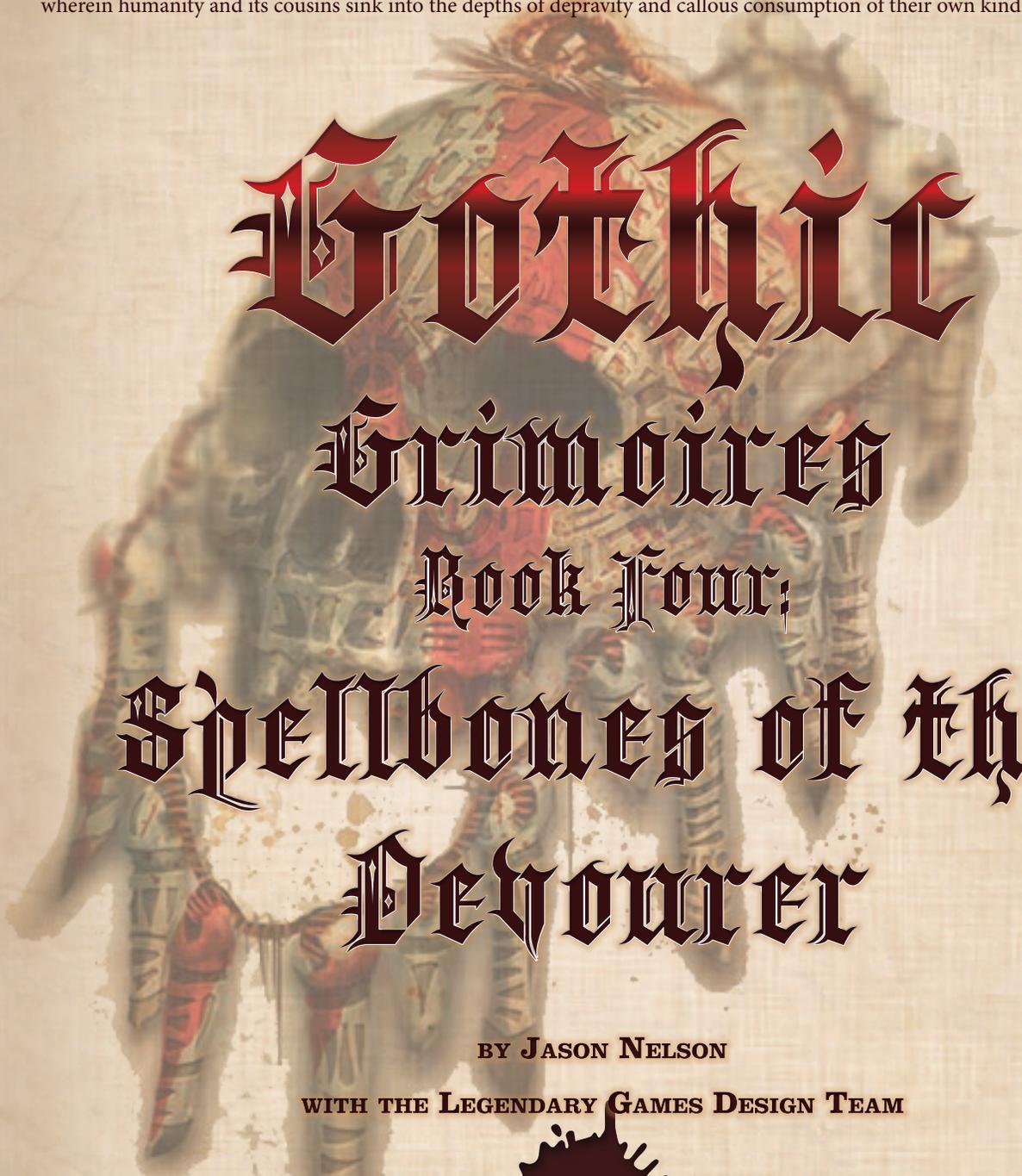


*MAKE YOUR GAME LEGENDARY!*

A rules supplement delving into a particularly unsavory branch of the ancient mysteries, the cannibal cults of the dawn people. A relic of a savage prehistory at the birth of civilization, reborn through an academic curiosity into lore better left forgotten, the *Spellbones of the Devourer* are an ideal talisman for unfolding a dark corner of a Gothic Adventure Path, or any game wherein humanity and its cousins sink into the depths of depravity and callous consumption of their own kind.



