

הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה

SHATTERED SKIES

הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה - הַיְהוָה

CAMPAIGN SETTING



The Guide to the

Cult of Shub-Niggurath

BY ROBERT GRESHAM AND
AARON HOLLINGSWORTH



PUBLISHING



ROLEPLAYING GAME COMPATIBLE



CULT OF SHUB-NIGGURATH

AUTHORS Robert Gresham, Aaron Hollingsworth, Ewan Cummins

COVER ARTIST Michael Jaecks

INTERIOR ARTIST Rick Hershey, Eric Lofgren, Robert Gresham, Gary Dupuis, Pawet Dobosz, Daniel Comerci, Bruno Balixa, Dean Spencer

CREATIVE DIRECTOR Robert Gresham

EDITORS Robert Gresham, N. Jolly

WAYWARD ROGUES PUBLISHING LOGO BY
Robert Gresham

PAGE BACKGROUNDS Lord Zsezse

LAYOUTS BY Robert Gresham

PUBLISHER Robert Gresham

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.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing 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 the material designated as Open Game Content may be reproduced in any form without written permission.

CONTENTS

HISTORY OF THE CULT.....	2
UNHOLY SITES.....	4
UNHOLY TOMES	5
PROVERBS	6
DEMONIC SERVITORS	7
NEW PLAYER OPTIONS	8
NEW FEATS.....	8
NEW SPELLS	9
NEW ARCHETYPES	10
ALCHEMIST; LARVEL PROGENITOR	10
BLOODRAGER; THOUSAND YOUNG BLOODLINE	11
CAVALIER; ORDER OF THE WHISPERS.....	12
CLERIC; BOONS	13
MESMIRIST; BODY REAVER	14
SORCERER; THOUSAND YOUNG BLOODLINE	15
SUMMONER; FIENDISH MIDWIFE	16
NEW PRESTIGE CLASS.....	16
DEVOTEE OF EVIL	16
MOUNTS	18
RAM, SHUBIAN	18
BYAKHEE	18
NEW ITEMS	19
OGL.....	22





SHUB-NIGGURATH

It is uttered in the rustling bracken of sunless groves and the echoless caverns hidden by twisted elms that when Shub-Niggurath extended her mind to the material realm, the first thing she touched was a wild she-goat. The beast was black from hoof to horn, and pregnant...

Whether the goddess possessed the goat or merely took its form, none can say. But the resulting avatar that claimed the forest was an aberrant horror, ever cultivating abominable young, ever consuming itself in cyclical cannibalism and incestuous reconstitution.

This mad legend upholds the belief that Shub-Niggurath is her own mother, her own devourer, her own prey; a self-perpetuating nature cycle with a single consciousness. It is whispered that by emulating her, one can live apart from the natural world. Her worshippers concoct singular rites of sentient sacrifice, sexual deviancy, and cannibalism to gain her empowering favor.

The various sects of her cult venerate Shub-Niggurath according to their view of her. Some desiring strong offspring

see her as a fertility goddess, while others honor her as a mistress of beasts and the woodlands. The demented and bloodthirsty revere her as a deity of perverse pleasures and gratifying slaughter.

Whatever her aspect, Shub-Niggurath represents freedom from petty morality and independence from the needs of mortality, for by her unholy example does she lead. Few can even guess her goals and motivations, but her whims echo through the actions of her myriad progeny and insidious devotees.

She is called The Black Goat of the Woods with a Thousand Young, and the Dark Mother from Beyond the Veil. Her followers perform foul rites in the darkest of the hillside thickets in to her unholy name. Men have craved her since they first carved stone. Her whispers fill hearts with carnal lust and sinister ambitions. The Black Goat is the Matron of Monsters and from her womb crawl nightmares.

Shub-Niggurath is one of the oldest deities worshipped by mortals. Several legends suggest that all monsters inhabiting Celmae sprang from her corrupted womb. Some claim she is the unwanted daughter of Amaura and



and Krokaar, a product of the god's forced coupling, while others insist she hails from beyond the void of both time and space, and is older than those two deities. Her followers gather to procreate in unspeakable rituals with shapeless horrors and to spread her evil seed. Sacrifice of fellow worshippers is a common practice. Despite this, depraved humans offer prayers and tribute to her in the hopes of gaining favor. Ancient cultures once revered her as a war god, and she blessed these high-priests with the power to lay-low their enemies.

Prayers to the Black Goat of the Woods ask for corrupted childbirths or to survive such a labor. Witches communing with her through familiars steal newborns from their cribs, replacing them with her murderous changelings. She favors her faithful by twisting them into new, more powerful forms, such as the Favored Satyrs, or the better known, Dark Young. Rituals of summoning are performed during the new moon phase of Celmae's twin satellites.

In art, the Dark Mother is formless, most often appearing as a huge cloud of noxious smoke, sprouting orifice covered tentacles, and moving on a multitude of thick, hooved legs. Misshapen offspring constantly spew forth from her, and are promptly devoured by her rosy appendages. Her symbol is a trio of crimson crescent horns surrounding a red orb.

THE CULTS

The many cults of the Dark Mother eschew law and order in favor of customs and traditions. While customs vary from cult to cult, two prominent "horns" of the religion exist that differ in ideology and philosophy. The first and perhaps oldest horn is the Twisted Horn, which comprises the many primitive and savage tribes that worship her. These forest denizens desire mastery over the natural through increased fertility and ferocity. Although indulgent in the pleasures of the flesh and thrill of the kill, they rarely view themselves as individuals, but rather parts of something greater. To them, the survival of their tribe and progeny outweigh personal concerns of comfort and security. They view the soul as a fire to be fed, that will someday be quenched by a bloody death. In this regard, the goddess more regarded for her divine utility in life, rather than a hostess to the dead.

The second horn is the Sharpened Horn, a much smaller, yet no less potent, sect. Comprised of wicked sages and their indoctrinated students, their traditions focus on horrid means of achieving enlightenment and immortality. To these mad scholars the orgiastic and violent practices are rites of emulation, not appeasement. They see Shub-Niggurath as an

indifferent deity, not caring or concerned with the welfare of mortals. Sociopathic scholars see this indifference as the correct mindset to have when pursuing knowledge and power.

Regardless of the truth, priests of the two horns are able to draw power when invoking her name. It may never be known whether this power is intentionally granted by the goddess or merely siphoned from her like a mosquito on a great beast.

Worshippers of Shub-Niggurath are decadent druids, corrupted academes, backwoods hill folk and other evil humanoids. They don't concern themselves with the laws of the lands they dwell in, instead engaging in chaotic acts of depravity, and reproducing.

Clerics pray for spells at dawn, symbolizing the birth of the day. Her cults are oft led by a strong, fertile humanoid, with ritual combat deciding leadership. This leader is expected to breed with all available devotees serving the cult. Many non-human races worship the Matron of Monsters, notably the hill giants of Bright Mountain, and the fungus-like Mi-go inhabiting the ghoulish Endiel Forest. Gnolls venerate her above all other gods, erecting massive totem-pole idols in the centers of their camps. Intelligent evil beasts serve her. Giant wooden statues are burned in Shub-Niggurath's honor, often with additional human sacrifices immolated within the effigy.

The Black Goat speaks to her followers with strange omens through insanity-inducing nightmares. They imbibe narcotics or over indulge in alcohol to enter unconsciousness in their eagerness to commune with the Dark Mother. Her services include violence, sacrifice, bestial sex, and willing mutilations. Those in attendance wear goat masks and don heavy animal furs, leaving their genitals exposed. In more savage cults, it is forbidden for a member to clean their furs, for the accumulating stench supposedly pleases their god.

Virile male and fertile female members are prized among the cult, though tasks are found for the impotent and barren. These members act as assassins, spies, and willing sacrifices. They usually bear the most self-imposed scars and mutilations.

The leaders of each cult aspire to be turned into one of the Favored Satyrs of Shub-Niggurath. This extensive magical ritual is detailed in the cult's holiest book, *The Whispers of the Dark Mother*. The unspeakable acts depicted within have caused the tome to be outlawed and destroyed by the followers of Amaura and the Creator.



UNHOLY SITES

The cult of the Black Goat of the Woods does not have centers of worship within the confines of civilization, instead operating in secret on its fringes. Totem shrines to her are erected within dark stretches of the forest or deep underground where the screams of sacrifices cannot be heard by outsiders. Evil humanoids and primitive beasts worship her in corrupted woods beneath the stars when the twin moons wane.

