever you use your racial change shape to assume the appearance of a nonkitsune, you can activate magic items as if you were a creature of the type and subtype whose race you assumed using your racial change shape ability. In addition, you are treated as if all spells that you can cast as spell-like abilities from kitsune racial traits, the Magical Tail feat, or kyubi tricks were on your spell list for the purpose of activating spell completion and spell trigger magic items.

Liberating Shapechange (Su): You can change your shape around bindings and opponents, allowing you to effortlessly escape restraints. Whenever you are bound, grappled, or otherwise restrained and you use your racial change shape ability to assume an appearance that is different from your current appearance, you may make an Escape Artist check as a free action. You gain a competence bonus on this check equal to twice your character level (maximum +20). This trick has no effect on restraints that you could not escape using the Escape Artist skill (for example, if you were under the effects of a *hold person* spell or paralyzed by Strength damage).

Occult Kyubi (Su): You are a master of occult lore, and can use occult skill unlocks with ease. You gain Psychic Sensitivity^{OA} as a bonus feat. If you already have this feat or have levels in a psychic spellcasting class, you may choose any feat that lists Psychic Sensitivity as a bonus feat whose prerequisites you meet and gain that feat instead.

In addition, you can use each occult skill unlock one additional time per day or per week (as appropriate) for every three Magical Tail feats you possess. A character does not gain this additional benefit when using an effect to temporarily gain access to this kyubi trick, such as a kyubi paragon using the racial paragon ability to pick this kyubi trick with the Extra Kyubi Trick feat.

Prehensile Tails (Su): Whenever you are in your true form, your tails magically animate with such precision that you can use them to perform simple tasks, such as fetching unattended items in your space or adjacent to you, opening doors, moving objects, cleaning, and mending items. Each of your tails has an effective Strength score equal to your Charisma modifier (minimum 1), and anything your tails carry counts against your encumbrance. You can control each of your tails as easily as you could your own hands or legs, and you can use them to retrieve stowed items on your person as a swift action. When retrieving stowed items, you can retrieve one item for every three tails you possess with a single standard action. You cannot use your tails to wield weapons or use shields, and your tails cannot perform tasks that require an ability check or skill check DC of 10 or higher.

Ranged Legerdemain (Su): You gain the ranged legerdemain ability, functioning as the arcane trickster class feature. You must have the ability to cast *mage hand* as a spell or spell-like ability before selecting this kyubi trick.

Restorative Shapechange (Su): You skillfully use your shapechanging powers to mend your body. You can use your racial change shape ability as a full-round action in order to attempt to use the treat deadly wounds application of the Heal skill on yourself as a free action. This counts against the total number of times per day that you can benefit from the treat deadly wounds use of the Heal skill. In addition, whenever you heal hit points as a result of the treat deadly wounds use of the Heal skill or remedial shapechanging (*DYNASTIC RACES COMPENDIUM* 143), you heal an additional number of hit points of damage equal to your Charisma bonus (if any) times the number of Magical Tail feats you possess.

Rogue Talent: You can choose one of the following rogue talents in place of a kyubi trick: black market connections^{UC}, camouflage, canny observer^{APG}, certainty, coax information^{APG}, convincing lie^{UC}, cunning trigger^{APG}, deft palm^{UC}, esoteric scholar, expert leaper, false friend^{ARG}, fast getaway^{APG}, fast stealth, follow clues, ledge walker, multitailented, nimble climber, obfuscate story^{ARG}, quick disable, quick disguise^{APG}, quick trapsmith^{APG}, steal the story^{ARG}, terrain mastery, or trap spotter. You your kyubi paragon level plus your aligned class level as your effective rogue level to determine the effects of this talent. Unless noted otherwise, use the version of the rogue talent found in *PATHFINDER ROLEPLAYING GAME: PATHFINDER UNCHAINED*. You can select this kyubi trick multiple times. Each time, choose a different rogue talent from the list above.

