



CHRISTINA STILES PRESENTS

WAYSIDES: Rock Bottom



Spike Y Jones

WAYSIDES Rock Bottom

BY SPIKE Y JONES

“Rock Bottom” is the third Waysides in my Christina Stiles Presents offerings for

Rogue Genius Games! In case you missed the first two, please check out “[Didjer’s Crab House](#)” and “[Hair of the Dog](#).”

“Rock Bottom” introduces a ramshackle, shady tavern to be implanted into any town or city of your choice. Rather than frequenting the place of their own accord, the PCs most likely track nefarious individuals to it, or only patronize it when seeking street-level intelligence. It really isn’t a place the PCs would find appealing as a drinking establishment or place of leisure. It truly *is* where folks go when they’ve hit “rock bottom,” after all. Hopefully, the PCs are much better off than that.

Enjoy using this low-life addition in your city or town.

Christina Stiles

Winter 2015

ABOUT THE AUTHOR

Spike Y Jones has played *D&D* and other games since 1978; has written scores of fantasy RPG articles for gaming magazines since 1986; and has written, co-written, or edited dozens of books for a variety of game companies. In all those years of gaming, he’s dealt with any number of “You walk into the bar...” scenarios, but none quite as initially unpromising for adventure-seeking PCs as *Rock Bottom*. Initially.

WHAT ARE WAYSIDES?

Let's face it, many a campaign begins with the adventurers meeting in a tavern. Whenever the PCs want to gather information, relax, cause trouble, or make deals, the tavern's where they head. More often than not, the tavern takes on a life of its own, becoming an important fixture of your game's town or city.

Waysides are drop-in locales to add flavor to your town or city, and they make great gateways to adventure.

All *Waysides* PDFs include the following seven sections:

Stat Block: Each locale has a type, alignment, and setting listed. The locale's type indicates its status as a hostel, hotel, inn, or tavern. Its alignment identifies the types of people who generally frequent the establishment, but most especially its owner. Its setting provides an at-a-glance suggestion for placement of the establishment in your campaign world.

Usage: This brief section details on how GMs may wish to use the locale within an existing campaign.

Background: A detailed description of the tavern's origins and history, along with the major players associated with it.

Description: This section provides opening, read-aloud text for the GM, and it details the locale's individual rooms and their contents.

Goods & Services: This section is divided into three subsections: Beverages, Victuals, and Lodging & Other Services.

Personalities: These are the NPCs the player characters encounter within the establishment. GMs will find important details about the characters here, with names and complete stat blocks for each one.

Adventure Seeds: This section offers ideas DMs can use to create adventures in and around the tavern. Not all are necessarily related to the tavern's backstory.

ROCK BOTTOM

Type: tavern

Alignment: neutral

Setting: warehouse district, large town or city

USAGE

Unlike most *Waysides* establishments, Rock Bottom is not likely to become the PCs' favorite watering hole. They might wander in once, when they're new to town and to adventuring, but Sibayan won't get any repeat business from them.

Instead, Rock Bottom is a bar where NPCs hang out and the PCs burst or sneak in from time to time, feeling out of place and possibly unwelcome.

The most obvious way to get the PCs into Rock Bottom is to have them follow Three-Finger Tomas (or some other sneak thief) as he flees with something he stole from them. Another is for them to be directed to the bar in search of a beggar with important information.

Rock Bottom isn't a good place for the traditional barroom brawl. Not only aren't the patrons able to put up much of a fight, nor Sibayan tolerate it, but the bar itself wouldn't survive the sort of rough treatment PCs mete out to more traditional adventurer taverns.

It is, though, a surprisingly good place for more subtle adventures, where PCs in disguise try to insinuate themselves into a foreign culture for whatever reason. And it can also be the setting for lighthearted farce if the disguised heroes get mixed up with the schemes of Hadama Half-Penny or Gabby, either independently or as an added complication to the Hadama/Gabby adventure seed below.