# Gothic Grimoires Book Four: Spellbones of the Devourer

BY JASON NELSON

WITH THE LEGENDARY GAMES DESIGN TEAM



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Spellbones of the Devourer Gothic Grimoires: Book Four

## CREDITS

Author: Jason Nelson

Art: Frank Hessefort

Layout & Design: Timothy K. Wickham and Liz Courts

Legendary Games Design Team Members: Clinton J. Boomer, Matt Goodall, Jim Groves, Tim Hitchcock, Rob Lazzaretti, Jason Nelson, Neil Spicer, Russ Taylor, Greg Vaughan, Timothy K. Wickham, and Clark Peterson

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# Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

## What You Will Find Inside These Gothic Grimoires

This supplement is a departure from the larger products Legendary Games has produced for our Adventure Path Plug-Ins, a way to capture the creative energies (and logistical realities) of our team and provide you with a steadier stream of content for your Gothic Adventure Path campaigns or any game where horror, madness, or tragedy play a central theme. Each *Gothic Grimoire* is evocative and richly detailed, with history and character that makes them far more than a collection of dusty pages that deliver intriguing possibilities for introducing novel applications of the rules of your favorite role-playing game. These are *Tomes of Ancient Knowledge* and *Meditations of the Imperial Mystics*, dialed up to eleven.

Rather than gathering a number of different magical tomes, often with somewhat dissimilar themes, into a single compilation, the *Gothic Grimoires* product line takes each tome singly, expanding its lore and developing its mechanical and conceptual uniqueness more robustly. We think every one of these tomes is terrific and deserving of this expansive treatment and we hope you'll agree, but even if a given *Gothic Grimoire* is not your cup of tea, we hope you'll be looking forward to the next one! The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



### HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of a recent *Adventure Path*. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

### SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



## SPELLBONES OF THE DEVOURER: ARCANE/ DIVINE MYTHOS TOMES

This grotesque trophy is not as ancient as its appearance would suggest. Resembling the tribal fetishes of the witch doctors and savage sachems of prehistoric times, the *Spellbones of the Devourer* is a product of terrible obsession. The researcher who created it began as an ordinary antiquarian named Muham Shab, who less than a century ago had collected bits and pieces of such tiny relics and became fascinated with the scoring and carving on these fragmentary fetishes from what she and her colleagues had believed was a preliterate society. However closely she came, though, Muham could never puzzle out the meaning of the shards she tried to assemble. Conducting lengthy expeditions in the field, she came at last into forgotten valleys seeking clues and happened upon an elderly hermit who invited her to share in a smoke tent where they could breathe in the vapors of the valley's poppies, granting visions of the past and the bloody rites the dawn people offered up to propitiate the Devourer.

Whatever Muham saw in that sweat lodge, or whatever tales the old man told her in the long months she dwelt in the high valleys, Muham returned to her academic post a changed woman. She shared her new theories with no one, stating she had a few more experiments to perform. When a curious colleague broke into her offices, he interrupted a grisly feast as Muham had eviscerated several humans, one of whom lay still trembling and barely alive though with much of its skeleton removed. Muham was not able to stop the interloper from fleeing, and she fled into the hills without her copious notes. Saddened and dismayed at the loss of her researches, just when she felt so close to uncovering the secrets of her fragmentary relics, she resolved to record her findings somewhere no one could ever find or take away. She would reconstruct the ancient rites inscribed on the skulls of her spiritual forebears, as she had come to think of them, and she would do it upon the only wholly intact skull she could get her hands on: her own.