Shapechanger's Locomotion (Su): You can subtly alter your body to make yourself a competent climber or swimmer, growing climbing claws or thick webbing between your fingers and toes as appropriate. Whenever you are in your true form, you can use your change shape ability as a swift action to gain a climb speed and a swim speed of 10 feet. In addition, whenever you use this ability to gain a swim speed, you also gain the hold breath ability, doubling the number of rounds that you can hold your breath for. As with your racial change shape ability, this effect lasts indefinitely. At your decision, you

can choose to gain only one of these movement types when you use this ability instead of both of them. If you possess at least 5 Magical Tail feats, you instead gain a climb and swim speed equal to half your base speed when you use this ability. If you possess at least 8 Magical Tail feats, you instead gain a climb and swim speed equal to your base speed. If you also possess the change appearance kyubi trick, you can use this ability while assuming any appearance with your change shape ability, instead of just your true form.

Trapfinding (Ex): You gain the trapfinding class feature, as if you were a rogue with an effective level equal to half your character level. If you already have the trapfinding class feature, these effective rogue levels stack up to your character level.

Voluminous Vocabulary (Sp): You can use your kitsune magic to quickly learn new languages. You gain the following racial spell-like ability: 2/day—*voluminous vocabulary*^{III} (caster level equals your Hit Dice). You must have a character level of 7th or higher before selecting this kyubi trick.

Vulpine Claws (Ex/Sp): You can transform your hands into wicked claws as a free action, granting you two claw attacks that deal 1d4 points of damage (1d3 points if you are Small). This effect lasts indefinitely. Changing your hands back to normal is also a free action.

If you have a chakra reservoir and four or more Magical Tail feats, you can spend 1 point from your chakra reservoir as a standard action in order to cast strong jaw as a spell-like ability, using your character level as your caster level. While benefiting from this spell-like ability, all of your natural attacks count as magic and silver weapons for the purpose of overcoming damage reduction.

Five-Tail Tricks

In addition to any prerequisites described by the trick, a kitsune must have selected the Magical Tail feat at least four times and have the chakra reservoir class feature before selecting these kyubi tricks.

Acrobatic Pounce (Ex): You can use your mystical powers to bolster your momentum, allowing you to make devastating attacks while moving. Whenever you charge or use the Spring Attack feat, you can attempt an Acrobatics check against the target of your charge or Spring Attack. If the result of your check equals or exceeds the target's CMD, you can make a full attack against the target of your charge or Spring Attack instead of the single attack normally allowed at the end of a charge or during a Spring Attack. You must be at least 13th level before selecting this kyubi trick.

Chakra Mastery (Su): Your kyubi powers grant you additional control over your chakras. You gain a bonus on Fortitude and Will saves attempted to maintain awakened chakras equal to your kyubi paragon level, and you can spend points from your chakra reservoir to open or maintain your chakras as if they were points from a monk's ki pool. In addition, after opening one or more chakras, you can maintain those chakras (without opening any new chakras) for a number

of rounds equal to half the number of Magical Tail feats you possess without taking a swift action, expending any ki, or attempting Fortitude or Will saves to maintain the chakras. After maintaining your chakras in this manner, you must open a new chakra or maintain your chakras normally before you can use this ability again. You must have the Chakra Adept feat before selecting this kyubi trick.

Charm Monster (Sp): You can use your kyubi magic to befuddle the minds of any creature, not just humanoids. You gain the following racial spell-like abilities: 2/day—*charm monster* (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Contagious Suggestion (Sp): You can use your kyubi magic to spread your will across multiple creatures. You gain the following racial spell-like abilities: 2/day—*contagious suggestion* (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Dimensional Jaunt (Sp): You can rapidly teleport from one place to another using your kyubi magic. You gain *dimensional door* as a spell-like ability a number of times per day equal to half the number of Magical Tail feats you possess (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Enhanced Disguises (Su): Your magical disguises are far more convincing than those of amateur illusionists. Whenever you cast *disguise self* or *disguise other*, the spell's magic alters the perceived visual, tactile, olfactory, and audible properties of its target and their equipment. When using *disguise other* on a creature other than yourself, you can attempt to trick it into believing that its body has been physically altered, rather than simply disguised by an illusion. The target receives a Will save to disbelieve the illusion. If it fails, it believes its body has been transformed. The target can attempt a new save once every hour thereafter for the rest of the spell's duration.

Enhanced Shapeshift (Su): You can assume a variety of additional forms using your shapeshift hex. You can use your shapeshift hex as *plant shape I* or *vermin shape II*^{UM}.