The Eternal Womb: The location of this terrible site has been lost to time, though The Whispers refer often to it. Purported to be a passage that winds deep beneath the surface, twisting all the way to an immense cavern filled with a viscous white lake. This milky substance births forth living horrors that thankfully cannot survive outside its fluid. It is said that if one takes a swim through The Dark Mothers Milk, they will be blessed with a new form pleasing enough for Shub Niggurath to materialize and consummate the transformation.

The Fecund Forest: This blighted wood exists deep within the corrupted underside of the floating continent of Corbaara. Populated by Dark Young and worse, this site is the location of The Sacred Teet; an udder-shaped fountain carved from alien stone expelling a substance similar to the Dark Mothers Milk. A ritual performed when the stars are right, summons forth the Black Goat of the Woods, and she evolves the summoner into a Favored Satyr. Legends hold that offerings of magical treasure are required for the ritual's completion, drawing the foolhardy to traverse its recesses.

The Whispering Hill: Steep, rocky, and treacherous, it is said that only the most sure-footed steeds and winged mounts can reach the summit of this secret meeting place. Here gather the knights of the Order of the Whispers, and the occasional mounted ranger or druid, to share tales of deeds past and recent, discuss religious doctrine, and to plan atrocities for over prosperous villages. It is known that they sometimes exchange carnal knowledge for academic knowledge. The Whispering Hill resembles a colossal hoof, and the long crack extending down its southern side is the abode of countless scorpions that sting the hands of those who dare to climb it uninvited.

CLERIC DUTIES

This archaic but savage religion's dogma is largely a construct of assumptions and conjecture, for few can claim with certainty the goddess' true desires or

expectations. Shub-Niggurath's power and mystery alone serve to seduce and entice her congregations. Therefore, the duties of her priests are often contrived customs that relate to her domains. Like most followers of the uncaring Outer Gods, the unholy men and women of the Black Goat imitate her cosmic corruptions to achieve their earthly goals. The faith of Shub-Niggurath is perhaps the first and longest lasting mystery cult, for her mysteries are too great for mortal minds to grasp. Of course, this does not stop them from trying.

Her cult's favored weapons are the kukri and longspear.

(Note: In other popular settings, the favored weapon for Shub-Nigguraths clerics is the dagger.)

Threats of violence both earthly and posthumously, along with rewards of carnal pleasure, keeps the faithful loyal and obedient. Members are not expected to keep monogamous relationships, instead taught to spread their seed far and wide. The religion does not recognize marriages or perform weddings, and members that are married, do so to maintain a public persona. Children of the savage cults are raised by all members with the actual parentage of many forgotten about altogether. Often the leader of each cult is the incestuous father of the majority of its members. In some cases, corrupted newborns are secretly placed in the cribs of normal humanoids, the stolen infant then sacrificed to the Black Goat. In time the evil child's true nature reveals itself as it murders or impregnates its host parents.

Druids, cavaliers and rangers that control feral beasts are among the cult's main defenders and hold prominent roles within the group. They are tasked just as often with forcing wild animals to couple with monsters, as they are in any martial capacity.

Priests specialize in entering the dreams of their acolytes, and influencing them with nightmare. The most powerful can even kill their enemies beyond the wall of sleep.

ADVENTURERS

Those that worship the Dark Mother tend to be deviant characters devoid of purity or innocence. They can be horrific in appearance from ritual scarring or more insidious, looking like anyone if undercover in civilized society. Half-orcs embracing their bestial natures are drawn to the Black Goat of the Woods as are many evil half-elves. Because of their debaucheries and wickedness, they are often regular patrons of brothels, street-workers, or even brutal rapists. They believe in overpopulating Celmae with monsters and more



worshippers of Shub-Niggurath, so they procreate as often as they can. One of the main goals for her adventuring cultists is to amass greater power to return strong enough to replace the cult leader, most often their own father.

GARB OF THE FAITH

During services to Shub-Niggurath, the faithful wear soiled furs and masks. Besides goats, other horned animals and monsters are also represented by the cultists. They favor colors symbolic of the dark forest, such as green, brown, and black. Worshipers wear clothing made from rough leather, commonly as capes, gowns, or kilts, and adorn themselves with jewelry crafted from the bones of infants. Hides, human and otherwise, are incorporated into many household items and weapons, from the grip on a long spear, to a quilt stitched together from the faces of fallen foes. Whenever possible, cultists go barefoot, eschewing shoes to physically feel the earth beneath them. Even the most urbane devotees don these items when conducting their rituals.

UNHOLY TOMES

While various books that deal with Shub-Niggurath and her followers exist, below are two of the most infamous.

The Whispers of the Dark Mother. This large, four-inch-thick book measures a foot-and-a-half long, and a foot wide. The cover is crudely stitched together from the hides of a dozen sentient creatures. Besides featuring several hymns and prayers to Shub-Niggurath, whole sections refer to the Black Goat of the Woods as a separate entity, and the figurehead of the Dark Mothers faith on Celmae. Most known for containing the correct formulae

formulae for *The Ritual of Becoming*, the book is also an integral component in its casting. *The Whispers*, as it is commonly referred to, is outlawed in most lawful lands and is confiscated and destroyed if discovered by such authorities. Worshipers bearing a copy earn high esteem within the cult. Owners receive a +4 bonus on knowledge planes and nature checks that deal with Shub-Niggurath, evil magical beasts, and evil outsiders.

The Black Almanac. This book routinely makes rounds through farming communities disguised as a helpful pamphlet of agricultural tips. There are recommendations on which lunar phases to plant certain vegetables for maximum yields and fertilizer recipes that increase the harvest. The book also contains several odd poems that venerate the Black Goat and a handful of spells notably blackwood screams and a special summoning incantation that calls forth one of Shub-Niggurath's planar allies.

HOLIDAYS AND FESTIVALS

Pyres of Lastrain. During the third week of the month of Lightrain (the official start of the spring season), cultists celebrate the Dark Mother in a weeklong festival of debaucheries. Each night the celebrants gather in a place dedicated to Shub-Niggurath, singing hymns, feasting on beast flesh, and engaging in unwholesome fornications. The week culminates with the burning of a colossal wicker effigy usually with additional supplicants confined within.



DANIEL COMERCI

PROVERBS

Never fail to fornicate. This juvenile sounding aphorism is an important command of the cult. Procreation supposedly pleases the Dark Mother, and worshippers who willfully pass up sex risk the wrath of superiors.

She watches from the woods. This proverb reminds cult members that the Black Goat is mindful of their activities, and that she both protects and guides their hand. It most often serves as a threat to other members that they are earning disfavor somehow and to rectify their behavior.

If it bleeds, it breeds. This utterance serves to remind the faithful that all living flesh has the potential for procreation, therefore racism and species-bias has no place in the Dark Mother's cults. All worshippers are considered her young, and are taught to choose mates based on power, not shape or appearance.

By seduction I will enforce, and by force I will seduce. This compelling phrase reminds the faithful that sex and violence often go hand-in-hand when achieving pleasure or power.

Ia Ia, Shub-Niggurath, The Black Goat of the Woods with a Thousand Young! This common prayer is shouted at the beginning and end of most ceremonies dedicated to the Dark Mother. It is a cheer, celebrating her continued existence, and eventual dominance over the world. Curiously, many prayers to other malign deities living between the stars also end with this aphorism.

RELATIONS WITH OTHER DEITIES

Nearly all of the lawful and good gods despise the Black Goat of the Woods. The odd exception is the goddess Amaura whom many sages claim is her mother. The Mother of Life considers her daughter's interest in birth an extension of her own and isn't bothered by her ceremonies of procreation. Her accepted sacrifice of infants however, has caused Amaura to interfere with her goals on more than one occasion.

The violent storm god Krokaar is said to be her father, her birth the result of a forced union with Amaura. Certain legends teach that Shub-Niggurath in turn procreated with Krokaar and begat the monstrous entity called Dagon. This blasphemy is adamantly opposed by the Church of the Storm Lord and those that spread the myth find themselves enemies of a powerful faith.

Many cultists deny the claims of the Dark Mother's parentage. They insist that she hails from a dark void that

exists in the space between both the stars and time, and is part of a race of gods older than even the Creator. These worshippers consider followers of Amaura and Krokaar their sworn foes.

