Weekly Wonders

Corruption Manifestations

New

Volume II

Alex Riggs, Joshua Zaback





Necromancers of the Northwest

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Credits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Introduction

Players have long wanted a chance to play as monsters, and GMs are always on the lookout for new and creative ways to torment their player characters. Pathfinder Roleplaying Game: Horror Adventures provided new rules for corruptions as a potential way to kill both of those birds with one stone, giving players access to exciting and monstrous abilities, while simultaneously tainting them and eroding their humanity and sense of self. While the eleven corruptions presented in Horror Adventures each come with a selection of nine or ten manifestations, ensuring that each corruption offers enough options to provide players with some choices at low levels, those who fully embrace their corruption and wind up with the maximum number of available manifestations will largely exhaust these options. This book provides five new manifestations for the lich, lycanthropy, possessed, promethean, and shadowbound corruptions, giving players with those corruptions access to a wider variety of manifestations.

New Lich Manifestations

The following manifestations are available to characters with the lich corruption.

Devour Soul

You can devour the souls of others to increase your magical might, and the need to consume such vital essences is overwhelming.

Prerequisite: Manifestation level 8th.

Gift: As a standard action, you can consume the soul of a recently slain individual, granting you additional power. When you attempt to devour a soul in this way, the target receives a Will save to resist the effect as though they were alive (DC = 15 + your manifestation level). If the target fails her saving throw, you consume her soul, preventing the target from being returned to life by any means until you are slain and her soul is set free. Additionally, when you devour a soul in this way, you gain a +1 bonus to the saving throw DCs of your spells and spell-like abilities, as well as of any ability granted by the lich corruption, for 1 hour per Hit Dice of the creature whose soul you consumed.

Stain: You must continue to consume souls to survive. Each day you go without successfully consuming at least one soul causes you to suffer 1 point of permanent Constitution and Charisma drain. Additionally, the souls you consume attempt to reassert themselves immediately after you consume them. If the creature had 10 or fewer Hit Dice, you must succeed on a Will save (DC = 10 + 1/2 the Hit Dice of the creature whose soul you consumed + that creature's Charisma modifier) or be confused. If the creature had 11 or more Hit Dice, you must succeed on a Will save (DC = 10 + 1/2 the Hit Dice of the creature whose soul you consumed + that creature's Charisma modifier) or have your body be taken over by that creature, as though by the spell *possession*. This effect lasts indefinitely, but you receive a new saving throw each day to resist the effect.

Dread Return

You cannot truly be slain, coming back to haunt the world each time you die.

Prerequisite: Manifestation level 9th.

Gift: When you die, you may attempt a Will save (DC 25) to return to life 24 hours later, with your body reforming at the spot you had fallen. If the save is a failure, you may attempt a new save after 1 week, after 1 month, and after 1 year. If you fail all these saves, you may no longer be returned to life in this way.

Stain: You may not be returned to life with magic, except for a *wish* or *miracle* spell.

Touch of Stunning

Your corrupting touch damages the body and soul of those you grasp.

Gift: As a standard action, you can make a melee touch attack. If you hit, the target must succeed on a Fortitude save (DC = 15 + your manifestation level) or be stunned for 1d4 rounds.

Stain: The poison fueling your corruption grows stronger as the taint flows out from you. You suffer a -2 penalty on saving throws made to resist your corruption progressing, as well as to resist the effects of stains from your corruption.

Undead Constitution

Your ever more lifeless form allows you to eschew the necessities of food, drink, and even air, but your body is poorly suited to fighting off the struggles that plague the living.

Prerequisite: Cadaver's countenance.

Gift: You no longer need to eat, drink, sleep, or breathe, and you are unaffected by inhaled poisons as well as harmful gasses and fogs that are poison effects, including the *cloudkill* spell and similar effects.

Stain: The death and reanimation of some of your organs makes it difficult to resist harmful effects, causing you to suffer a -4 penalty on all Fortitude saves.

Undead Puppet Master

Your connection to the minds of the dead allows you to easily manipulate them.

Gift: You can affect undead with mind-affecting effects, even though they are normally immune.