If you have a character level of 11th and six Magical Tail feats, you can use your shapeshift hex as *form of the dragon I*, *form of the exotic dragon I*, or *plant shape II*. You can also use your racial change shape ability to indefinitely assume the form of any woody, inanimate plant of Large size or smaller, otherwise functioning as *tree shape*.

If you have a character level of 13th and seven Magical Tail feats, you can use your shapeshift hex as *form of the dragon II*, *form of the exotic dragon II*, or *giant form I*. You can also use your racial change shape ability to indefinitely assume the form of a stone object of Large size or smaller, otherwise functioning as *statue*.

If you have a character level of 15th and eight Magical Tail feats, you can use your shapeshift hex as *form of the dragon III*, *form of the exotic dragon III*, or *giant form II*.

Enshroud Thoughts (Su): The powers of your magical tails ward off magic that would otherwise detect or alter your thoughts or memories, such as *detect thoughts* or *modify memory*. Whenever you cast your *misdirection* spell-like ability

on yourself, you also gain the benefits of *enshroud thoughts*^{OA} for the spell's duration, using your character level as the spell's caster level. When *misdirection* ends or is dispelled, you also lose the benefits of *enshroud thoughts*.

Ghostlight Wreath (Sp): You can conjure a wreath of ghostly light to strike foes with. You gain the following racial spell-like abilities: 2/day—*ghostlight wreath*^{DRC} (caster level equals your Hit Dice). You must have a character level of 11th or higher before selecting this kyubi trick.

Greater Invisibility (Sp): Your kyubi magic shields you from sight, even when you are on the offensive. You gain the following racial spell-like abilities: 2/day—*greater invisibility* (self only; caster level equals your Hit Dice). You must have a character level of 7th or higher before selecting this kyubi trick.

Kyubi Illusionist (Sp): Your kyubi magic allows you to confound the senses of your enemies. You gain the following racial spell-like abilities: 2/day—*mirage arcana* or *persistent image* (caster level equals your Hit Dice). You must have a character level of 9th or higher before selecting this kyubi trick.

Magical Fox Shape (Su): You can use your racial change shape ability to assume the form of a pipefox or a kumiho (*EVERYMAN MINIS: KUMIHO*) with a number of tails equal to 1 + the number of Magical Tail feats you possess. These appearances are static and cannot be changed each time you assume these forms, and they last indefinitely when assumed.

In kumiho shape, your bite attack's damage is reduced to 1d3 points on a hit, but you gain a +10 racial bonus on Disguise checks to appear as a kumiho. This functions as using *BEAST SHAPE IV* to assume the form of a Tiny magical beast, except you also gain DR 5/cold iron, acid resistance 10, electricity resistance 10, and fire resistance 10. You also gain a breath attack in a 30-foot cone that deals 30-foot cone breath attack that deals 1d6 points of damage per 2 Hit Dice you possess (maximum 20d8). Half of this damage is fire damage and the rest is electricity damage. You can use this ability a number of times per day equal to your Charisma modifier.

In pipefox shape, your bite attack's damage is reduced to 1d2 points on a hit, but you gain a +10 racial bonus on Disguise checks to appear as a pipefox. This functions as using *BEAST SHAPE IV*, except you assume the form of a Diminutive magical beast, granting you a +6 size bonus to Dexterity and a -4 size penalty to Strength, as well as +1 natural armor bonus to AC, a climb speed of 20 feet, darkvision 60 feet, low-light vision, and the compression ability.

Quick Change (Sp): You can use your kyubi magic to rapidly return to your true form, surprising your enemies. You gain the following racial spell-like abilities: 2/day—*quick change*^{HA} (caster level equals your Hit Dice).

Telekinetic Mastery (Su): You can use your magical powers to manipulate the world around you. When you cast *mage hand* or *open/close*, you can move an object that weighs up to 5 pounds per 2 character levels you possess, and you can move magical objects. You can use *mage hand* to hold liquids or small piles of objects up to this weight. Picking up

Table: Kyubi Aging Effects

# of Magical Tail Feats	Adult	Middle-Aged	Old	Venerable	Maximum Age
1 (two tails)	15	64	100	130	130 + 1d%
2 (three tails)	15	96	150	195	195 + 2d%
3 (four tails)	15	160	250	325	325 + 4d%
4 (five tails)	15	256	400	520	520 + 6d%
5 (six tails)	15	416	650	845	845 + 8d%
6 (seven tails)	15	672	1,050	1,365	1,365 + 11d%
7 (eight tails)	15	1,088	1,700	2,210	2,210 + 14d%
8 (nine tails)	15	2,760	2,750	3,575	3,575 + 18d%

or dropping a liquid or pile is a move action. Your *mage hand* cantrip likewise has medium range (100 feet + 10 feet per caster level) and a rate of movement of 30 feet per round.