As a patron of fertility, Shub-Niggurath opposes the creation of intelligent undead, seeing them as abominations and potential enemies, and so finds an uneasy ally with The Grey Maiden. (Intelligent undead, however, the cult sees as useful tools for battle, and will usually create skeletons, as the flesh is too valuable to waste.) Because the Dark Mother cares nothing for souls; only their spilled blood, The Grey Maiden is able to divert their spirits to the Dustlands where she can watch over and protect them.

The chaotic god known as the Traveler has been a target of the Black Goats' attentions since he first ascended to divinity. She not only seeks to replace him as the patron of the oyapok, but desires a child-god that ill omens say will help usher in her rule.

She has purportedly mated with all of the terrible gods that lurk between the stars, the offspring from these unions becoming deities in their own right. The vile reptile god Bokrug, who is worshipped by bullywugs and degenerate oyapok is one of her thousand young, his father a forgotten snake god murdered hundreds of millennia ago.

REALM

Shub-Niggurath resides in the space between the stars, an ancient and malevolent void. In her court she is surrounded by pipe playing servitors and lesser cosmic entities copulating. From this place she guides her followers with portents revealed in dreams. She has the capability to manifest at any time at any place on the prime material plane, preferring dark woods and underground caverns. She can only remain for a few seconds unless she is anchored with artifacts and spells. Her presence always corrupts and transforms those that glimpse her alien being. Her domain within the void is an immense forested cave, teeming with blighted fungoid life forms that have crawled free from her monstrous womb. No souls find their way to her realm and it is highly probable that she cares nothing for her followers. She can offer them only earthly pleasures until they are called to be her sacrifice.



DEMONIC SERVITORS

Demons in the service of Shub-Niggurath often have hybrid bestial forms, such as dretches with the heads and hooves of goats, or succubi shaped into fur-covered animal women. Mehrim demons, chimera, howlers, and yeth hounds are loyal to her and often are assigned to favored cults as guardians. The legendary Beast of Bright Mountain, in the country of Brynndell, is rumored to be one of the Dark Mothers gifts to the old cult once active in that region.

PLANAR ALLIES

Gof-Dupog

A particularly nasty entity, Gof-Dupog delights in spreading terror among mortals. The goat demon rapes his screaming victims before stripping the flesh from their surviving bodies. He takes no pleasure in dining on the dead and so pledged his loyalty to the Dark Mother in return for a constant supply of living flesh. Over the centuries his body has become gnarled and twisted due to the corruption of Shub-Niggurath's influence, but this apparent weakness is a ruse. The deformity has made Gof-Dupog quite powerful, and he enjoys high status among his fellow Mehrim. The Black Almanac contains the incantations required to summon Gof-Dupog, but unless the invoker takes the proper precautions, the demon will not be under his complete control. Several copies of the Black Almanac have incorrect phrasings concerning Gof-Dupogs summoning, so it is with caution that worshipers deal with him.

Esrullix

This foul creature spends its time tempting mortals to greater acts of savagery, including bestiality. He is most pleased when the union between man and beast results in the death of one of the participants. When he appears he resembles a tall human with jet-black skin. He wields the two-bladed sword Savior's Sting, which causes malign cysts to erupt all over the bodies of those it wounds. Legends say that Esrullix gained the Dark Mothers favor when he cursed early humanoids with lycanthropy. He sometimes appears with a more bestial head, a cross between dragon, goat, and boar. Some say that Esrullix is the Black Goat of the Woods, and the figurehead of Shub-Nigguraths cult, a rumor that may or may not be true.

DEMIPLANE:THE GARDEN

Long ago, there was a bard of small repute, who is now remembered only as the Dark Prince of Auspice. The Dark Prince rarely adventured, for he loathed his own poems and songs, no matter how much his allies praised him. He was a fellow of many fears, and among them was that he would never achieve the great destiny he was meant for. He was right, for he died young and copperless; but not before inspiring other bards to preserve and emulate his works.

Among these now renowned works is a poem called A Garden, which describes a recurrent dream of an ancient garden overcome by decay and neglect, with crumbling stone walls, vine-choked pillars, shriveled flowers, sunken pathways, and lonely isolation. The poem is today performed by many a bard that wishes their audiences to relinquish tears and coin. What few know, is that the garden is real, for it was created whenever the Dark Price slept and entered the Dimension of Dreams, and became permanent when he composed the poem. The Dark Prince is dead, but a small piece of his kingdom remains beyond the wall of sleep.

It is told that the brilliant and sensitive mind of this bard was oft plagued by nightmares sent by the Outer Gods and the Great Old Ones, for he wrote of them prevalently. This may be why some individuals with similar pangs find themselves in A Garden when they dream. The demiplane acts as a drawing point for monadic souls who have interacted with these alien entities. Here in this beautifully disconsolate place, the same dreamers often meet again and again until, perhaps, they are finally able to locate one another in the material plane.



NEW PLAYER OPTIONS

NEW FEATS

ABOMINABLE RITES

You were forced to partake in vile rituals that need not be described or discussed, for that would only serve to deepen your mental wounds.

Prerequisites: Wisdom 11 or lower.

Benefit: Once per day as a swift action, you can change your fatigued condition to shaken, or vice versa. At 4th level and every 4 levels thereafter you can use this feat an additional time per day.

CONFUSED RAGE

You become a great danger to yourself and others.

Prerequisites: Wisdom 11 or lower, rage class feature..

Benefit: When entering a rage, you can state that you are entering a confused rage, voluntarily gaining the confused condition. Each round when rolling randomly for the effects of your confusion, you roll twice and choose 1 result. While in a confused rage you deal an additional +3 damage to melee damage rolls and damage rolls you deal to yourself while confused. To end a confused rage, you must end your rage entirely.

CORRUPTED VISAGE (CRITICAL)

The ferocity of your attacks along with boons granted by the Dark Mother causes you to gnarl and corrupt your opponents form.

Prerequisite: Base Attack +11, Critical Focus, Worshiper of Shub-Niggurath.

Benefit: When you confirm a critical hit against an opponent, in addition to dealing critical damage as normal, your strike twists and corrupts their body causing 2 points of Charisma damage and making them Sickened for 1 round.

DECLARATION OF EVIL (GENERAL, EVIL)

Shouting your god's name in combat provides you with their favor.

Prerequisite: Worship an evil god. Str 13.

Benefit: Whenever yo invoke the name of your evil deity and strike down a oe, you gain a +2 Profane bonus on damage. The bonus lasts a number of rounds equal to your Hit Dice.

DESPERATE TERROR

Your instinct to survive grows stronger the more afraid you become.

Prerequisites: Wisdom 11 or lower.

Benefits: When you become shaken, you gain a +2 morale bonus to melee damage rolls and saving throws against the source of your fear.

JOYLESS EXISTENCE

Despite your many accomplishments, you have found no rest or fulfillment in this cruel life.

Prerequisites: Wisdom 11 or lower, Level or HD 11.

Benefit: You gain a +4 morale bonus on all saving throws against mind-affecting effects and sleep effects.

SCAPEGOAT

For good or ill, the high priest of your community laid your people's sins upon you before sending you out to wander in the wilderness.

Prerequisites: humanoid or domesticated herd animal.

Benefit: As an immediate action, you gain a +4 sacred or profane bonus on all saving throws for 1 round. At 4th level and every 4 levels thereafter you can use this feat an additional time per day.

VIOLENT CONFUSION

As madness takes over, you lash out with more dangerous consequences.

Prerequisites: Wisdom 11 or lower.

Benefit: Whenever you are confused, insane, or raging you potentially deal 3 additional points of hit point damage per round. This damage is only applied to the first time you attempt to deal damage in a round in the form of melee attack roll are damaging yourself due to confusion or insanity.



NEW SPELLS

BLACK GOAT'S BLESSING

School: transmutation (polymorph);
Level: cleric/oracle 4, druid 4, sorcerer/wizard 4, summoner 4, witch 4
Casting Time: 1 standard action
Components: V, M/DF (powdered goat's horn)
Range: touch
Target: one living creature
Duration: 1 round/level
Saving Throw: Fort negates;
Spell Resistance: yes

You change the target's head into that of a goat. The creature's Intelligence becomes 2, and it gains a gore melee attack that it can use as a primary or secondary attack. The gore attack uses the creature's base attack bonus, and the creature gains a +2 bonus on attack and damage rolls with the gore attack. The gore attack deals a number of points of damage equal to 1d6 + Strength modifier if the target is Small, 1d8 + Strength modifier if the target is Medium, and 2d6 + Strength modifier if the target is Large or larger.