Stain: You lose any immunity to mind-affecting effects you might possess, and cannot gain immunity to mind-affecting effects. Additionally, you suffer a -1 penalty on all Will saves made to resist mind-affecting effects.

New Lycanthropy Manifestations

The following manifestations are available to characters with the lycanthropy corruption.

Eyes of the Night

Your animalistic senses are suffused with evil allowing you to see all.

Prerequisite: Feral senses.

Gift: You can see twice as far with your low-light vision. At manifestation level 3rd, the range of the scent ability granted by feral senses is doubled, and you gain darkvision 60 feet. **Stain:** Creatures of the animal type (except those of your lycanthrope type) can sense the evil in you and treat you as though their starting attitude towards you is one step lower than it would normally be.

Feral Claws

When you shift form, your hands transform into massive feral claws that can damage and rend your foes.

Prerequisite: Shift form.

Gift: When you shift form, your hands become massive sharp animal claws that deal 1d4 + your Strength modifier points of piercing and slashing damage on a successful hit.

Stain: Your clawed hands are twisted and sharp, unable to hold weapons effectively or be useful in spellcasting. While in your shifted form, you suffer a -4 penalty to attack rolls made with held weapons and 25% spell failure on any spell that has somatic components.

Howl of the Night

You can issue a mighty animalistic call while shifted, panicking those that hear it.

Prerequisites: Shift form.

Gift: As a standard action, you can howl, causing creatures within a 30-foot radius that can clearly hear you to succeed on a Will save (DC = 10 + your manifestation level + your Charisma modifier) or be frightened for 1d4 rounds. Even creatures that succeed on this saving throw are shaken. You can use this ability at will, but must wait at least 1 minute between uses.

Stain: You long to howl and hunt at all times, and you suffer a -4 penalty on saves to resist involuntary shifting.

Nightmare Shift

When you shift forms, you have more terrible natural attacks. This nightmarish form longs to escape your body and cause you to shift.

Prerequisites: Shift form, manifestation level 5th. **Gift:** Natural attacks granted when you shift form deal damage as though you were 1 size category larger and overcome damage reduction as though they were magic, silver, and evil-aligned weapons.

Stain: Whenever you suffer damage, you must make a saving throw to avoid involuntarily shifting.

Poison Claws

Your claws carry a deadly poison possessed only by lycanthropes.

Prerequisites: Feral claws, shift form.

Benefits: Your claws carry the following poison.

Werewolf poison—injury; *save* Fort (DC 10 + 1/2 your HD + your Con modifier); *frequency* l/round for 6 rounds; *effect* 1d4 Str or Dex damage; *cure* save. The save DC is Constitution-based.

Stain: Your claws are even harder to use, causing you to suffer an additional -2 penalty on attack rolls made with weapons while shifted, and an additional 15% spell failure chance to cast spells with somatic components while shifted.

New Possessed Manifestations

The following manifestations are available to characters with the possessed corruption.

Death Delayed

If you would die, the spirit can take control over your body in order to preserve your life force.

Gift: Whenever you are subject to a death effect that offers a saving throw, you may give the spirit 1 point of influence in order to automatically succeed on the saving throw.

Stain: Eager to take control of you, the spirit makes it hard to resist death on your own. You suffer a penalty on all Fortitude saving throws equal to the number of points of influence the spirit has.

Frantic Souls

When the possessing spirit gains influence over you, you both act in frantic harmony.

Prerequisite: Manifestation level 5th.

Gift: Whenever the possessing spirit has at least 3 points of influence over you, you can use *haste* as a spell-like ability with a caster level equal to your character level, except that you can only affect yourself with this ability. When you use this ability, you must make a Will save (DC = 15 + your manifestation level) or the spirit gains 1 point of influence over you.

Stain: You are constantly at odds with the spirit inside of you, slowing down your reactions and causing you to suffer a -4 penalty on initiative checks.

Malevolence

You can take possession of another character by surrendering your body to the possessing spirit.

Gift: Once per day, you can possess another character, as with the spell *possession*. A Will save (DC = 10 + your manifestation level + your Charisma modifier) negates this effect. The caster level for this effect is equal to twice your manifestation level. While possessing a character in this way, the spirit takes control of your own body and can do as it pleases.



