

Weekly Wonders
A Conjuror's Guide to
DIVUS



Alex Riggs, Joshua Zaback



*Necromancers
of the Northwest*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



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

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

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

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

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

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

Introduction

One of the joys of playing a summoner—a spellcaster of any class who focuses on conjuring allies with spells like *summon monster*—is being able to make use of all the fun and exciting outsiders that fill the various *Pathfinder Bestiaries*. Although there are now many such tomes filled to the brim with exotic minions to conjure, resources from the *Pathfinder Roleplaying Game Core Rulebook* often weren't made with future publications in mind. As a result, those relying on *summon monster* and similar spells are working off of lists that, outside of rare sidebars reserved for characters with very specific circumstances, are rarely updated or expanded.

This book focuses on one group of outsiders in need of more support and attention, the hateful and destructive divs. Presented here is a feat which allows characters to easily summon divs with the summoning spells they already have access to, plus three new div-themed archetypes for the druid, psychic, and witch, allowing characters of those classes to form deeper and more meaningful bonds with divs, and gain additional div-related powers. Finally, the book features two new divs, with original stat-blocks and abilities, which not only make for excellent monsters just like those found in the various *Pathfinder Bestiaries*, but also happen to be at CRs that fill gaps among the existing divs, expanding the options for those interested in summoning divs with spells such as *summon monster*.

New Feat

The following feat is designed to allow any interested character the ability to summon divs.

Div Summoner

You are able to summon divs with spells.

Prerequisite: Spell Focus (conjuration).

Benefits: Whenever you cast a *summon monster* or *summon nature's ally* spell, you can choose to summon one or more divs instead of the creatures normally available with that spell. The spell level required to summon a div in this way depends on its CR, as outlined on the table below.

Table: Summoned Div CRs

Spell Level	CR
1st	1/2 or less
2nd	1
3rd	2
4th	3 - 4
5th	5 - 6
6th	7 - 8
7th	9 - 10
8th	11 - 12
9th	13 - 14

Additionally, you add ghuls (*Pathfinder Bestiary* 3) to the list of creatures you can summon with *summon monster V* and *summon nature's ally V*. When summoning a ghul in this way, it gains the extraplanar subtype, and can be banished to its home plane (Abaddon) or held at bay by effects like *magic circle against evil* as though it were a summoned outsider.

New Archetypes

The following archetypes are thematically related to the group of outsiders collectively known as divs, and the ability to summon them. They are presented in alphabetical order based on the class that they modify.

New Druid Archetype Scourge of Civilization

Although the hateful and destructive outsiders known as divs seem to make strange bedfellows for followers of nature's call, there are certain druidic circles that ally themselves with divs and their dark master, Ahriman, to work towards a mutual goal: the destruction of man-made structures and monuments. Although a scourge of civilization wishes to see these works undone in order to reclaim the land in the name of nature, and divs seek only to unmake everything and bring about oblivion, these dark druids are willing to ally themselves with fiends in order to turn the tide in what they see as a losing war against the constructs of man.

Destructive (Ex): A scourge of civilization is particularly skilled at destroying objects. Whenever she damages a non-creature object, she deals an additional amount of damage equal to her Wisdom modifier.

This ability replaces the nature sense class feature.

Div Summoning: A scourge of civilization gains the Div Summoner feat as a bonus feat at 1st level, even if she does not meet the prerequisites.

This ability replaces the wild empathy class feature.

Tainted Bond: If a scourge of civilization chooses to gain an animal companion as her nature bond, that animal companion is possessed by the spirit of a div. Instead of the share spells ability, the animal companion gains the ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

This ability modifies the nature bond class feature.

Channel Negative Energy (Su): At 4th level, a scourge of civilization gains the ability to channel negative energy, as though she were an evil cleric of a level three levels lower than her druid level. She channels negative energy regardless of her alignment or deity.

This ability replaces the wild shape class feature.

Construct Killer (Ex): At 4th level, a scourge of civilization is an expert at destroying artificial creatures. She gains a +2 competence bonus on attack and damage rolls made against constructs.

This ability replaces the resist nature's lure class feature.

See in Darkness (Su): At 15th level, a scourge of civilization can see perfectly in darkness of any kind, including that created by a *deeper darkness* spell.

This ability replaces the timeless body class feature.

New Psychic Discipline Scion of Ahriman

You are touched by Ahriman, the dark demigod that created the race of hateful outsiders known as divs. You may be a direct or distant descendant of Ahriman, or you may simply be a convenient vessel through which the fiend has chosen to work.

Phrenic Pool Ability: Charisma.