BLACK GOAT'S INFLUENCE

School: Enchantment (Compulsion, Mind-Affecting)
Level: Cleric 1, Paladin 1,
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5/2 levels)
Target: 1 creature/level
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes (harmless)

Recipients of this spell gain a +2 morale bonus to damage done with melee weapons and ranged weapons striking targets within 30 foot range (like the Point Blank Shot feat).

BLACKWOODS SCREAMS

School: Abjuration
Level: druid 1
Components: V,S,M
Casting Time: 1 Standard Action
Range: Close (25 ft. +5 ft./2 levels)
Area: 20-ft. radius emanation centered on inanimate trees and thickets.
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

You imbue plants and bushes in the area with the

ability to scream in terror if a small or larger creature enters the warded area. The screaming plants are audible up to a mile away. This alarm warning is rather non-specific and can often be triggered by animals, such as deer that would normally be considered harmless. Once a scream has been triggered, the spell ends. Invisible, ethereal, or aerial creatures do not trigger the scream. This spell fails if cast on a sentient plant.

DARK YOUNG'S APPENDAGES

School: transmutation (polymorph)
Level: cleric 3, sorcerer/wizard 3, witch 4
Casting Time: 1 minute
Components: V, S
Range: touch
Target: creature touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: yes

You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle or hoof.

The subject must take approximately 10 minutes to familiarize itself with the function and movement of the new extremity to use it properly. These new forms do not allow the subject to run faster or swim better; however, they do act as natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus -5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.

EXHAUST OF SHUB-NIGGURATH

School: Evocation (acid)
Level: sorcerer/wizard 2, witch 2
Casting Time: 1 standard action
Components: V,S,M (ground goat hooves)
Range: long (400 ft. +40 ft./level)
Area: cylinder (30 ft. /level radius, 100 ft. high)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: yes

This spell creates a vast area of airborne corrosive salts that deal 1d3+1 points of acid damage to creatures and objects.



ALCHEMIST ARCHETYPE

LARVAL PROGENITOR (ARCHETYPE)

There are those whose brilliant minds are driven by a perversion of all that is wholesome and decent. These mad geniuses see the miracle of birth as nothing more than a tool to achieve their gross and vile ends. Horrific are their methods in bringing about death and mayhem. They are called Larval Progenitors.

Cyst Bomb: Larval Progenitors produce bombs differently than other alchemists. At 1st level, they can cause their palms to secrete a viscous, pus-like fluid. By pressing their hands together, they can form a wet and fleshy bomb shaped like a cyst. This cyst-bomb screams a chilling, human-like cry as it is thrown before it explodes. Mechanically, this method of producing bombs is no different than the standard method, except that the Larval Progenitor requires no raw materials or an alchemy kit to produce their bombs. This alters the bomb class feature.

DISCOVERIES

The following discoveries are available to the larval progenitor:

Clonespawm Discovery (Su) This discovery allows the larval progenitor to create a smaller, creepier version of themselves to do their bidding. When creating and throwing a cyst bomb into an empty square, instead of causing the bomb to explode, the bomb turns into a temporary lemure under the Larval Progenitor's control. This functions as summon monster I. When this creature reaches 0 hit points, it deals acid damage to all adjacent squares equal to larval progenitor's bomb damage. A larval progenitor must be 6th level or higher to select this discovery.

Suckers Discovery (Ex) Rows of blooming suction cups appear on the larval progenitor's arms. When wearing light or no armor, he gains a +2 circumstance bonus to CMB checks made to grapple. At 8th level and every 8 levels thereafter, this circumstance bonus increases by +2.

Lard Bomb Discovery (Su) The larval progenitor can create bombs full of fatty tissue, causing targets forced to consume it to become full and lethargic. One lard bomb is the equivalent to a day's worth of food for a large creature. When a larval progenitor successfully hits a living creature at least one size category larger than him with a ranged touch attack, the target must make a Reflex save. If they fail, they automatically swallow the lard bomb and become fatigued for 1d4 rounds.

Bone Spur Bomb Discovery (Su) The larval progenitor can create bombs full of boney shards. All squares covered by its splash radius become covered in caltrops. After 1 hour, the caltrops become brittle and useless.

Misbegotten Bomb Discovery (Su) Targets directly hit by this bomb become covered in a volatile mutagenic fluid. On a failed Fortitude saving throw DC 10 + $\frac{1}{2}$ level + Int modifier, living targets suffer from one the random effect:

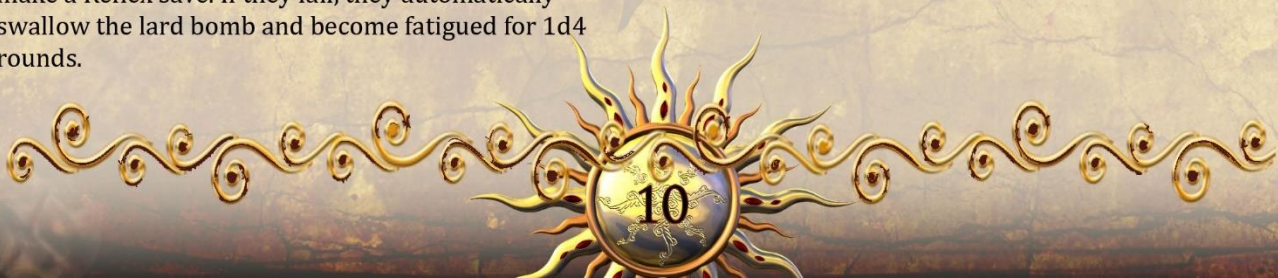
1-Bestial Teeth: The inside target's mouth fills with misshapen fangs. The target takes 1d4 piercing damage as the fangs stab through their lips and cheeks, and suffer a %20 chance of failure when casting spells with verbal components or trying to imbibe potions.

2-Obscuring Mane: The target's head and neck sprout a shaggy mane of wild fur, obscuring their vision. They take a -2 penalty to ranged attacks and perception checks involving sight.

3-Crooked Claws: The target's fingernails grow and twist in strange directions, compromising their grip on objects. They suffer a -2 penalty to skills involving their hands and automatically drop their weapon when rolling a 1 or 2 on an attack roll.

4-Heavy Hooves: The target's feet transform into large hooves, compromising their speed and stability. They suffer a -10ft penalty to their land speed and a -4 to acrobatics checks.

The effects of this bomb last for 1 round per alchemist level. A larval progenitor must be 6th level or higher to select this discovery.



BLOODRAGER

THOUSAND YOUNG BLOODLINE

You are descended from, or are perhaps one of, the thousand young of Shub-Niggurath. Unlike other aberrant bloodragers, you can claim descent from a god. Yet, there is always the insane desire to flense and consume your forebearers flesh.

Bonus Feats: Combat Reflexes, Great Fortitude, Improved Bull Rush, Improved Disarm, Improved Grapple, Improved Initiative, Iron Will.

Bonus Spells: jump (7th), exhaust of Shub-Niggurath (10th), dark young's appendages (13th), black goat's blessing (16th).

Bloodline Powers: While bloodraging, you gain the abilities and immunities of some aberrations, but show signs of your tainted heritage.

Dark Horns (Su): At 1st level, you can grow horns as a free action. These horns are treated as a natural weapon, allowing you to make a single gore attack as a standard attack action using your full base attack bonus. This attack deals 1d8 points of damage each (1d6 if you are Small) plus your Strength modifier. At 5th level, these horns are considered a magic weapon for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d10 points of damage (1d8 if you are Small). At 11th level, the horns become a corrosive weapon, dealing an additional 1d6 points of acid damage on a successful hit. You can use your horns for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Long Knobby Legs (Su): At 4th level, your height increases 1d4 feet as your legs elongate; your land speed increases by 10 feet. The ability only works when you are wear light or no armor.

Bitter Flesh (Ex): At 8th level, your flesh exudes an exceptionally vile and bitter taste whenever something bites or swallows you. Any creature that grapples the you with a bite attack (or any other attack using the mouth) must succeed at a Fortitude save (DC 10 + 1/2 bloodrager level + Charisma modifier) to avoid immediately ending the grapple.

If you swallowed whole, the swallowing creature must succeed at a Fortitude save (DC 10 + 1/2 bloodrager level + Charisma modifier) at the start of each turn that you remain alive inside of the creature or become nauseated for 1 round. The creature may vomit you up as a standard action. This is a poison effect. The DC for these saves increases by +4 at 13th level.

Indifference (Su): At 16th level, you become immune to mind-affecting effects.