Over the course of years, with grave delicacy and consummate mania, she sliced open her own flesh in order to engrave the secrets of the ancients onto her cranium, one pictogram at a time, the sanguine flow of her life's blood stanching by magic to allow her to peel back the hair and flesh and chip away the mystical pictograms and inscriptions so painstakingly assembled from the fragmentary records of the dawn people. With every rune, she became more and more the primitive creature she had studied so long. Her intellect dimmed as she slipped further into madness and self-mutilation, but the occult power she had concentrated called out like a beacon to those in which the blood of the dawn people still ran strong, and they came to learn from her, each of them taking on a part of her scribbling on living bone, hidden beneath scarred flesh. Every secret brought a further descent into madness, awakening in them a timeless hunger for the flesh of the living and the dead. In time, she became a shell of her former brilliance, scarcely remembering the eldritch secrets she had sacrificed so much to record, as the disciples she had first drawn into study of the ancients degenerated into a pack of cannibalistic savages.



In time, Muham Shab and her cultists was destroyed and their bodies burned for the sacrilege and horrors they had perpetrated. Their bodies were burned and the remains left for the crows, their slayers had no idea of the awful truths left behind, inscribed on the blackened bones of the fallen. Vagabond scavengers who discovered the strangely carved bones that survived the pyres thought to sell them as curios but found themselves enraptured by their darkling mystery, founding a cannibal cult that has endured through generations, often destroyed but never truly eradicated as long as the relics of Muham Shab and her first disciples linger, along with the last record of the atavistic savagery of the ancient rites.

### READING

The reader must use *comprehend languages* or a DC 20 Linguistics check to decipher the primitive preliterate symbology of the dawn people that Muham Shab inscribed into her skull and the bones she extracted from her followers. If using the Madness score rules in *Tomes of Ancient Knowledge* treat this book as a mythos tome and treat each feat contained within as learning a mythos spell for the purpose of gaining Madness. A creature that becomes insane while reading the *Spellbones of the Devourer* develops *psychosis*, and each month the insanity endures she takes 1 point of Intelligence drain. Once a reader takes 6 points of Intelligence drain from this psychosis, she devolves into a mythos ghoul (thoul).

### BENEFITS

The *Spellbones* can be worn like a magical item, occupying the head slot. The wearer is immune to *ghoul fever* and the stench ability of ghouls, the initial attitude of ghouls and ghouls to the

wearer is always indifferent, and they will not attack the wearer unless magically controlled. The wearer may treat ghouls and ghouls as though they had the mythos subtype for the purpose of any abilities or effects that specifically affect mythos creatures. In addition, a spellcaster of any class wearing the *Spellbones of the Devourer* can prepare and cast *create undead* using a 5th-level spell slot; however, she can create only ghouls or ghouls with this spell.

## FEATS

Studying the *Spellbones* for 24 hours allows the reader to learn the following feats, selecting them when she gains future feat slots.

### EATER OF THE DEAD (COMBAT)

You are not bothered by consumption of carrion, and in fact have a great appetite for it.

**Prerequisite:** Knowledge (religion) 3 ranks, and you must have consumed the flesh of a dead humanoid

**Benefit:** You gain a +1 bonus on attack and damage rolls with claw or bite attacks made against undead creatures or objects made of dead flesh or bone. You gain a +1 bonus to saving throws against disease, ingested poisons. You are so inured to the presence of the dead that you ignore the unnatural aura and stench ability of certain undead creatures and gain a +1 bonus to saving throws against fear effects created by undead creatures, as well as against any effect that would cause you to become nauseated or sickened.

### NECROPHAGIC SPELL (METAMAGIC, MYTHOS)

Your spells infuse the dead with a ghastly hunger for flesh.

**Prerequisite:** Spell Focus (necromancy), Knowledge (religion) 5 ranks

**Benefit:** When you cast a necrophagic spell, any humanoid or monstrous humanoid killed by the spell effect is temporarily reanimated as a flesh-eating zombie. The zombies reanimate 1d4 rounds after death, and they remain animated for a number of rounds equal to the adjusted level of the spell, including the level modifier for this feat (or until destroyed). These zombies are uncontrolled and attack the nearest creature, living or undead, though they ignore the caster as well as constructs, oozes, plants, vermin, and any creature that lacks a body made of flesh and/or bone. If targets are equidistant, determine randomly which it chooses.