Bonus Spells: *summon monster I* (1st), *summon monster II* (4th), *summon monster III* (6th), *summon monster IV* (8th), *summon monster V* (10th), *summon monster VI* (12th), *summon monster VII* (14th), *summon monster VIII* (16th), *summon monster IX* (18th).

Discipline Powers: Your psychic powers carry the taint of the demigod Ahriman's venomous hatred, which infests them with a touch of darkness and oblivion.

Dark Summons: When casting *summon monster* spells, you can only summon evil creatures. Additionally, you gain the Div Summoner feat as a bonus feat, even if you don't meet the prerequisites. Finally, whenever you summon one or more divs with a *summon monster* spell, you can expend 1 point from your phrenic pool. If you do, the spell's duration is increased by 3 rounds.

Touch of Decay (Su): As a standard action, you can touch a creature or an object of Large or smaller size in order to imbue it with a concentrated burst of entropy. Against an unwilling creature or attended object, this requires a successful melee touch attack. On a hit, an affected living creature suffers 1d6 points of negative energy damage, and an affected construct creature or non-creature object suffers 1d6 points of damage that ignores hardness, and the object's hardness is reduced by 1d4 for 1 minute. In either case, a successful Fortitude save (DC = 10 + half your psychic level + your Charisma modifier) negates the effect.

Whether or not the save is successful, you cannot use this ability on the same creature or object again for 24 hours. You regain 1 point in your phrenic pool whenever you successfully drain a hostile creature or an object attended by a hostile creature in this way. This ability has no effect on undead creatures. You can use this ability a number of times per day equal to your Charisma modifier.

Genie Hatred (Ex): Regardless of your personal opinions about genies, the presence of such creatures causes your blood to boil. You gain a +1 morale bonus on attack and damage rolls made against genies, and genies suffer a -1 penalty on saving throws made to resist your spells and abilities. Additionally, the first time each day that you slay a genie, you regain 1 point in your phrenic pool.

Master Manipulator (Ex): By 5th level, you are particularly adept at convincing others to act against their own best interests. You gain a +4 bonus on all checks made to convince a creature to take an action that will have direct and serious negative consequences for them (whether the creature is aware of the consequences

or not). Additionally, the saving throw DC of any charm or compulsion spell you cast specifically to convince a creature to take an action that will have direct and serious negative consequences for them is increased by +1.

Ahriman's Legacy (Ex): At 13th level, the power of Ahriman awakens within you. You gain the ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. Additionally, you gain immunity to poison.

New Witch Archetype Hateful One

Driven by their own destructive desires and malice towards the world around them, these witches pledge themselves to the dark lord of the divs, and gain the ability to share the pain and suffering they feel with everyone that they encounter.

Div Familiar (Su): A hateful one's familiar, regardless of its physical form, houses the spirit of a div, a hateful evil outsider in service to the demigod Ahriman. Instead of gaining improved evasion, the hateful one's familiar gains immunity to fire and poison. At 3rd level, when the hateful one's familiar would gain the ability to deliver touch spells, it instead gains the ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. Finally, at 7th level, when the hateful one's familiar would normally gain the ability to speak with animals of its kind, it instead gains the ability to speak Abyssal, Celestial, and Infernal.

If the hateful one ever takes the Improved Familiar feat, she must select a doru (*Pathfinder Bestiary* 3) as her improved familiar. If she does, the doru gains the normal benefits of a familiar, instead of the benefits outlined above. The hateful one does not need to meet the prerequisite of being able to acquire a new familiar to take the Improved Familiar feat; such a feat simply represents her familiar increasing in power and growing into its true form.

This ability modifies the witch's familiar class feature.

Patron: A hateful one's patron is the demigod Ahriman, or, at the player's discretion, one of the powerful akvan princes. Instead of selecting a patron and gaining patron spells, the hateful one adds *summon monster I* to her familiar's list of spells known at 2nd level. At 4th level, and every two levels thereafter, she adds the next-highest *summon monster* spell to her familiar's list of spells known (*summon monster II* at 4th level, *summon monster III* at 6th level, and so on). Further, she gains the Div Summoner feat as a bonus feat, even if she doesn't meet the prerequisites.

This ability replaces the patron spells class feature.

Destructive Hex: At 1st level, when a hateful one selects her first hex, she must choose a hex that reflects her own spiteful destructiveness, and her patron's nihilistic desires. She may select the blight^{APG}, misfortune^{APG}, or scar^{UM} hexes, or she may select from one of the following special hexes only available to the hateful one.