Beyond Reckoning (Su): At 20th level, you become a being defiant of logical discernment. You cannot be a target of a cavalier's challenge or a "smite" ability. In addition, whenever you are the subject of a divination spell, the caster must succeed a Will save (DC 10 + 1/2 bloodrager level + Charisma modifier) to avoid becoming affected by rage for 1d6 rounds. Finally, your bloodrager damage reduction increases by 1. You have these benefits constantly, even while not bloodraging



©Fricleforen

CAVALIER

CAVALIER ORDER: ORDER OF THE WHISPERS

Cavaliers belonging to the order of the whispers maintain the oral traditions of the cults of Shub-Niggurath, collecting lore, knowledge, and wisdom pertaining to the goddess. These concupiscent knights regale pious congregations with vile parables and sermons, serving as wandering preachers of the Dark Mother's gospel. Often, they are the ones that distribute the Dark Almanac from atop their strange mounts. When preparing for war, they act as messengers for allied tribes and devotees.

Edicts: The cavalier must spread and maintain the sacred words of Shub-Niggurath. He must protect her cults from harm and defend their secrets. When lodging in the home of another, the cavalier must pay his host in seed (a sack of grain or sexual interaction).

Challenge: Whenever an order of the whispers cavalier issues a challenge, the target of his challenge suffers a -1 penalty to saving throws against spells and spell-like abilities cast by the cavalier. This penalty increases by -1 for every four levels the cavalier possesses. In addition, the cavalier can select any one 0 level spell (orison, cantrip, or knack) as a spell-like ability, which can be cast three times per day. Once this choice is made, it cannot be changed. The order of whispers cavalier uses his cavalier level as is caster level when using spell-like abilities gained from his order. These spell-like abilities are Charisma-based.

Skills: An order of the whispers cavalier adds Knowledge (religion) (Int) and Perform (oratory) (Cha) to his list of class skills.

Order Abilities: A cavalier that belongs to the order of the whispers gains the following abilities as he increases in level.

Lesser Whisper (Su): At 2nd level, the cavalier gains a new spell-like ability, which can be selected from the 1st level spells of the witch, cleric, or psychic spell lists. This spell-like ability can be cast three times per day. Once this choice is made, it cannot be changed. In addition, the cavalier can now cast his 0 level spell-like ability at will.

Dark Whisper (Su): At 8th level, the cavalier gains a new spell-like ability, which can be selected from the 1-4th level spells of the witch, cleric, or psychic spell lists. This spell-like ability can be cast three times per day. Once this choice is made, it cannot be changed.

Foulest Whisper (Su): At 15th level, the cavalier gains a new spell-like ability, which can be selected from the 1-6th level spells of the witch, cleric, or psychic spell lists. This spell-like ability can be cast three times per day. Once this choice is made, it cannot be changed.

THE CIVIL ENMITY OF THE TOME ORDER

While the Whisper Knights maintain the oral traditions of the Dark Mother, it is given to a corrupt faction of the Order of the Tome to protect the written copies of The Whispers of the Dark Mother. Legend holds that three brothers, all of them Tome Knights, swore an oath to locate and destroy the book. After running down and slaying the book's keeper's, one brother became seduced by the tome's silent whispers. Once corrupted and covetous, the knight slew his two brothers to become the book's new custodian. Since then, other cavaliers of the order have road out to fulfill the oath of the three brothers, only to be slain or corrupted themselves.



©Frickefgrer

CLERIC

BOONS

The following boons are tailored for characters with the Evangelist, Exalted, or Sentinel prestige classes dedicated to Shub-Niggurath.

Evangelist Boons

1 Watcher in the Woods (Sp) *endure elements 3/day, resist energy 2/day, or protection from energy 1/day.*

2 Child of the Dark Mother (Ex) Once per day as a standard action, you can summon a corrupted twin of your animal companion. This twin obeys your commands, just as your animal companion would, but ignores those that are lawful, good, or otherwise beneficial. It remains for 1 round for every Hit Die you possess, and then vanishes. If you do not have an animal companion, you instead gain the ability to cast *summon nature's ally V* as a spell-like ability once per day.

3 Dark Young Cometh (Sp) Once per day you can summon a Dark Young of Shub-Niggurath. The Dark Young follows your commands perfectly for 1 minute for every Hit Die you possess before vanishing back to its home between the stars. Commands that would cause it to act in a lawful, good, or otherwise beneficial ways earns the wrath of the Dark Young and causes it to attack you if the commands are especially egregious.

Exalted Boons

1 Mother's Ire (Sp) *magic stone 3/day, warp wood 2/day, deadly juggernaut 1/day.*

2 Accomplice of the Black Goat (Sp) Once per day as a standard action you can summon a pair of howlers with the gnarled creature template. The howlers follow your commands perfectly for 1 minute per Hit Die you possess before vanishing back to their homes in the Abyss. The howlers do not follow commands that would violate their chaotic evil alignments. Such commands will not only earn you scorn, but cause the howlers to attack you if the command is especially egregious.

3 Blessing of the Dark Mother (Sp) Once per day you can use *baleful polymorph*, except you change the target into a horribly mutated form of the chosen animal. The target takes a -4 penalty on its saving throw to resist your spell (if the new form would prove fatal for the creature, it still grants a +4 bonus on its saving throw, effectively negating this penalty). In addition to the other effects of the spell, the subject is in constant pain from its twisted and disfigured form, and takes 1d6 points of non-lethal damage each round. This constant agony imposes a -2 penalty on all of

the target's ability checks, skill checks, saving throws, attack rolls, and damage rolls.

Sentinel Boons

Out of the Aeons (Sp) *entropic shield 3/day, blur 2/day, dark young's appendages 1/day*

Furs of Fecundity (Su) When you wear armor made from leather or animal hides that have been donned during rituals to Shub-Niggurath, the armor provides an extra +2 armor bonus to your AC. This bonus improves the normal armor bonus granted by the armor; in other words, it stacks with the suit's normal armor bonus. You also subsume some of the unspeakable body fluids that soil the fur and leather, granting you the scent ability with a range of 30 feet while wearing the armor.

Servant of Chaos (Su) The Dark Mother rewards your faith by impregnating you with her larvae, granting you a measure of the resilience enjoyed by those that dwell beyond time and space. Your skin takes on a touch of jaundice and your teeth grow slightly sharper. To a casual observer you may look no different, but anyone who studies you closely notices these traits. You gain acid resistance 10 and a +4 profane bonus to saving throws against poison.

Obedience

Sacrifice an unwilling living creature, preferably an infant, in the name of The Black Goat of the Woods with a Thousand Young. Draw the process out to inspire the maximum amount of terror and suffering in your victim. The death blow you deal should be savage and destructive-do not grant your sacrifice a clean death. Once the creature is dead, remove a piece of its entrails and consume it while it is still warm. Leave the sacrifice creature's mutilated form in the open where scavengers may devour it or travelers may see it and know of the power of Shub-Niggurath. Gain a +1 natural armor bonus to your AC.

MESMERIST

BODY REAVER (ARCHETYPE)

Cunning and perverse, these masters of seduction use the promise of companionship to escape death. Body Reavers strive to achieve immortality by moving their minds and spirits to new bodies that meet their needs. Luring and grooming a potential vessel under the pretense of love or friendship, the body reaver can evade eternal damnation by stealing their body.

The body reaver adds *magic jar* to his list of 6th level mesmerist spells.

Reave Senses (Su): At 3rd level, the body reaver can catch glimpses and sounds through the senses of those around him. As long as a living creature is within range (100ft + 10ft per mesmerist level), the body reaver and his allies gain a +2 bonus to perception checks and to saving throws against blindness and deafness. This bonus increases by 2 at 6th and 10th level.

At 14th level, the body reaver gains immunity to the effects of deafness and blindness as long as a living creature that can see and hear is within range. This replaces touch treatment.

Reave Body (Su): At 20th level, a body reaver can permanently reave a target's body as per the spell *mind swap, major*, using her mesmerist level as her caster level. When the body reaver successfully affects the target of his hypnotic stare with an enchantment spell that requires a saving throw, he can force that target to attempt a second Will saving throw with a DC equal to the spell's DC. The DC is reduced by 5 if the target isn't a humanoid. If it succeeds, it can't be affected by reave body again for 24 hours. A body reaver can only reave one body in a 24 hour period. If he reaves a new body, the previous one is set free but is affected by insanity. This replaces rule minds.