NPCs like Hadama Half-Penny, Gabby, Einar the Valiant, and Three-Finger Tomas don't spend all of their time in the bar, and a GM could easily include some of these characters in other parts of his campaign city without needing to immediately introduce Rock Bottom. If the PCs should happen to encounter Adem the Ambitious

Rock Bottom

in his watchman role, spotting him in disguise making his way into Rock Bottom could pique their curiosity. And the many genuine beggars who frequent Sibayan's place have to spend most of their day elsewhere in the city earning the coppers to buy their soup and mug.

And when all else fails, there's the tried-and-true story starter of a PC waking up naked, bruised, hung-over, and unable to answer Sibayan's questions about how he got into such dire straits.

BACKGROUND

Despite the lack of a sign over the ramshackle establishment's door, all of the city's underclass knows the name, location, and reputation of Rock Bottom, where beggars go to spend the coppers they cadge off of the patrons of up-scale eating and drinking establishments.

Sibayan never came up for a name for his tavern beyond "Sibayan's Place," but quickly the phrase, "You know you've hit rock bottom when you eat at Sibayan's," was shortened to just "Rock Bottom" among those who considered themselves better off than Sibayan's clientele. Eventually, the beggars themselves adopted the name.

The barkeep, Sibayan, is a wounded war veteran turned beggar who came across enough extra money (through not entirely legitimate means) that he could do a little something to improve his life and that of others at the lowest rung of the social ladder. He walled off the two ends of an alley between a pair of warehouses, stretched a sheet of canvas between the warehouse eaves and declared it a tavern, serving bottom-of-the-barrel drinks and sustaining but unappealing meals from late afternoon to just after midnight.

In the two years of its operation, Rock Bottom has been improved somewhat: The roof is wooden, there's now a small store room at one end of the building, and he cooks over a stone hearth instead of an open firepit. But the floor is still packed dirt, there are no windows, and at the height of summer and the depths of winter, the temperatures inside are hardly comfortable.

While no longer a beggar, Sibayan maintains his contacts with the begging and thieving communities, and occasionally acts as a go-between for his clientele (e.g., he doesn't fence stolen goods, but he can put a customer in touch with someone who does). He knows just about every rumor making the rounds of the underworld, and even has a good idea which ones are true.

Sibayan doesn't tolerate fighting in his tavern for fear that the city watch or the owners of the property Rock Bottom squats on might stop taking a blind eye to his existence.

DESCRIPTION

After entering the tavern, it takes a few moments before your eyes adjust to the darkness; even at night, it's usually darker inside the windowless building than out. Seated at two long tables are anywhere from a handful to three-dozen grimy patrons, being served by a shuffling half-elf waiter.

1. COMMON ROOM

The irregularly shaped common room is always dark. The light of the cooking fire and small oil lamp above one corner of the bar reveals long benches and two skinny tables that run the length of the earthen-floored room, drying herbs hanging from the low ceiling, and a bar made of a row of empty liquor barrels.

One of the barrels making up the bar conceals a bolt-hole dug into the earth beneath the establishment. It's sometimes used to hide contraband (untaxed liquor, items held temporarily for friends), including fugitives with money to pay for a very temporary hiding place.

2. STOREROOM

The tiny storeroom has shallow shelving floor to ceiling along three walls. The shelves hold cooking ingredients (spices, preserves, salted meat) and bottles of cheap wine. The floor is crowded with barrels of beer, baskets of spoiling

vegetables, bags of flour, sacks of sprouting potatoes, and other less-than-fresh foodstuffs.

The stacks of foodstuffs are lower in front of the one wall without shelving, allowing access to the secret door (Search DC 15) that opens into an adjacent warehouse.

GOODS & SERVICES

The food and drink Sibayan serves is often donated to him by other barkeeps; they were going to throw it out anyway, so it might as well keep someone alive for another day.

PERSONALITIES

The following section describes the owner of Rock Bottom and his solitary employee, as well as a number of the bar's frequent customers.