Crisis of Faith (Su): The target's faith in their deity is shaken. The target must succeed on a Will save or else a seed of doubt about their religion and their chosen deity creeps into their mind, reducing the caster level of any divine spells they cast by 1 (to a minimum of 1). Affected creatures may also be more susceptible to uses of Bluff, Diplomacy, or Intimidate that direct them to change faiths, renounce their faith, or otherwise act against their faith, at the GM's discretion. Affected creatures may make a new saving throw each day to end the effect. A creature that succeeds on any saving throw to resist this hex is immune to it for 1 week. The witch cannot affect more creatures with this hex at any given time than $1/2$ her witch level + her Intelligence modifier.

Curse of Unmaking (Su): The target's creative efforts are doomed to result in an equal amount of destruction and misfortune. The next time the target makes a Craft check as part of creating an object, a series of unfortunate coincidences conspires to cause damage to another object in that creature's possession. Repairing this damage requires the same amount of time required to make the initial Craft check, and requires raw materials that cost the same amount as the price in sp that the original Craft check represented (for example, if the initial Craft check took a week to perform, had a DC of 15 and the target had a result of 20, that Craft check represented 300 sp worth of progress towards crafting an item, and so the object damaged by the curse would require a week to repair, a successful DC 15 Craft check, and raw materials worth 300 sp).

After making a Craft check, the creature is no longer affected, although the witch can use the hex to curse them again. A successful Will save at the time the hex is used negates the effect, and renders the target immune to the hateful one's curse of unmaking for 1 week. The hateful one cannot have more creatures affected by her curse of unmaking at any time than $1/2$ her witch level + her Intelligence modifier.

Destroy Art (Su): The witch can ruin works of beauty and craftsmanship in order to appease her dark patron and gain additional magical power. As a standard action, she can destroy a single art object of Large size or smaller within 30 feet. If the art object is in the possession of another creature, that creature may make a Will save to resist this effect. Similarly, if the object is a magic item, it is entitled to a Will save to resist. An object destroyed in this way melts into a disgusting black sludge devoid of value. For every 500 gp worth of art objects she destroys in this way on a given day, the witch can prepare one additional spell level's worth of spells. She must prepare additional spells gained in the way in the normal fashion, and can divide any spell levels she has gained amongst different spells as she sees fit (for example, a witch who destroyed 2,000 gp worth of art objects could prepare two additional 2nd-level spells, four additional 1st-level spells, one additional 3rd-level spell and one additional 1st-level spell, etc.). This does not allow the witch to cast spells of a level she would not ordinarily be able to. Extra spell levels not used are lost the next time the witch rests and regains her daily spells.

Seed of Temptation (Su): The witch implants a seed of temptation in the mind of the target. The next time the target is presented with an opportunity to safely perform an evil or destructive act, he must succeed on a Will save or do so. If no suitable opportunities arise within 24 hours, this hex has no effect. The opportunity need only appear safe to the target, and it is possible that the target may suffer consequences for any misdeeds committed as a result of this hex. Performing an evil deed as a result of this hex does not directly change the creature's alignment, but it may encourage the creature to engage in future evil or destructive acts. The witch can use this ability at will, but cannot use it on the same creature more than once in 24-hour period.

After selecting her 1st-level hex, the hateful one is not restricted in which hexes she may select, although she retains the ability to select the above hexes at later levels (these hexes are not available to witches without this archetype).

This ability modifies the hex class feature.

New Divs

The following section presents two new types of div, which can be encountered normally as enemies or allies, or can be summoned by characters capable of summoning divs. They are presented in alphabetical order.

Kunda

This creature resembles a horse with a coal-black coat, with two human hands in place of each hoof, fingers fanned out in all directions at the end of the leg. Additionally, its neck is long and serpentine, covered in slick black scales and ending in a giant serpent's head with unnaturally human-like eyes.

DIV, KUNDA **CR 6**

XP 2,400

NE Large outsider (div, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +14

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +5

DR 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 18

Weaknesses commandable

OFFENSE

Speed 50 ft., fly 60 ft. (average)

Melee bite +11 (1d8+4 plus poison), 2 slams +6 (1d4+2)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks spit venom

Spell-Like Abilities (CL 6th; concentration +9)

At Will—*detect good, detect magic*

3/day—*blur, entropic shield, gust of wind* (DC 15)

1/day—*haste, plane shift* (self plus up to 1 rider to the

lower planes, Astral Plane, or Material Plane only)

STATISTICS

Str 18, **Dex** 14, **Con** 17, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Power Attack, Run