By spending 1 point from your chakra reservoir when you cast *mage hand* or *open/close*, you increase the maximum weight you can affect to 100 pounds per caster level, the range to long range (400 feet + 40 feet per caster level), and the rate of movement to 60 feet per round. This benefit lasts for as long as you concentrate on the *mage hand* or *open/close* spell. You must be able to cast *mage hand* and *open/close* before selecting this kyubi trick.

Nine-Tail Tricks

In addition to any prerequisites described by the trick, a kitsune must have selected the Magical Tail feat at least eight times and have the chakra reservoir class feature and the true embodiment class feature before selecting these kyubi tricks.

Age Resistance (Sp): Your kyubi magic sustains and invigorates you, allowing you to stave off the anguish of aging. You gain the following racial spell-like ability: Constant—*greater age resistance*^{UM} (caster level equals your Hit Dice).

Chakra Omnipotence (Su): You can open multiple chakras at once as a standard action. When you do so, you are required to make saving throws only to resist being overwhelmed by the highest chakra you open, though the save DCs are increased by 5. You can do this once per day, plus one additional time per day when you reach 12 Hit Dice and 17 Hit Dice.

Dominate Monster (Sp): You can use your kyubi magic to enslave any creature. You gain the following racial spell-like abilities: 2/day—*dominate monster* (caster level equals your Hit Dice). You must have a character level of 17th or higher before selecting this kyubi trick.

Greater Possession (Sp): You can transform yourself into purely mental energy and invade another's mind, hijacking their body from within. You gain the following racial spell-like abilities: 2/day—*greater possession* (caster level equals your Hit Dice). You must have a character level of 15th or higher before selecting this kyubi trick.

Insanity (Sp): You can use your kyubi magic to drive a foe permanently insane. You gain the following racial spell-like abilities: 2/day—*insanity* (caster level equals your Hit Dice). You must have a character level of 13th or higher before selecting this kyubi trick.

Rewrite Reality (Sp): Your kyubi magic has grown to the point where you can rewrite reality in your favor. You gain the

following racial spell-like ability: 1/day—*limited wish*. Unlike most spell-like abilities, you must pay the spell's material component cost in order to cast the spell, but you may use any item with both significant meaning and value greater than or equal to the spell's component cost. For example, you could use a 1,500 gp childhood memento as the spell's material component cost instead of a diamond. You must have a character level of 13th or higher before selecting this kyubi trick.

Screen (Sp): You can use your kyubi magic to prevent lesser spellcasters from spying upon you. You gain the following racial spell-like abilities: 2/day—*screen* (caster level equals your Hit Dice). You must have a character level of 15th or higher before selecting this kyubi trick.

New Feats

The following feats are available to kitsune characters who meet their prerequisites.

Extra Kyubi Trick

Your magical tails grant you more kyubi tricks than most kitsune of comparable ability.

Prerequisite: Kyubi Awakening, Magical Tail, character level 3rd, change shape racial trait, kitsune.

Benefit: You gain an additional kyubi trick (see page 7). You must meet the kyubi trick's prerequisites, including the required number of Magical Tail feats.

Special: This feat can be selected multiple times.

Kyubi Awakening

Your kyubi heritage manifests abruptly, granting you longevity.

Prerequisite: Magical Tail, character level 3rd, change shape racial trait, kitsune.

Benefit: Choose one kyubi trick (see page 7). You gain the chosen kyubi trick. You must meet the chosen trick's prerequisites, including the required number of Magical Tail feats. Additionally, you use Table: Kyubi Aging Effects to determine your maximum age, as well as your aging penalties to your Strength, Dexterity, and Constitution instead of the standard list for kitsune characters (*DYNASTIC RACES COMPENDIUM* 150). You still use the standard list when determining your aging bonuses to your mental ability scores. Gaining new Magical Tail feats can cause your physical age category to regress backwards, adjusting your aging bonuses and penalties as appropriate for your new age.