Stain: When the duration of the effect ends, you must succeed on a Will save (DC 15 + your manifestation level) or the possessing spirit retains control over you, increasing their influence to 5 points.

Special: Upon receiving this manifestation, you must take both the gift and the stain, even with the useful corruption or vile corruption variants.

Spirit Knowledge

You can tap into some of the spirit's knowledge of the wider workings of the universe in order to gain insight into what's happening around you.

Gift: You gain a bonus on all Intelligence- and Wisdombased skill checks equal to the number of points of influence the spirit has. Additionally, you can give the spirit 1 point of influence in order to reroll a single Intelligence or Wisdom check, or an Intelligence- or Wisdom-based skill check. **Stain:** The spirit represses some of what you learn. When it has at least 3 points of influence over you, it can selectively block up to 5 minutes of your memory, as with the spell *modify memory*.

Spirit Lash

You can force the spirit to temporarily lash out in a show of violent energy that damages nearby creatures.

Gift: As a standard action, you can unleash a burst of spirit energy that damages creatures within a 10-foot-radius spread centered on you, causing them to suffer an amount of bludgeoning damage equal to 1d10 + 1 per manifestation level. A Reflex save (DC = 10 + your manifestation level + your Charisma modifier) halves this damage.

Stain: When you use this ability, you suffer 1d10 points of bludgeoning damage and must succeed on a Will save (DC = 10 + your manifestation level + the damage dealt in this way)

or the spirit gains 1 point of influence over you. **Special:** Upon receiving this manifestation, you must take both the gift and the stain, even with the useful corruption or vile corruption variants.

New Promethean Manifestations

The following manifestations are available to characters with the promethean corruption.

Artificial Optics

You have had to replace your eyes with artificial ones; these new sensors are more acute than your previous ones, but dull the world of color and fine detail.

Gift: You gain darkvision to a range of 30 feet and have telescopic vision that allows you to ignore the penalty on sight-based Perception checks due to distance, though the maximum range of your vision is still limited by the environment. You become immune to blindness. Stain: Your new eyes view the world in a cold and remote way, causing you to miss the vital details of life. You suffer a penalty on all Perception and Sense Motive checks equal to 1/2 your manifestation level.

Deep Focus

Part of your mind is artificial, allowing you to deeply focus on a given task, but giving you a robotic weakness for command. **Prerequisite:** Greater shattered mind.

Gift: You gain a +2 bonus to Intelligence checks and Intelligence-based skill checks for each manifestation level you possess.

Stain: Once per day, at the GM's discretion, whenever you hear a spoken command you must make a Will save (DC 15 + your manifestation level) or carry out the spoken command to the best of your ability.

Magic Resistant

You are resistant to magical attacks.

Prerequisites: Corruption stage 2, manifestation level 5th. **Gift:** You gain an amount of spell resistance equal to 10 + twice your manifestation level.

Stain: You must attempt to resist any spell cast upon you using this spell resistance, including beneficial spell effects.

Magical Immunity

Enough of your body is artificial that you take on a golem-like immunity to magic

Prerequisites: Magic resistance, manifestation level 7th. **Gift:** Choose a number of spells equal to your manifestation level. You must choose at least 1 spell of each school of magic before you can choose a second spell of a given school. You become immune to those spells as though you had unbeatable spell resistance. You must choose spells that offer spell resistance.

Stain: When you gain this manifestation, the GM also chooses a number of spells equal to your manifestation level. You become immune to those spells as though you had unbeatable spell resistance.

Reinforced

Your mechanical body parts are strengthened through alchemical processes to be more resilient to damage. **Prerequisite:** Greater armored.

Gift: You gain an amount of damage reduction equal to 1/2 your manifestation level, which can only be overcome by adamantine weapons.

Stain: Though reinforced against attack, your components are more vulnerable to vibration. You become vulnerable to sonic damage.

New Shadowbound Manifestations

The following manifestations are available to characters with the shadowbound corruption.

Bleeding Gaze

Hateful energies live behind your eyes that can cause others to bleed profusely from their eyes, though you may also weep bloody tears.