Skills Acrobatics +13, Bluff +14, Fly +11, Knowledge (planes) +12, Perception +14, Sense Motive +14, Stealth +9

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ shared resistance, shared spells

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or herd (3–36)

Treasure standard

SPECIAL ABILITIES

Commandable (Ex) All divs have a special weakness in their behavior that can be exploited by the clever and wise. For a kunda, that weakness is an innate subservience to arcane spellcasters. Kundas suffer a -4 penalty on saving throws made to resist mind-affecting spells cast by arcane spellcasters. Additionally, as a standard action, an arcane spellcaster can issue a one-word command to a kunda that can see and hear her, as the spell *command*. The DC for this effect is equal to 10 + 1/2 the arcane spellcaster's level + the arcane spellcaster's primary spellcasting ability score modifier. On a success, the kunda is immune to further commands from that creature for 24 hours. Finally, a kunda obeys all commands given by an arcane spellcaster that successfully mounts it, as though affected by *charm monster*. The kunda may make a new saving throw (at the same DC as the *command* effect) once per hour to break free of this control.

Poison (Ex) Bite—contact; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con and Wis; *cure* 2 consecutive saves.

Shared Resistance (Su) A kunda shares its resistances with any creature that rides it. Such creatures lose any spell resistance or immunity they may possess, and instead gain spell resistance equal to the kunda's spell resistance for as long as they continue to ride the kunda.

Shared Spells (Su) Whenever a kunda uses one of its spell-like abilities to affect itself, it can choose to also have that spell affect its rider, if it has one. This applies even to spells that have a range of personal. Additionally, whenever a kunda's rider casts a spell that affects herself, she can choose to have that spell also affect the kunda in the same fashion. This ability to share spells is not without its dangers, however, and if the kunda dies or moves to a plane other than the one it's rider is on for any reason, any spells shared in this fashion (regardless of who cast them) immediately end for the rider, as though they had been dispelled.

Spit Venom (Ex) Once per day, a kunda can spit its venom in a 30-foot cone. Each creature in the area must succeed on a DC 17 Reflex save or be exposed to the kunda's poison. The saving throw DC is Constitution-based.

Ecology

Known for their usefulness as steeds to those spellcasters willing to have dealings with creatures as dark as divs, kundas almost universally chafe against their roles as mere

conveyances for mortal sorcerers. Some scholars believe that before being remade into kundas by Ahriman, these creatures were once genies who made pacts with mortals to ferry them across the planes, or across long distances on the same plane, using magic or natural abilities. Others believe that kundas do not come from genies at all, and are the result of Ahriman's influence reaching certain non-genie creatures that are also often exploited by mortalkind, such as kirin, unicorns, and so on.

Kundas tend to approach their weakness—and the popular perception of their race as being nothing more than mounts—in one of two ways. Most kundas do their best to ignore it, violently lashing out at those who bring it up. When such kundas do find themselves controlled by an arcane spellcaster, they take the first opportunity to break free and deposit their hapless rider, defenseless, on one of the lower planes, or drop them from a great height to their deaths. Other kundas are more pragmatic, and will actively seek out a novice mage to serve as their rider, ensuring no one else can claim that role, and that the kunda is at little risk of actually being controlled. Such relationships can sometimes prove symbiotic, as long as the rider does not attempt to assert control, although just as often the rider winds up held against his will, and is sometimes even physically restrained to the kunda's back to keep him from getting away.

Pinih

This hairless, purple creature is vaguely humanoid in shape, though its arms are both unnervingly long and disturbingly thick, each one larger than the creature's torso. Its legs, by comparison, are short, squat, and bow-legged, with a short, violet, rat-like tail tucked between them. Its head is vaguely dog-like, although its beady yellow eyes betray a greater intelligence.

DIV, PINIH	CR 1
XP 400	
NE Tiny outsider (div, evil, extraplanar)	
Init +3; Senses darkvision 60 ft., see in darkness; Perception +4	
DEFENSE	
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)	
hp 15 (2d10+4)	
Fort +5, Ref +3, Will +2	
DR 2/cold iron or good; Immune fire, poison; Resist acid 10, electricity 10; SR 12	
Weaknesses greed	
OFFENSE	
Speed 30 ft., burrow 30 ft., climb 30 ft.	
Melee 2 claws +7 (1d2-1)	
Special Attacks natural thief	
Spell-Like Abilities (CL 1st; concentration +2)	
3/day— <i>mage hand, open/close</i>	
1/day— <i>alarm, identify, summon</i> (level 1, 1 doru 20%)	
STATISTICS	
Str 8, Dex 16, Con 14, Int 11, Wis 9, Cha 13	
Base Atk +2; CMB -1 (+7 disarm and steal); CMD 12 (20 vs. disarm and steal)	
Feats Weapon Finesse	
Skills Appraise +5, Bluff +6, Climb +7, Perception +4, Sense	