Zombies created by a necrophagic spell are *fast zombies*, but they gain a bite attack rather than a slam attack, dealing damage as a creature one size larger. The spell can create a maximum number of Hit Dice of zombies equal to twice your caster level, regardless of how many creatures are slain by it, beginning with creatures with the lowest number of Hit Dice. If insufficient Hit Dice of effect remain to fully animate a creature, it is unaffected. A necrophagic spell uses up a spell slot three levels higher than the spell's actual level.

## SPELLS

Studying the *Skullbones* allows the reader to learn the following spells (whenever spell slots of the appropriate level are available, if a spontaneous caster): *animate dead*, *call cannibals*\*\*\*, *cannibal compulsion*\*\*, *create undead*, *dermal flensing*\*, *devouring maw*\*

*ghoul touch*, *greater devouring maw*\*, *hungry are the damned*\*, *hungry dead*\*

\* See spell descriptions below.

\*\* Spell described in *Tomes of Ancient Knowledge*. If you do not have this product, replace these spells with *moonstruck* and *transformation*.

### DERMAL FLENSING

**School** necromancy [pain]; **Level** antipaladin 3, cleric 4, inquisitor 3, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a drop of blood)

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

**Target** one creature

**Duration** instantaneous

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

You shred and peel the target's skin and outer tissues, laying bare the raw and bloody flesh, muscle, and fat layers beneath. This deals 2 points of Dexterity damage, 2 points of Constitution damage, and 2 points of Charisma damage to the target and causes 1d4 points of bleed damage. In addition, until the target's ability damage is healed the target's natural armor bonus to Armor Class is reduced by an amount equal to half your caster level (this bonus cannot be reduced below +0), and critical hit confirmation rolls against the target gain a +2 circumstance bonus. In addition, until this ability damage is healed, any time the target takes hit point damage from any effect, he takes an additional 1d6 points of nonlethal damage from the pain. As long as he has at least 1 point of nonlethal damage, he is sickened by pain.

This spell does not affect constructs, oozes, plants, vermin, or amorphous or incorporeal creatures, nor elementals or other creatures without flesh or skin. *Dermal flensing* can affect undead creatures, but only fleshy undead such as ghouls, vampires, wights, and zombies. Undead do not take bleed damage or become sickened with pain. Skeletal and incorporeal undead are entirely unaffected.

### DEVOURING MAW

**School** necromancy [evil]; **Level** cleric 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (the fangs of a ghoul or ghoust)

**Range** personal

**Target** you

**Duration** 1 minute/level (D)

You cause your mouth to fill with rotting but razor-sharp fangs granting you a bite attack dealing 1d6 points of damage (for a Medium caster; adjust bite damage as appropriate for larger or smaller casters). Your bite is treated as a magical weapon for the purpose of overcoming damage reduction. Your bite also inflicts *ghoul fever* on a successful attack; a Fortitude save (DC 10 + 1/2 your caster level + the ability modifier for your primary spellcasting ability score) negates this disease. If the target contracts *ghoul fever*, additional failed saves do not accelerate the onset of the disease but instead cause the target to become sickened for 1d6 rounds; this duration stacks for multiple failed saves. The *devouring maw* can be used as a secondary natural



weapon in conjunction with weapon attacks or as a primary natural weapon if making no other attacks.

As a full-round action, you can make a single swallowing attack with your *devouring maw*. This attack deals 2d6 points of damage and grants you the grab and swallow whole special attacks. A swallowed creature takes damage equal to your bite damage each round and must make a Fortitude save (DC as above) at the beginning of each round or be nauseated until the beginning of its next turn. If you swallow a creature of your size, your torso distends grotesquely and you are treated as if carrying a heavy load. Swallowing a creature on size smaller than you bloats you less severely but still causes you to be treated as if carrying a medium load. You cannot swallow additional creatures while a creature remains inside your gullet. You can regurgitate a swallowed creature as a move action, depositing them prone in an adjacent square. If you are killed while having swallowed a creature, that creature takes half as much damage as you do from the attack that dealt the killing blow.