SORCERER

THOUSAND YOUNG BLOODLINE (ARCHETYPE)

You are descended from, or are perhaps one of, the thousand young of Shub-Niggurath. Unlike other aberrant sorcerers, you can claim descent from a god. Yet, there is always the looming paranoia that your ancestor might hunger for your body and mind.

Class Skill: Climb.

Bonus Spells: *jump* (3rd), *exhaust of Shub-Niggurath* (5th), *dark young's appendages* (7th), *black goat's blessing* (9th), *beast shape III* (11th), *fluid form* (13th), *giant form I* (15th), *frightful aspect* (17th), *shapechange* (19th).

Bonus Feats: Combat Casting, Great Fortitude, Improved Bull Rush, Improved Grapple, Improved Initiative, Iron Will, Silent Spell, Skill Focus (Knowledge[nature]).

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: Thousand young sorcerers show increasing signs of their eldritch heritage as they increase in level, although they are only visible when used.

Dark Horns (Su): At 1st level, you can grow horns as a free action. These horns are treated as a natural weapon, allowing you to make a single gore attack as a standard attack action using your full base attack bonus. This attack deals 1d8 points of damage each (1d6 if you are Small) plus your Strength modifier. At 5th level, these horns are considered a magic weapon for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d10 points of damage (1d8 if you are Small). At 11th level, the horns become a corrosive weapon, dealing an additional 1d6 points of acid damage on a successful hit. You can use your horns for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Long Knobby Legs (Ex): At 3rd level, your height increases by 1d4 feet whenever you hustle or run, effectively increasing your land speed by 10ft when taking these actions. This ability does not otherwise increase your land speed. At 11th level and again at 17th, this bonus to your land speed increases by another 10 feet.

Bitter Flesh (Ex): At 9th level, your flesh exudes an exceptionally vile and bitter taste whenever something bites or swallows you. Any creature that grapples the you with a bite attack (or any other attack using the mouth) must succeed at a Fortitude save (DC 10 + 1/2 sorcerer level + Charisma modifier) to avoid immediately ending the grapple.

Indifference (Su): At 15th level, you become immune to mind-affecting effects.

Beyond Reckoning (Su): At 20th level, you become a being defiant of logical discernment. You cannot be a target of a cavalier's challenge or a "smite" ability. In addition, whenever you are the subject of a divination spell, the caster must succeed a Will save (DC 10 + 1/2 sorcerer level + Charisma modifier) to avoid becoming confused for 1d6 rounds.



SUMMONER

FIENDISH MIDWIFE

Many are the ways monsters are brought into this world, yet no method is fouler than that of the fiendish midwife. Designating her foes as surrogate parents for her vile "children", this summoner uses their bodies to deliver horrors into the plane. With her eidolon she shares a direct kinship, yet that relation is usually the result of abominable breeding too sickening to describe.

Alignment: neutral or chaotic evil.

Class Skills: The fiendish midwife gains Heal as a class skill.

Deliver Monster: This functions like the Summon Monster ability with the following changes.

- The summoner can use this ability a number of times per day equal to her Charisma Bonus.
- All creatures summoned must be evil (any creature which would have a template applied to it must have the fiendish template applied to it).
- Summoned creatures can only be called through the flesh of living targets within 25 ft. + 5 ft./2 levels. Targets must make a Fortitude save DC (10 + spell level + Cha modifier) to safely eject the creature from their bodies. A failed save results in the target taking 1d6 damage per two caster levels as the creature rips out of the target. Creatures land in an adjacent square after ejection and may act at the start of the next turn. If no hostile targets are available, the Fiendish Midwife can call creatures through herself and her allies safely (no save required). The fiendish midwife can also decide to cast gate on a target. If the target succeed in their saving throw, the spell fails. If the target fails their saving throw, they are instantly torn to pieces and slain as the gate opens from inside them. If a target has spell resistance, a successful caster check must be made to overcome it. This modifies the *summon monster* ability.

Kin: The summoner's eidolon counts as a member of the summoner's race for the purpose of spells, feats, and items that apply to that race. This replaces *bond senses*.

PRESTIGE CLASS

DEVOTEE OF EVIL

There are those so obsessed with the nature of evil that they devote their lives to studying it. Approaching the ills of existence with a scholar's methods, they contrive strange experiments in search of dark truths.

Many are of a manically happy sort, treating evil like a merry game or puzzle to be solved. Others are cold and humorless in their fixation, ever bent on uncovering the secret of grievous power.

Role: To explore the myriad possibilities concerning evil in all its forms. To master the societal and magical powers of pure corruption. And to apply one's learning to foul goal never before imagined.

Requirements: To qualify to become a devotee of evil, a character must fulfill all the following criteria.

- Any evil alignment.
- Must be a divine or arcane spellcaster with a 9 level spell progression.
- Must have 6 ranks in at least 2 knowledge skills.

The devotee of evil's class skills (and the key ability for each skill) are Bluff (Cha), Knowledge (all) (Int), (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spellcraft(Int).

Skill Ranks at Each Level: 2 + Int modifier.

Evil Devotion (Su): At 1st level, the devotee of evil adds all cleric, witch, and wizard/sorcerer spells with the evil descriptor to his spell list. If his spell list is divine, all the spells are treated as divine. If his spell list is arcane, all the spells are treated as arcane. In order to keep this ability (and spells) he must maintain his devotion by not taking any other class level until reaching 5th level of this prestige class.

Questions (Ex): At 1st level, the devotee of evil gains a +2 bonus to diplomacy checks to gather information.
Research (Ex): At 1st level, the devotee of evil gains a +2 bonus to knowledge checks relating to evil subjects.

Hypothesis (Su): At 2nd level, the devotee of evil constructs a hypothesis on the nature and source of evil. He can select one of the following hypotheses:
Evil may be Energy: Choose one form of energy (acid, cold, electricity, or fire). The devotee adds the evil descriptor to all spells you cast with this energy. These spells deal 1 extra point per damage die when dealing hit point damage.

Evil may be Matter: Add 1 to the devotee's caster level



when summoning evil creatures or casting harmless spells on evil creatures. These creatures gain a +1 bonus to their melee damage rolls.

Evil may be Space: Add 1 to the devotee's caster level when casting illusion or teleportation spells. These spells gain the evil descriptor. The devotee gains a +1 bonus to perception checks.

Evil may be Destruction: Add 1 to the devotee's caster level when casting necromancy or negative energy spells. These spells gain the evil descriptor. The devotee gains a +1 bonus to saving throws against spells with these descriptors.

Experiments (Ex): At 3rd level, the devotee can reroll a single failed attack roll or skill check a number of times per day equal to their caster ability modifier.

Draw Conclusion (Su): At 4th level, the devotee finishes his studies of evil. He gains a +4 profane bonus to saving throws against spells with the evil or good descriptor.

Theory of Evil (Su): At 5th level, the devotee is finally ready to present his malign theory to the world. He replaces his hypothesis ability with one of the following theories:

Evil Equals Energy: The devotee adds the evil descriptor to all elemental spells he casts (acid, cold, electricity, and fire). These spells deal 1 extra point per damage die when dealing hit point damage.

Evil Equals Matter: Add 2 to the devotee's caster level when summoning evil creatures or casting harmless spells on evil creatures. These creatures gain a +4 bonus to their melee damage rolls.

Evil Equals Space: Add 2 to the devotee's caster level when casting illusion or teleportation spells. These spells gain the evil descriptor. The devotee gains a +2

bonus to perception checks and darkvision 30ft (+30ft if they already have darkvision).

Evil Equals Destruction: Add 2 to the devotee's caster level when casting necromancy or

negative energy spells. These spells gain the evil descriptor.

The devotee gains a +2 bonus to saving throws against spells with these descriptors.

Once per day, as an immediate action, the devotee can choose to be healed instead of harmed by negative energy.



Table: Devotee of Evil

Lvl	Base	Atk	Fort	Ref	Will	Special
1st	+0		+0	+0	+1	Evil devotion, questions, research, +1 level of existing spellcasting class
2nd	+1		+1	+1	+1	Hypothesis, +1 level of existing spellcasting class
3rd	+1		+1	+1	+1	Experiments, +1 level of existing spellcasting class
4th	+2		+1	+1	+2	Draw conclusion, +1 level of existing spellcasting class
5th	+2		+2	+2	+3	Theory of evil, +1 level of existing spellcasting class

MOUNTS

GOAT, SHUBIAN MOUNTAIN

This large goat is as big as an elk, with coal-black fur and two great horns that curl like a nightmarish vortex.