SIBAYAN—OWNER

While only 34, years of hard living make Sibayan look decades older.

| SIBAYAN | CR 3 |
|---|------|
| XP 800 | |
| Human expert 4/warrior 1 | |
| N Medium humanoid | |
| Init +0; Senses Perception +10 | |
| DEFENSE | |
| AC 10, touch 10, flat-footed 10 | |
| hp 23 (4d8+1d10) | |
| Fort +5, Ref +1, Will +6 | |
| OFFENSE | |
| Speed 25 ft. (lame leg) | |

Melee meat cleaver +3 (1d6–1, x3)

Ranged mwk heavy crossbow +5 (1d10/19–20)

STATISTICS

Str 9, **Dex** 11, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 13

Feats Great Fortitude, Quick Draw, Skill Focus (Knowledge [local]), Skill Focus (Profession [barkeep])

Skills Bluff +8, Intimidate +5, Knowledge (local) +12, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Sense Motive +10, Sleight of Hand +5, Stealth +5, Survival +7

Languages Common, Dwarf, Halfling

Gear meat cleaver (treat as hand axe), dagger, sap

Sibayan realizes that he could probably make a decent living in some other profession, or even running a more reputable tavern elsewhere in the city, but he considers his operation a charity.

Unlike some bartenders, he has no patience for hard-luck stories (especially those told repeatedly by his regulars), and while he hears almost every word spoken in his little establishment, he tries not to involve himself in his customers' affairs.

Sibayan's military weapons and armor were sold long ago, and he keeps the peace in Rock Bottom with the cleaver and padded club he keeps behind the bar.

There are rumors that Sibayan has a hidden stash of money, but if he does, he certainly doesn't live as if he did.

| MENU | | |
|---------------|------|---|
| Drinks | Cost | Description |
| Beer, mug | 1 cp | Usually flat |
| Wine, pitcher | 1 cp | On the verge of souring, if not already there |
| Victuals | Cost | Description |
| Cheese | 1 cp | Safe to eat if the bad spots are cut off |
| Soup | 3 cp | Spicy when the flavor of tainted meat needs to be covered up (with stale bread) |
| Stew | 6 cp | Identical to the soup, but not watered down as much (with stale bread) |

Rock Bottom

Dyce Holebuc—Staff

The skinny 17-year-old half-elf dresses in rumpled clothing, and generally has a look of confusion about him.

DYCE CR 1/3

XP 135

Human commoner 1

N Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6+3)

Fort +2, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4+1)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** 4, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 11

Feats Catch Off-Guard, Endurance

Skills Climb +5, Perception +3

Languages Common

Gear dagger, turnip

Born a halfwit, the half-elf Dyce was put out on the streets by ashamed parents and has been a beggar, living as much on the kindness of other street people as on handouts from the well-to-do, for more than a decade.

After a year as a regular customer, Sibayan began hiring Dyce to do odd jobs (paying him in food, drink, and a sleeping pallet in the store room). Along with serving food and cleaning up, Dyce collects donations for the continuously cooking stew (odds and ends of bruised or old vegetables and meat; nothing inedible, but also nothing particularly appealing) from merchants who save their remainders for him.

Sibayan never entrusts him with a purse of more than a few silver pieces, even though most beggars and thieves in the city know Dyce and look out for his welfare.

TYPICAL PATRON

Scum and rabble sit around the place, paying no attention to what they see or hear ... or eat.

TYPICAL PATRON CR 1

XP 400

Human commoner 1/rogue 1

N Medium humanoid

Init +3; **Senses** Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 13 (1d8+1d6+5)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +1 (1d6+1)

Ranged club +3 (1d6+1)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

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

Feats Endurance, Skill Focus (Survival)

Skills Climb +6, Knowledge (local) +5, Perception +6, Sleight of Hand +8, Stealth +8, Survival +6

Languages Common

SQ trapfinding +1

Gear club, begging bowl

Most of Sibayan's customers are simple beggars, each of whom has a tale of woe, but none of whom is particularly interesting.

There are, though, a few customers who stand out from the rest.

"HADAMA HALF PENNY" (ADEM THE AMBITIOUS)

A humble figure shuffles in. Clearly newly flush, he treats the other patrons to a round with a few simple silvers.

HADAMA

CR 1

XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/x3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2);

Other Gear half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Hadama Half-Penny is an infrequent customer at Rock Bottom. He only shows up when he comes across a handful of silver and wants to spread his good fortune with his fellow beggars. And along with buying drinks, what he most likes to do is talk, or better yet listen, trying to jolly his close-mouthed fellows to tell him about activities on the streets, especially any rumors they may have heard of criminal goings-on.