New Vigilante Talent

The following vigilante talent is associated with kitsune characters, although members of other races may select it with GM permission.

Racial Paragon (Ex): The vigilante can take a move action to gain the benefit of a feat with a racial prerequisite he meets but doesn't have. This effect lasts for 1 minute. The vigilante must meet all the feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his vigilante level (minimum four times per day).

The vigilante can use this ability again before the duration expires to replace a previous racial feat with another choice.

If a feat temporarily gained in this way has a daily use limitation, any uses of that feat while using this ability count toward that feat's daily limit.

This vigilante talent can be selected multiple times. Each time it is selected after the first, the vigilante can use this ability to gain the benefits of one additional racial feat at the same time, or to reduce the action required to activate this talent by one step (a move action becomes a swift action, a swift action becomes a free action, and a free action becomes an immediate action). If the vigilante chooses to gain the benefits of multiple feats, the feats selected must share the same racial prerequisite. He can use one of these feats to meet a prerequisite of a second feat; doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

New Spells

The following spells are associated with kyubi characters. Characters of other races can also select these spells, provided they meet the prerequisites.

CONTAGIOUS SUGGESTION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 4, medium 4, mesmerist 4, occultist 5, psychic 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./level)

Target one living creature

Duration 1 hour/level or until completed (D)

This spell functions as per *suggestion*, except the target can pass on the enchantment to other targets. The target is compelled to communicate your suggestion to another creature, forcing the new target to attempt a saving throw as if it were the initial target. If a secondary target successfully saves, the *suggestion* effect on the initial target isn't negated. If a secondary target fails, it is placed under the same compulsion as the initial target and can further spread the suggestion. This spell can affect a total number of Hit Dice of creatures equal to your caster level.

Creatures that save against this spell cannot be affected by that particular casting of *contagious suggestion* for 24 hours.

FORM OF THE EXOTIC DRAGON I

School transmutation (polymorph); **Level** alchemist 6, druid 7, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a scale of the dragon type you plan to assume)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw see below; **Spell Resistance** no

You become a Medium imperial or primal dragon. Druids can choose from the primal dragon (brine, cloud, crystal, magma, or umbral) forms only.

You gain a +4 size bonus to your Strength, a +2 size bonus to your Constitution, a +4 natural armor bonus, a fly speed of 60 feet (poor), darkvision with a range of 60 feet, a breath weapon, and either resistance to one form of energy or some other bonus. You also gain one bite attack (1d8), two claw attacks (1d6), & either a gore attack (1d8) if you assume the form of an imperial dragon or two wing attacks (1d4) if you assume the form of a primal dragon. Your breath weapon, resistance, and any other benefits you gain depend on the type of dragon. You can use the breath weapon only once per casting of this spell. All breath weapons deal 6d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. In addition, some of the dragon types grant additional abilities, as noted below on Table: Exotic Dragon Abilities.

FORM OF THE EXOTIC DRAGON II

School transmutation (polymorph); **Level** druid 8, sorcerer/wizard 7

This spell functions as per form of the *exotic dragon I*, except it also allows you to assume the form of a Large imperial or primal dragon. Druids can choose from the primal dragon (brine, cloud, crystal, magma, or umbral) forms only.

You gain the following abilities: a +6 size bonus to your Strength, a +4 size bonus to your Constitution, a +6 natural armor bonus, a fly speed of 90 feet (poor), darkvision with a range of 60 feet, a breath weapon, damage reduction 5/magic, and resistance to one form of energy or some other bonus. You gain one bite attack (2d6), two claw attacks (1d8), a tail slap attack (1d8), and either a gore attack (2d6) if you assume the form of an imperial dragon or two wing attacks (1d6) if you assume the form of a primal dragon. All breath weapons deal 8d8 points of damage unless noted and allow a Reflex save to halve the normal damage. Line breath weapons increase to 80-foot lines and cones increase to 40-foot cones.

FORM OF THE EXOTIC DRAGON III

School transmutation (polymorph); **Level** druid 9, sorcerer/wizard 8

This spell functions as per *form of the exotic dragon II* except that it also allows you to take the form of a Huge imperial or primal dragon. Druids can choose from the primal dragon

(brine, cloud, crystal, magma, or umbral) forms only.