Shubian Mountain Goat CR 2
XP 600

N Large animal
Init +4; **Senses** darkvision 30ft, scent; Perception +3
DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural)

hp 19 (2d8+10)
Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 50 ft.
Melee *gore* +7 (1d8 + 5) *Powerful Charge* +9 (2d8+7)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +1; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Skill Focus (Climb), Weapon Focus (*gore*)

Skills Climb +13 Perception +3

SQ wicked horns

SPECIAL ABILITIES

Powerful Charge (Ex): When a Shubian mountain goat makes a charge, its attack deals 1d8 damage in addition to the normal benefits and hazards of a charge.

Wicked Horns (Ex): The horns of Shubian mountain goat are gnarled and jagged, dealing both bludgeoning and piercing damage.

ECOLOGY

Environment mountains and hills

Organization solitary, pair, or herd (3-30)

Treasure none

So named for their black coats, long legs, and fearsome horns, Shubian mountain goats are the animal kings of their rocky terrains, for many a hungry wolf or wildcat has found swift death on their horns or from the fatal falls after them.

Prized as mounts for their deft climbing abilities and omnivorous appetites, these large goats are sometimes observed with savage humanoid riders, often to the observer's dismay.

Shubian mountain goats stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

SHUBIAN MOUNTAIN GOAT (ANIMAL COMPANION)

Starting Statistics

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack**

gore (1d8); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

4th-Level Advancement

Ability Scores: Str +2, Con +2; **Special Qualities** wicked horns, powerful charge

Wicked Horns (Ex): The horns of Shubian mountain goat are gnarled and jagged, dealing both bludgeoning and piercing damage.

Powerful Charge (Ex): When a Shubian mountain goat makes a charge, its attack deals 1d8 damage in addition to the normal benefits and hazards of a charge.

BYAKHEE

This limp, flabby beast has the body of a bloated corpse, the warped head of a vulture, web-footed forelegs terminating in black talons, and a massive pair of membranous wings that pulse polluted blood through translucent vessels.

Byakhee CR 4
XP 1,200

N Large aberration

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 52 (7d8+21)

Fort 6, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft., **fly** 80 ft. (average)

Melee *bite* +8 (1d6+3), 2 *talons* +7 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+3)

SPECIAL ABILITIES

Starflight (Su): A byakhee can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the byakhee knows the way to its destination. Savvy byakhee will exit a planet's atmosphere temporarily in order to travel hundreds of miles in 1d4 hours.

STATISTICS

Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 4

Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Great Fortitude, Skill Focus (Perception), Weapon Focus (*bite*)

Skills Acrobatics +10, Fly +6, Perception +12; **Racial Modifiers** +4 Acrobatics, +4



Languages Aklo (cannot speak)

ECOLOGY

Environment subterranean vaults and the cold void of space

Organization solitary, pair, or murder (6-10)

Treasure incidental

Weighing in at over 500 pounds and measuring 8 feet long from jagged beak to flaccid tail, and 25-foot wingspan,

Before it can be ridden in combat, a byakhee requires practice bearing the weight of its rider. In order to be trained successfully, a byakhee must first be subservient toward its trainer (possibly requiring a Bluff, Intimidate, Handle Animal, or Knowledge (Planes) check). After that, 6 weeks of practice and a successful DC 20 Handle Animal check is sufficient for the aberration to be tolerant of its burden, and due to their intelligence, trained byakhee can be treated as knowing every trick listed in the Handle Animal skill description, possibly even responding to new, simple requests made in Aklo.

Byakhee can carry up to 300 pounds as a light load, 600 pounds as a medium load, and 900 pounds as a heavy load. Riding a byakhee in flight requires an exotic saddle.

NEW ITEMS

Weapons

While the spear and kukri are the most prevalent weapons found in Shub-Niggurath's cults, a few unique weapons can also be associated with them.

RAM STAFF		Cost 13 GP
Slot none	CL -	Weight 14 lb.
Aura none		



One end of this 8ft. long shaft of wood is padded with wads of fur and animal hide. A ram staff deals non-lethal bludgeoning damage. The ram staff is a two-handed thrusting weapon used by savage tribes that wish to take their targets alive. Occasionally, these tribes will powder the padded ends with oblivion dust to cause their victims to succumb easier. Applying a powdered poison to this weapon does not have a chance of poisoning the wielder of this weapon.

IRON-SHOD BOOTS		Cost 3 GP
Slot Feet	CL -	Weight 2 lb.
Aura none		



These armored boots extend to the knee, and give the feet a hoof-like appearance. They let you deal lethal damage rather than nonlethal damage with unarmed kicking strikes. A kicking strike with an iron-shod boot is otherwise considered an unarmed attack. The cost and weight given are for a single boot. Medium and heavy armors (except breastplate) come with iron-shod boots. Your opponent cannot use a disarm action to disarm you of iron-shod boots. Iron-shod boots can be used to make unarmed attacks while your hands are bound or full.

Iron-shod Boots, Spiked: The cost and weight given are for a single iron-shod boot. An attack with a spiked iron-shod boot is considered an armed attack. Your opponent cannot use a disarm action to disarm you of spiked iron-shod boot. Spiked iron-shod boots can be used to make unarmed attacks while your hands are bound or full.

REAVER'S HOOD		Cost 1 GP
Slot none	CL -	Weight 6 lb.
Aura none		

This particularly cruel net has numerous living vermin woven into its strands. Any creature caught in the net takes 1d6 damage per round (as if from a swarm attack) until they escape the net. Preparing the net takes 1 hr to weave the vermin in. The vermin remain alive and active for 10 hrs. Special: In order to become proficient with a sting net, a creature must first be proficient with a normal net.

OBLIVION DUST	Cost 120 GP
----------------------	-----------------------

Slot none	CL -	Weight -
Aura none		

This pungent powder composed from half-digested flowers and herbs instills passivity to the nerves of those who inhale its airborne puffs. 1 dose of oblivion dust can be applied to a sap or ram staff to deliver through a melee attack. Applying this poison to a non-lethal weapon does not incur risk of accidental self-poisoning. Additionally, sometimes this poison induces terrible dreams in its targets. While under the effects of oblivion dust, there is a 20% chance of the creature having a nightmare. This chance is rolled each time the creature fails a saving throw against the effects. If multiple doses of this poison are combined, this chance increases by 1% per additional dose.



RULES

Type Inhaled; **Save** Fort DC 13;
Frequency 1/minute for 2 minutes
Initial Effect unconsciousness for 1 minute;
Secondary Effect unconsciousness for 2d4 hours;
Cure 1 save

STING NET	Cost 30 GP
------------------	----------------------

Slot weapon	CL -	Weight 6 lb.
Aura none		

This particularly cruel net has numerous living vermin woven into its strands. Any creature caught in the net takes 1d6 damage per round (as if from a swarm attack) until they escape the net. Preparing the net takes 1 hr to weave the vermin in. The vermin remain alive and active for 10 hrs. **Special:** In order to become proficient with a sting net, a creature must first be proficient with a normal net.

SWADDLING PLATE	Cost 60 GP
------------------------	----------------------

Slot armor	CL -	Weight 15 lbs.
Aura none		

This armor, usually made of copper or bronze is intended for the worn protection and restraint of newborns, particularly those born with sharp horns, claws, and fangs. Swaddling plate functions as scale mail, but with an armor check penalty of -14 instead of -4. Creatures wearing swaddling plate are unable to hold or wield objects. The design has sometimes been copied for the application of limiting the movements of the criminally insane.

MOTHER'S HARNESS	Cost 7 GP
-------------------------	---------------------

Slot armor	CL -	Weight 10 lbs.
Aura none		

This armor fashioned from the many hides of baby goats is intended for the worn protection of expectant and newly-made mothers. It counts as padded leather with a functioning backpack and basket sewn into the back and front, respectively. When carrying a light or medium load, a mother's harness negates 20 lbs. from the weight limit.



TABLE: NEW EQUIPMENT

(Simple) Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Iron-shod boot	3 gp	1d2	1d3	x2	—	2 lb.	b	<i>unarmed</i>
Iron-shod boot, spiked	6 gp	1d3	1d4	x2	—	1 lb.	P	—

(Martial) Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Ram Staff (two-handed)	13 gp	1d6	1d8	x2	—	14 lbs.	B	<i>reach</i>

(Exotic) Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Reaver's Hood	1 gp	—	—	—	—	6 lbs.	—	—
Sting Net	30 gp	see text	see text	—	10 ft.	6 lbs.	—	—

Armor

	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed 30 ft/20 ft	Weight
Mother's Harness	7gp	+1	+8	0	5%	30 ft. 20 ft.	10 lbs.
Swaddling Plate	60gp	+5	+3	-14	25%	20 ft. 15 ft.	30 lbs.