### DEVOURING MAW, GREATER

**School** necromancy [evil]; **Level** cleric 6, witch 6  
**Casting Time** 1 standard action  
**Components** V, S, M (the fangs of a ghoul or ghost)  
**Range** personal  
**Target** you  
**Duration** 1 minute/level (D)

This spell functions as *devouring maw*, dealing 1d8 points of damage for a Medium caster, but the ghoul fever conferred by your bite attack takes effect immediately, as the contagion spell. Your swallowing attack deals 2d8 points of damage and you can perform it as a standard action. If you choose to perform your swallowing attack as a full-round action, it deals 4d6 points of damage and you may use the fast swallow special attack at any point prior to the end of your turn. If a humanoid creature dies while swallowed in your *greater devouring maw*, it is immediately transformed into a ghoul or ghost, as if it had died of ghoul fever. You may regurgitate this creature as a move action. It remains under your control for 1 round per level, after which it becomes uncontrolled, though a ghoul or ghost you create with this spell never attacks you unless you attack it first.

### GHOULISH DEVOLUTION

**School** enchantment (compulsion) [curse, mythos]; **Level** cleric 7, sorcerer/wizard 7, witch 7  
**Casting Time** 8 hours  
**Components** V, S, M (the heart of a humanoid or monstrous humanoid and the heart of a ghoul or ghost)  
**Range** touch  
**Targets** one humanoid or monstrous humanoid  
**Duration** instantaneous  
**Saving Throw** Will negates; **Spell Resistance** yes

You strip sanity and reason from the target's mind, replacing it with a blasphemous awakening to eldritch secrets beyond time and space and unleashing in them an insatiable hunger for the flesh of the living and the dead, granting your target the mythos ghoul (thoul) template.

### HUNGRY ARE THE DAMNED

**School** enchantment (compulsion) [mythos]; **Level** antipaladin 2, cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action  
**Components** V, S, M (a jawbone)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one evil creature  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell functions as *hungry dead*, but it affects creatures with the evil subtype, an aura of evil (such as antipaladins or evil clerics), or the mythos subtype.

### HUNGRY DEAD

**School** necromancy; **Level** cleric 2, sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a jawbone)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one undead creature  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

You compel a single undead creature to abandon its normal modes of attack and savagely try to bite the nearest creature, using its teeth to the exclusion of other attacks. If the target undead does not have a bite attack, this is treated as an unarmed strike dealing piercing damage; this unarmed attack provokes an attack of opportunity unless the undead has the Improved Unarmed Strike feat. If the target undead has a bite attack, its bite attack deals 1 point of bleed damage on each hit; this bleed damage stacks if it hits the same target more than once with its bite.

## CREATURE TEMPLATES

### MYTHOS GHOUL (THOUL)

A mythos ghoul or "thoul" is a bloodthirsty horror obsessed with the urge to consume and devour living flesh to a far greater degree than its ghoulish kindred. What makes a thoul's appetite so much more horrifying is that it is not undead but rather a living creature driven to cannibalistic madness and remade body and soul by forces from beyond into a flesh-craving abomination. Thouls are outwardly identical to other members of their race, save for their oversized jaws and fanged mouths. Thought not intelligent, they often rise to prominence in their tribes for their savagery. Thoul is an acquired template that can be applied to a humanoid or monstrous humanoid with Intelligence of 7 or higher that has given itself body and soul to the alien powers of the Elder Gods.

**Challenge Rating:** As the base creature +1 for base creatures without class levels, spells, or spell-like or supernatural abilities. The CR for thouls that once had class levels, spells, or spell-like abilities is 1 higher than the CR for a zombie created from the base creature.

**Alignment:** Always chaotic evil.

**Type:** The creature's type is unchanged.

**Armor Class:** A thoul gains a +2 natural armor bonus to its Armor Class.

**Hit Dice:** Drop HD gained from class levels (minimum of 1), but other Hit Dice are retained. A thoul of size Small or larger also

gains bonus Hit Dice as if it were a zombie.

**Saves:** As the base creature.

**Defensive Abilities:** A thoul's warped mind grants it immunity to confusion, fear, and insanity, while its tainted body gains immunity to disease, poison, and effects that would cause it to become nauseated or sickened. It retains defensive supernatural abilities that do not require an action (even a free action) but loses all other supernatural abilities.