Hadama is, of course, Adem (called either “the Ambitious” or “the Puppy-Dog”), a member of the watch who disguises himself as a beggar whenever he’s trying to crack a case. His disguise doesn’t fool anyone in Rock Bottom, and most of the real beggars take their free drinks and ignore him. A few can have some fun

by feeding Adem misinformation or by turning the tables and teasing information about watch patrol schedules and the like out of him.

Adem won’t wear armor or carry weapons (other than a concealed sap) when in disguise.

“GABBY” (VANNEVAR HOLLIS)

A quiet figure, wrapped in a patched cloak, sits in the middle of the bench furthest from the draft of the door.

GABBY

CR 2

XP 600

Human rogue 3

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

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

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal)

or dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/x3)

or dagger +5 (1d4+1/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Combat Gear *potion of expeditious retreat*, *potion of feather fall*, tanglefoot bag

Rock Bottom

Other Gear leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, universal solvent, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

Gabby (as he's mockingly called by other Rock Bottom patrons) can be found almost every night in a dark corner here.

He never speaks, and no one knows enough about him to call him friend—which is a good thing, as he is friend to no one in the tavern. Only a few even realize that he's a half-elf.

Vannevar Hollis is a hired spy, sent by the city's administrators to Rock Bottom and a number of other low haunts to keep an ear open for rumors of criminal activity. As long as he keeps to his routine, Vannevar is unlikely to be discovered. Vannevar knows Hadama/Adem, but the disguised guard is completely unaware of Vannevar's identity and mission.

Vannevar doesn't bring bulky equipment like his bow and armor into the bar, but he can get to their outside hiding place in three rounds.

THREE FINGER TOMAS

A man missing the first two fingers on his right hand scowls into his mug of beer.

TOMAS

CR 1/2

XP 200

Human rogue 1

N Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 (1d8+1)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal)

Ranged dart +3 (1d4)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 13

Feats Deft Hands, Skill Focus (Sleight of Hand)

Skills Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

Languages Common, Halfling

SQ trapfinding +1

Combat Gear bag of caltrops

Other Gear padded armor, darts (4), sap, disguise kit, thieves' tools

Tomas was a marginally successful pickpocket in another city until he got cocky and careless and was twice caught robbing city magistrates. Following the judicial amputation of two fingers on his picking hand, he moved to a city where criminal punishments are less painful and permanent and tried to start anew.

Unfortunately, between unfamiliarity with his new surroundings and the lack of dexterity with his maimed hand, Tomas hasn't been any more successful here, so his begging is now a necessary profession instead of a cover. But one day...

EINAR THE VALIANT

A one-legged man sits at the bar, bragging and regaling all who would listen with tales of past glory and fame.

EINAR THE VALIANT

CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 16 (1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+3/19–20)

or sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear daggers (2), sap

Einar calls himself “The Valiant” or “The Hero” around everyone but Sibayan, as the barkeep is the only one who could gainsay his claim to have lost a leg in pitched combat, instead of as the result of a well-deserved wasting curse.

At first, Sibayan suffered Einar’s tall tales because of a sense of camaraderie with the fellow veteran, but despite now having grown tired of the man’s lies, Sibayan fears the beggar knows some of his own secrets, and thus can’t send him on his way.

Although he isn’t a criminal, use the Criminals I: Street Thug stats for Einar. The veteran doesn’t have any weapons or armor from his military days.