Poison

	Type	Fort DC	Onset	Frequency	Effect	Cure	Price (gp)
Oblivion Dust	Inhaled	13	1 rd.	1/min. for 2 minutes	unconscious 1 minute/ 2d4 hrs.	1 save	120 gp



JS

SHATTERED SKIES

CAMPAIGN SETTING

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", "Use of" 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 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-brandability 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 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 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 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, 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 Kenyon, 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 Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, 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 McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.
Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn
Pathfinder 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 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-MacFarland, 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 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 Townsend.
Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Tom Hitchcock, 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 K.C. Stephens, and Russ Taylor.
Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.
Anger of Angels. © 2003, Sean K Reynolds.
Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.
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 Arttor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.
Skreyen's Register: The Bonds of Magic. © 2002, Sean K Reynolds.
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 Baisley, Kevin Baase, Casey Christoffersen, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Kobold Quarterly Issue 7. © 2008, Open Design LLC. www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicc, John Fleming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!
The Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.
Adherer from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.
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 E. Gary Gygax.
Angel, Movicane Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Animal Lord from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Ascomid from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Atomie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Aurumvorax from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Axe Beak from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
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.
Bat, Mohbat 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.
Basidiron from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Bunyip from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.
Carbuncle from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fire.
Caryatid Column from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.
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 E. Gary Gygax.
Daemon, Dergthodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Guardian 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.
Dark Creeper from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.
Dark Stalker from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.
Death Dog from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.
Death Worm from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Baisley.
Decapus from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.
Demodand, Shaggy from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary 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.
Demon, Nabasu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Demon Lord, Kostchtchie 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.
Demon Lord, Pazuzu 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.
Dief Corby from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.
Disenchanter from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Dragon, Faerie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.
Dragon Horse from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Dracolisk from the Tome of Horrors. © 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.
Executioner's Hood 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.
Fiail Snail from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.
Flind and Flindbar 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 J.D. Morris.
Flumph from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.
Frogemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Foo Creature from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Forlarren from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.
Gnome, 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.
Giant Slug 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.
Glowworm from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Gripped 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.
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 Baisley, based on original material by Gary Gygax.
Huecua from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.
Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.
Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.
Jackalwerer from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.
Jublex 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.

SHATTERED SKIES

CAMPAIGN SETTING

Gygax.
 Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
 Korrred from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Lepprechaun from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Lurker Above 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.
 Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
 Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.
 Mihstu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by E. Gary 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.
 Pech from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Phycomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.
 Quickling from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Quickwood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
 Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, 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.
 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 Baisley, 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.
 Trapper 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.
 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.
 Vegpygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, 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.
 Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
 Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albite Fiore.
 Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albite 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.
 Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.
 Pathfinder Campaign Setting: Paths of Prestige © 2012, Paizo Publishing, LLC; Authors: Benjamin Bruck, Jason Bulmahn, Matt Goodall, and Jason Nelson.
 The Diamond Throne. © 2003, Monte J. Cook.
 Legacy of the Dragons. © 2004, Monte J. Cook.
 Mystic Secrets: The Lore of Word and Rune. © 2004, Monte J. Cook.
 Akashic Nodes: The Home of Memory. © 2005, Justin D. Jacobson
 Wild Spellcraft. © 2002 EN World.
 Castleinour Campaign Setting. © 2007 Margret Weis Productions Ltd.
 E.N. Guild-Monster Hunters' Guild. © 2005, E.N. Publishing; Author Aeryn Rudel.
 Dynasties and Demagogues. © 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.
 Occult Lore. © 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.
 Crime and Punishment © 2003, Trident, Inc. d/b/a Atlas Games; Author Keith Baker.
 Fading Suns: d20. © 2001, Holistic Design, Inc.; Authors Bill Bridges and Andy Harmon.
 Traps and Treachery. © Fantasy Flight Inc; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stroeker, Wil Upchurch.
 Modern System Reference Document 2002. © Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
 Love and War. © 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart.
 Poisoncraft: The Dark Art. © 2004, Justin D. Jacobson.
 The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and The Book of Eldritch Might III: The Nexus. © 2001, 2002, Monte J. Cook.
 50 New Ways to turn things into other things: Transmutation. © Silver Publishing and Matthew J Hanson.
 50 New Ways to Blow Things Up: Evocation. © Silver Publishing and Matthew J Hanson.
 Curses! © 2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein.
 Encyclopedia Arcane: Necromancy- Beyond the Grave. © 2001 Mongoose Publishing.
 The Complete Librum of Garludoks Necromantic Arts © 2002 Ambient Inc; Authors M Jason Parent, Denise Robinson, Chester Douglas II
 Spells & Spellcraft © 2002, Fantasy Flight, Inc.
 Joex Book of Enchantment. © 2002 Joseph Macchiello, Jr. Published by Throwing Dice Games.
 Pious-Potent Portals © 2002 Mark Alexander Clover.
 Pious-Open Spells Collection. © 2002 Mark Alexander Clover.
 Interludes: Brief Expeditions to Bluffs © 2001, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
 Bluffs: City on the Edge. © 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
 Original Spell Name Compendium © Clark Petersen; based on NPC-named spells from the Players Handbook that were renamed in the System Reference Document. The compendium can be found on the legal page of www.NecromancerGames.com
 Eldritch Sorcery © Necromancer Games Inc; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Baisley, Chris Bernhardt, Casey Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGea, Clark Petersen, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.
 Oathbound: Mysteries of Arena. © 2004, Bastion Press
 Wildwood. © 2004, Bastion Press Inc.
 Minions: Fearsome Foes. © 2001, Bastion Press.
 Oathbound: Domains of the Forge. © 2002, Bastion Press
 Oathbound: Arena. © 2004, Bastion Press
 Oathbound: Wrack and Ruin. © 2003, Bastion Press.
 Pantheon and Pagan Faiths. © 2004 Mystic Eye Games.
 Advanced Players Guide, Player's Guide to Monks and Paladins, Relics & Rituals: Excalibur, Relics & Rituals: Olympus, and Strange Lands:

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macclin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.
 Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwab, Mark Seifter, and Russ Taylor.
 Honeymoon of Horror © 2015 Wayward Rogues Publishing; Authors Robert Gresham, Liz Smith
 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. Pathfinder Adventure Path #46: Wake of the Watcher. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.
 Pathfinder Campaign Setting: Lands of the Linnorm Kings © 2011, Paizo Publishing, LLC; Authors: Matthew Goodall, Jonathan Keith, Colin McComb, and Rob McCreary.
 The Genius Guide To: Simple Monster Templates. Copyright 2011, Super Genus Games. Author: Owen K.C. Stephens
 Statistics from 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.
 The Genius Guide To: Air Magic. Copyright 2010, Super Genus Games. Author: Owen K.C. Stephens
 101 1st Level Spells. Copyright 2011, Steven D. Russell, Author: Steven D. Russell.
 Pathfinder Campaign Setting: Inner Sea Combat © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Compton, and Thurston Hillman.
 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.
 Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
 Pathfinder RPG Core Rulebook. Copyright 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, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
 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 K.C. Stephens, and Russ Taylor.
 Guide to the Cult of Shub-Nigguth © 2014, 2016 Wayward Rogues Publishing; Authors: Robert Gresham, Aaron Hollingsworth, Ewan Cummins, based on the public domain works of H.P. Lovecraft.



COMING SOON



SHATTERED SKIES CAMPAIGN SETTING

COMING SOON FROM WAYWARD ROGUES
Publishing



Whispers of the Dark Mother Adventure Path

The Fight Against Shub-Niggurath
Begins October 2016

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.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing 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 the material designated as Open Game Content may be reproduced in any form without written permission.



WAYWARDROGUES.COM



CULT OF SHUB-NIGGURATH

By a *Foulness*, ye shall know them...

From the darkest of the hillside thickets the decadent followers of Shub-Niggurath perform their vile ceremonies when the stars are right...

Contained herein are the cult's forbidden secrets, their debased practices, and a collection of unwholesome feats, spells, and archetypes to augment both champions of the faith, and their foes.

This updated and revised version features over a dozen pages of new material for both Game Masters and Players of the Worlds Most Popular RPG Rules set.

visit us at waywardrogues.com