**Speed:** As the base creature.

**Attacks:** A thoul retains all the natural weapons of the base creature, though it loses all armor, shield, and weapon proficiencies. It also gains a primary bite attack that deals damage as a creature one size category larger, and 2 secondary claw attacks that deal damage as a creature of its size.

**Special Attacks:** A thoul retains any exceptional special attacks but loses all spellcasting ability and spell-like abilities. It retains supernatural special attacks that do not require an action (even a free action) to activate, but it forfeits all other supernatural abilities. In addition, thouls gain the following special attacks.

*Bleed (Ex):* A thoul's bite attack deals 1 point of bleed damage on every hit. This bleed damage stacks with itself and other sources of bleed damage. A thoul gains Bleeding Critical as a bonus feat, though this feat applies only to its bite attack.

*Bloody Frenzy (Ex):* If a creature adjacent to a thoul (including the thoul itself) takes bleed damage from any source, the thoul flies into a blood frenzy at the beginning of its next turn. This frenzy grants it a +4 profane bonus to Strength and Constitution, but it takes a -2 penalty to Armor Class. If a creature adjacent to a thoul is reduced below 0 hit points, the thoul can make a bite attack against the target as an immediate action. When making this special attack, its critical threat range with its bite is increased to 18-20 and its critical multiplier to x3.

If the target is killed by this attack, the target is affected as if the thoul had cast *death knell*, with a caster level equal to the thoul's Hit Dice (though this is an extraordinary ability and does not require spellcasting). In addition, allies of the slain creature that are adjacent to the thoul or the deceased character are shaken and sickened for 1 minute by the carnage. A Will save prevents the shaken effect and a Fortitude save the sickened effect; the DC for both saves is equal to 10 + 1/2 the thoul's Hit Dice + its Charisma modifier.

*Cannibal Curse (Su):* A thoul has an especial savor for the flesh of its own kind, gaining a +1 morale bonus to attack and damage rolls against creatures of its own type, increased to +2 against creatures of its own subtype (or its specific kind, for monstrous humanoids). These bonuses are doubled if the target is taking bleed damage.

*Disease (Su):* A thoul's bite carries the disease of ghoul fever. *Ghoul fever:* bite; save Fort DC = 10 + 1/2 the thoul's Hit Dice + its Constitution modifier; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul the next night (or a ghast, if it has 4 HD or more).

**Abilities:** Str +2, Dex +2, Con +2, Int -6.

**BAB:** As the base creature.

**Skills:** A thoul treats Acrobatics, Climb, Fly, Intimidate, Perception, Survival, and Swim as class skills. A thoul loses all skill ranks and class skills related to class levels.

**Feats:** A thoul loses any feats related to class levels and may select new feats based on its adjusted Hit Dice.

**Special Qualities:** A thoul gains the following special qualities: *Bloodscent (Ex):* Thouls gain the scent special quality, and they gain the benefits of the Blind-Fight feat with respect to any creature taking bleed damage.

*Fast Healing (Ex):* Thouls gain fast healing 1.

*Ghoulish Sympathy (Su):* Ghouls and ghosts ignore thouls and do not attack them unless first attacked by them.

*Mythos Minion (Su):* Thouls take a -10 penalty to saving throws against charm and dominate effects used by creatures with the mythos descriptor. However, they are immune to the effects of auras and gaze attacks used by mythos creatures and gain improved evasion against spell with the mythos descriptor that allows a Reflex save as well as any effect created by a mythos creature that allows a Reflex save.

*Shocked Sanity (Su):* A thoul targeted with an effect that cures insanity, such as *heal* or *greater restoration*, is dazed for 1d4 rounds as its mind tries to reconcile its actions, following which it is affected as *terrible remorse* for 1d4 additional rounds (DC 16 Will save each round) and *crushing despair* for the next 24 hours. At the end of every 24 hours, the thoul must make an additional Will save each day, beginning at DC 16 and increasing by 1 each day thereafter. As long as each save succeeds, the mythos ghoul begins to recover fragments of its memory and need not act upon its accursed compulsions. Once a save is failed, however, the madness returns in force and the creature becomes a thoul again. Only a *miracle* or *wish* can permanently remove this template from a creature.



# Spellbones of the Devourer Gothic Grimoires: Book Four

BY JASON NELSON

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