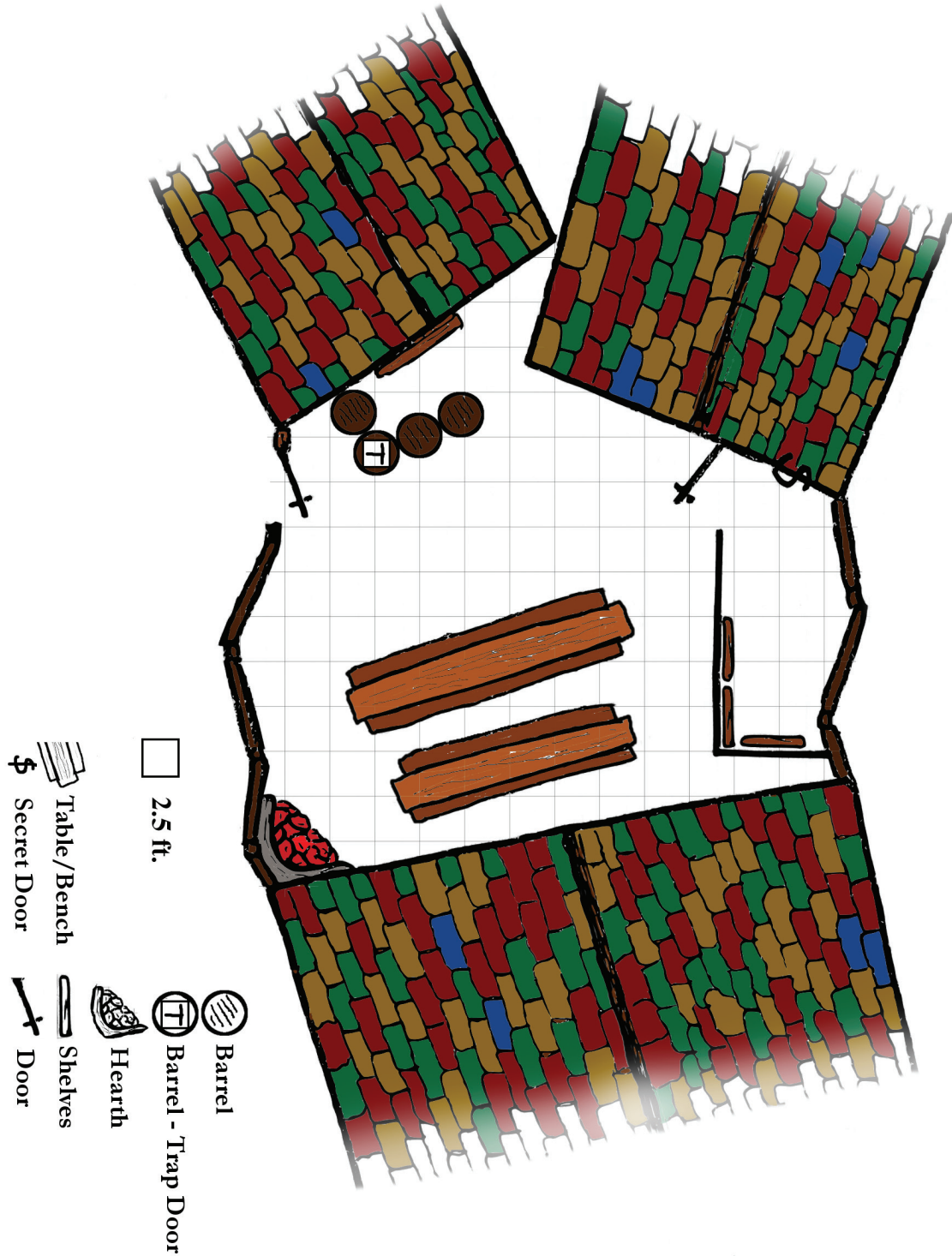
ADVENTURE SEEDS

- The PCs need information possessed by a beggar taking refuge in Rock Bottom. If they barge in dressed in adventuring finery, Sibayan clams up tighter than his purse; but if they disguise themselves as beggars or down-on-their luck thieves, he can be persuaded to “contact” their quarry. PCs

who try to strong-arm Sibayan discover that he commands the respect of the city’s beggars, and they can make life miserable for those in their poor graces.