Motive +4, Sleight of Hand +8, Stealth +16
Languages Abyssal, Celestial, Infernal
SQ pack rat

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure quadruple

SPECIAL ABILITIES

Greed (Ex) Driven beyond all other things to acquire wealth, whenever a pinih sees an object worth at least 100 gp, it must succeed on a DC 15 Will save or be consumed by an obsession to acquire that item. A pinih so affected will stop at nothing to acquire the object for itself, and must focus its efforts on doing so by any means necessary until the object is in its possession. While obsessed with an object in this way, the pinih cannot become obsessed with another object, unless that object is worth at least twice as much as the object of its current obsession. The pinih can only ever be obsessed with one object at a time, and if it does become obsessed with a new object, it loses all interest in the previous object. A pinih summoned by *summon monster* or similar spells does not become obsessed with objects in the possession of the creature that summoned it, or that creature's immediate allies.

Natural Thief (Ex) A pinih is a natural at snatching objects from its opponents, and protecting against such tactics employed against it. It gains a +8 racial bonus to CMB on disarm and steal combat maneuvers, as well as on CMD against such disarm and steal combat maneuvers directed against it.

Pack Rat (Ex) A pinih is able to carry far more than its own body weight. The pinih is treated as though its Strength score were three times what it actually is for the purposes of determining its carrying capacity.

Ecology

Among the least of the divs, pinih are said to be made from genies who were used exclusively to perform basic manual labor, or were used purely to create wealth from nothingness, treated by mortals as nothing more than a source of gold or free labor. Known for their obsessive greed and their tendency to hoard wealth, pinih are noteworthy in that most of them actively hate and despise the various trinkets and baubles they collect, and would love nothing more than to see them destroyed, one by one, but simply cannot bring themselves to part with them, all the same, as their obsession is the manifestation of the same peculiar weaknesses all divs possess.

Although many consider them to be more trouble than they are worth, pinih are sometimes conjured via *planar ally* and *planar binding* spells to serve as beasts of burden, due to their uncanny ability to carry large quantities, and their slavish obsessions with hoarding valuable items. Of course, since the pinih cannot bring themselves to part with their treasures, such arrangements almost always end in the death of the summoned creature. Other times, pinih are conjured to steal a particular object from an enemy, especially if the summoner has no real desire for the object himself, and simply wants to ensure his foe cannot use it.

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

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

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

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

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

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

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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game 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 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

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

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

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

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

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

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurlley, 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 Horror Adventures © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse 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 Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwab, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

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

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

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

Pathfinder Player Companion: Arcane Anthology © 2016, Paizo Inc.; Authors: Alexander Augunas, Steven T. Helt, and David N. Ross.

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

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsey, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Psonics Unleashed. Copyright 2010, Dreamscarred Press.

Weekly Wonders: A Conjurer's Guide to Divs Copyright 2019, Necromancers of the Northwest, LLC; Authors: Alexander Riggs, Joshua Zaback

END OF LICENSE

Summon the Servants of Ahriman!

One of the joys of playing a summoner—a character of any class who relies heavily on spells such as *summon monster* to conjure allies and minions to fight on their behalf—is the fact that it lets you play with some of the fun and exciting monsters from the various Pathfinder Bestiaries that are normally reserved only for GMs. Unfortunately, since spells like *summon monster* were written with only the first of those books in mind, it's often frustratingly difficult to gain access to the exciting monsters found in later supplements.

Weekly Wonders: A Conjuror's Guide to Divs focuses on providing players of various classes with options for summoning and working with outsiders of the div subtype. Included are:

- A simple and straightforward feat allowing a spellcaster of any class to easily summon a wide variety of divs using existing spells like *summon monster*.
- The scourge of civilization, a druid archetype that draws on the power of divs to destroy the creations of society.
- The scion of Ahriman, a psychic discipline that can summon divs, specializes in destroying genies, and has many of the blessings of the divs.
- The hateful one, a witch archetype whose endless spite and petty hatred is empowered by Ahriman, granting numerous unique ways to corrupt and bespoil the creations of others.
- Two new types of div, suitable both for summoning and as foes: the CR 6 kunda, a div whose weakness compels it to obey any creature that can climb on its back, and the CR 1 pinih, a Tiny div who is compelled to steal and hoard valuables, but takes no joy from his ill-gotten gains.