Gift: Once per day per manifestation level, you can invoke this bleeding gaze to cause a single living creature within 30 feet to bleed from his eyes. A creature affected by this ability must succeed on a Fortitude save (DC = 10 + yourmanifestation level + your Charisma modifier) or suffer 2d6 points of bleed damage and be blinded for as long as he continues to suffer bleed damage.

Stain: Once per day, at the GM's discretion, you begin to bleed from the eyes, suffering an amount of bleed damage equal to your manifestation level and becoming blinded for as long as you continue to suffer bleed damage.

Cloak in Darkness

Your growing connection to the dread plane of shadows allows you to disappear from the world.

Prerequisites: Stealth 1 rank, manifestation level 5th. **Gift:** You can use Stealth to hide even while observed or in conditions of bright light. You also gain a bonus on Stealth checks equal to 1/2 your manifestation level.

Stain: You are faded and almost nonexistent, and do not last long in the minds of others. You suffer a penalty on all Charisma-based checks, except for Disguise and Use Magic Device, equal to your manifestation level.

Shadow Pain

You can project a phantom pain in others that lingers and amplifies their suffering.

Gift: Any time a creature succeeds on a saving throw against one of your pain effects, that creature must make another saving throw 1 round later, with a -2 penalty on the save. If she fails this secondary save, she still suffers the effects of your pain effect as though she had failed the initial save. **Stain:** This shadowy pain follows you wherever you go; whenever you are subject to a pain effect, you automatically become sickened for 1d4 rounds.

Shadow Step

You can instantly cross the distance between two places by traversing the shadow realm, though you are exposed for a brief while to the horrors that lie therein.

Prerequisite: Manifestation level 5th.

Gift: Once per minute, you can step through shadows in order to transport yourself over brief distances. This functions like the spell *dimension door*, except that you must begin and end your movement within areas of dim light or darkness. You can transport yourself for a number of feet equal to 20 times your manifestation level.

Stain: Whenever you travel via a teleportation effect, you catch a brief glimpse of the horror of the Plane of Shadow, causing you to suffer 1 point of Wisdom damage each time you travel in such a manner.

Special: Upon receiving this manifestation, you must take both the gift and the stain, even with the useful corruption or vile corruption variants.

Suffuse Darkness with Terror

You can fill shadows with the fear that lives inside of you, but you are burdened by your ever-growing fears whenever you enter the light.

Gift: As a standard action, when in an area of darkness, you can project your fears into a 30-foot-radius spread centered on you. Any creature in that area must succeed on a Will save (DC = 15 + your manifestation level) or become frightened. You can use this ability once per day per manifestation level. **Stain:** The first time you enter an area of bright light, you must succeed on a Will save (DC = 15 + your manifestation level) or be overwhelmed by the memories of what lies in the darkness, causing you to become shaken until you return to an area of dim light or darkness.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Baatlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

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 Constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

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

Pathfinder Roleplaving 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 Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

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

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 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 Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer. Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFaland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game 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 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 Renie, 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 Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved. Tome of Horrors. Copyright 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.

Weekly Wonders: New Corruption Manifestations Volume II Copyright 2016, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

END OF LICENSE

Weekly Wonders

Be Your Own Kind of Monster!

Corruptions, from Dathfinder Roleplaying Game: horror Adventures, give players a new way to indulge their dark fantasics and take the role of gothic monsters, infecting themselves with some taint or darkness, and presenting the tantalizing question of whether to struggle against the corruption, or embrace it, and allow themselves to bask, however briefly, in its dark power. While *horror Adventures* presents between nine and ten different manifestations for each corruption, this leaves high=level victims of corruption with limited choices in what manifestations to take.

This book presents five new manifestations, complete with new gifts and new stains, for the lich, lycanthrope, possessed, promethean, and shadowbound corruptions, for a total of 25 new manifestations. With this book, you can:

- Consume the souls of your enemies.
- Unleash primal howls that panic your prey.
- Send your own spirit to possess the bodies of others.
- Gain resistance, or even immunity to magic.
- Make enemics bleed from their eyes with just a look.
- ...and much, much more!





Necromancers of the Northwest