- One winter night, an indigent falls asleep beside Rock Bottom’s hearth. Instead of turning him out into the cold, Sibayan waits until morning to wake him, only to find that the man was garroted in his sleep. While there were no other customers in the tavern overnight, the building’s security is minimal. The city watch can’t be bothered to investigate the murder of one bum by another, so Sibayan turns to a friend of a friend (a PC) for help. He can’t promise a reward, but he hints that having him as a friend could be beneficial in the future.
- The PCs run into a hungry and tired Dyce Holebuc on the road more than a day’s walk from the city, on a journey he has undertaken to find his parents. He doesn’t have any idea where they might be, except for a “lucky” amulet he’s worn for as long as he can remember. Dyce recalls stories his almost-forgotten mother told him of a long-ago elven kingdom far to the east, and the charm is made from an ancient elven coin, and it bears an inscription that hints of lost riches.
- Even the dense “Hadama Half-Penny” sometimes notices the occasional oddness, and eventually he realizes that there’s something strange about the silent “Gabby.” Not wanting to blow his cover, Hadama (as Adem) hires the PCs to find out Gabby’s secrets. But as soon as the heroes start investigating Gabby, he notices them and realizes that his own cover could easily be blown, so he (in a quickly thrown-together new guise) tries to distract them by hiring them to take a quest outside of the city; it won’t solve Vannevar’s problem, but it’ll at least give him time to think.

Rock Bottom



CREDITS

Author: Spike Y Jones

Cover Illustration: Shaman Stock Art

Cartographer: Jeffery Tadlock

Editor: Christina Stiles

Developer: Christina Stiles

Additional Editing and Development: Lj Stephens

Publisher: Owen K.C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

Contents Copyright 2015 Rogue Genius Games

Rogue Genius Games Logo created by Lj Stephens using designs by Claudio Pozas. Used with permission.

Trade Dress created by Lj Stephens, derived from Fat Goblin Games' Publisher's Choice Quality Stockart - Blood Throne (Page Backgrounds). Fonts used in trade dress: Crom - created by Rook543. Free for Personal and Commercial use. Used with permission Folkard™ - created by The Scriptorium. Purchased for Commercial use. Used with permission.

For more information about Rogue Genius Games, follow us on Facebook: www.Facebook.com/RogueGeniusGames

RogueGeniusGames

on Twitter: @Owen_Stephens

All logos are the trademark of

Rogue Genius Games

All rights reserved

Published Under the SRD, OGL, and d20 (v 3) License
©2000, Wizards of the Coast, Inc.

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

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

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the "Christina Stiles Presents: Waysides: Rock Bottom" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

Product Code: RGG0153

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 of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

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

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

15 COPYRIGHT NOTICE

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

System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

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

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

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

Pathfinder RPG 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 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 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 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-McFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures, © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-McFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

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

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

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

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

Tome of Horrors III, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Dark 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, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

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

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.

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

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

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

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

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 Gary Gygax

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

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

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

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

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

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

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

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

Iron Cobra from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters

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

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 Gygax.

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

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

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 Gary Gygax.

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

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

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

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

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

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

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

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

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

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

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

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.

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

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

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

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

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

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

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

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

Yellow Musk Zombie from the **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

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

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

Adherer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

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

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

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

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

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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Tome of Horrors III, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawringer, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

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.

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.

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 Gygax.

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 Gygax.

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

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 Gygax.

Anger of Angels. © 2003, Sean K Reynolds

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

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

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

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

Angel, Monadic Deva from the **Tome of Horrors, Revised**. © 2002,

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

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

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

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

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

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

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

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

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

Iron Cobra from the **Tome of Horrors**. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters

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

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

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

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

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

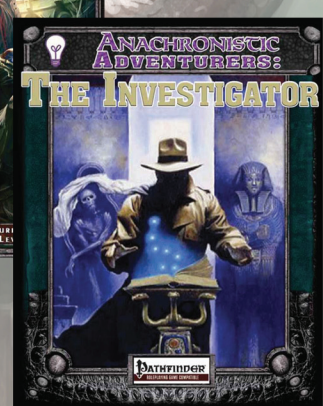
Tome of Horrors III, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawringer, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene

Waysides: Rock Bottom, Copyright 2015 Christina Stiles; Published by Rogue Genius Games; author Spike Y Jones

Go Rogue!

CHECK OUT THESE PATHFINDER-COMPATIBLE PRODUCTS FROM
ROGUE GENIUS GAMES



www.RogueGeniusGames.com