You gain the following abilities: a +10 size bonus to your Strength, a +8 size bonus to your Constitution, a +8 natural armor bonus, a fly speed of 120 feet (poor), blindsense with a range of 60 feet, darkvision with a range of 120 feet, a breath weapon, damage reduction 10/ magic, frightful presence (DC = DC for this spell), and immunity to one form of energy (of the same type form of the exotic dragon I grants a resistance to, if any). You gain one bite attack (2d8), two claw attacks (2d6), a one tail slap attack (2d6), and either a gore attack (2d8) if you assume the form of an imperial dragon or two wing attacks (1d8) if you assume the form of a primal dragon. You can use the breath weapon as often as you like, but must wait 1d4 rounds between uses. All breath weapons deal 12d8 points of damage unless noted otherwise and allow a Reflex save to halve the normal damage. Line breath weapons increase to 100-foot lines and cones increase to 50-foot cones.

Table: Exotic Dragon Abilities

Dragon Type	Additional Abilities
Brine dragon	60-foot line of acid, acid resistance 20, swim 60 feet.
Cloud dragon	30-foot cone of electricity, electricity resistance 20, swim 40 feet.
Crystal dragon	30-foot cone of sonic (damage dice are d6s instead of d8s), sonic resistance 20, climb 20 feet, burrow 20 feet.
Forest dragon	30-foot cone of piercing, burrow 20 feet, climb 30 feet.
Magma dragon	30-foot cone of fire, fire resistance 30, vulnerability to cold.
Sea dragon	30-foot cone of fire, electricity resistance 20, swim 40 feet.
Sky dragon	30-foot cone of electricity, electricity resistance 20, improve fly speed maneuverability to average.
Sovereign dragon	30-foot cone of sonic (damage dice are d6s instead of d8s), spell resistance equal to 13 + the spell's level.
Umbral dragon	30-foot cone of negative energy (damage dice are d6s instead of d8s; doesn't heal undead creatures), cold resistance 20, +4 on saves vs. death effects.
Underworld dragon	30-foot cone of fire, fire resistance 20, vulnerability to fire, burrow 20 feet.



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.

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.

Anger of Angels. © 2003, Sean K Reynolds.

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

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

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

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!

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder Campaign Setting: Dragon Empires Gazetteer © 2011, Paizo Publishing, LLC; Authors: Matthew Goodall, Dave Gross, James Jacobs, Steve Kenson, Michael Kortess, Colin McComb, Rob McCreary, Richard Pett, F. Wesley Schneider, Mike Shel, and Todd Stewart.

Pathfinder Player Companion: Dragon Empires Primer © 2012, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

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

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

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

Pathfinder Roleplaying Game Bestiary © 2009, 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 Core Rulebook © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Horror Adventures © 2016, Paizo Inc.; Authors: 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 Riggs, 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 Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Campaign © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Rennie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

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 Rennie, Sean K Reynolds, 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 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 Schwab, Mark Seifter, and Russ Taylor.

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

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 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 Schwab and Bill Webb.

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.

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

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 Gyax.

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 Gyax.

Crypt Thing 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.

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.

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.

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 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.

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 Gyax.

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.

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.

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.

Griplip 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. Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author:

Scott Greene, based on original material by Gary Gyga.

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 Gyga.

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

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.

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 Gyga.

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 Gyga.

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 Gyga.

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

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.

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 Gyga.

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 Gyga.

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.

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.

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

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 Gyga.

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 Gyga.

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

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

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

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

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

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

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

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

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

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 E. Gary Gyga.

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.

CryptThing 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 E. Gary Gyga.

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

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

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

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.

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

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

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

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

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 Gyga.

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

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

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 Gyga.

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

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

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 Gyax.

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

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 Gyax.

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

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

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

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

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

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

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

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

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

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

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 Gyax.

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

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

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 Gyax.

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

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

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

Iconic Gaming Characters In the Palm of Your Hands!



Now Available



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

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.

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, 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.

Spriggin 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.

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

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



Good Friends Better Tricks!

Designed as the ultimate resource for kitsune, nagaji, samsaran, and wayang characters, the **Dynastic Races Compendium** provides players and GMs with an unprecedented amount of material for playing developed characters of these races.

Now Available
<https://www.everymangaming.com/dynastic-races-compendium>