

PF2

Mystic Knick Knacks



52-IN-52

Owen K.C. Stephens

PATHFINDER
COMPATIBLE

CREDITS

Author: Owen K.C. Stephens

Editing: Rogue Genius Games

Illustration: Grafik_Art

Project Management and Planning: Lj Stephens

Graphic Design and Layout: Lj Stephens

Bon Vivant and Planning: Stan!

Contents Copyright 2020 Rogue Genius Games

For more information about

Rogue Genius Games, follow us on Facebook:

www.Facebook.com/RogueGeniusGames

on Twitter: [@Owen_Stephens](https://twitter.com/Owen_Stephens)

All logos are the trademark of Rogue Genius Games, all rights reserved

Product Code: RGG5220Feb07

DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the “52-in-52” and “Mystic Knick Knacks” names and logos; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

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

MYSTIC KNICK KNACKS

So, what the heck are mystic knick-knacks? They are magic, or nearly-magical, devices that are fun and interesting... and that's about it. They aren't game changers for anyone. Mystic knick knacks don't give you bonuses, change what skills you can work with, replace any normal tool or weapon, or generally impact the game mechanics of the game in any significant way.

These are the *other* items. The ones you buy at the counter of the Adventure Mart (or wherever you get your 10-foot poles and iron spikes) because they're sitting in a cup next to the leger where the proprietor takes your coin and notes down the sale. They're more like party favors than party treasure. A character may become attached to what they let you do, but in the same way a character gets attached to a particular costume look or a catchphrase rather in the same way a character gets attached to an effective tactic or spell.

These are the little useless items you are sure must exist in a world of dwarven craftsmen and spellcasters, but are rarely detailed anywhere.

But sometimes, they *are* what a filthy halfling has in its pockets.

A GM can use these minor, flavor-focused items as bits of loot more interesting than tapestries or hardwood goblets, in which case they may be rolled up randomly as minor magic items.

FAUXZUR'S MEDIOCRE PIGMENTS

ITEM 1

Magical Transmutation

Price 2 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

The colors fly of their own accord, sweeping across the parchment in with swoops and sharp lines. Slowly the form of a puppy appears. Or maybe a baby deer. It could even be a small log...

These magic pigments appear as a flat board with numerous colored spots on it, which appear to be various forms of artist pigment, including oil paints, powders, charcoal, and other stains and coloring mediums. They can be used with a brush, or can form a brush themselves out of their own pigment. The board never accidentally colors anything (even if rubbed directly on to a blank surface), and never runs out of pigment.

Suspected of having originally been created as the result of an arcane crafting accident, *Fauxzur's Mediocre Pigments* can automatically paint a scene or image, or capture the description of a creature or object, even from the user's memory... but badly. Scale is often off, images cartoonish, and details wrong. The image is in color and creates its own parchment to paint on if none is provided (which always comes out to be 11 inches tall and 8.5 inches wide, for some unknown reason), but it so inaccurate that it doesn't usefully convey what the scene or item illustrated looks like.

It is possible to add art materials to a project you instruct the pigments to undertake. Paints and other color mediums can be added to the board, cloth or other surfaces can be provided to paint on, brushes and similar tools can be made available. If they are, the pigment uses them appropriately to create an image and the quality is slightly increased. It takes 3d6 minutes for the pigments to create a piece of art. If no artistic materials are used, the end result is so fragile it cannot withstand any effort to authenticate it, making it impossible to sell. If artistic materials are given to the pigments, the end result has a value equal to the materials provided.

RANDOM MYSTIC KNICK KNACKS (ROLL 1D20)

d20	Name
1-4	<i>Fauxzur's Mediocre Pigments</i>
5-11	<i>Hook of Heraldry</i>
13-15	<i>Living Puppet Box</i>
16-18	<i>Pet Rock</i>
19-20	<i>Stractor</i>

MYSTIC KLIICK KLIACKS



The pigments can also be instructed to paint an image without being given any other guidance, in which case they create one of a set number of images known. Most pigments know about twenty different images, none of which are innovative or particularly interesting. A typical set of images is listed below. When asked to paint something without being given a description of a life model, the pigments generate one of these images at random.

1. A squiggly blue line that might be a waterfall, but with two eyes on one side of the bank.
2. A table of gnolls playing poker.
3. A dark knight above a crooked tower, with blurry stars, all illustrated in curves and squiggles.
4. A stylized sunset with simple m-shaped birds flying in front of it.
5. A grayscale beach, with a silhouetted couple walking along it, holding hands.

6. A devil grinning and giving a thumbs-up.
7. A lake reflecting the moon.
8. A forest scene, apparently full of happy little trees.
9. A rainbow arcing between two fluffy clouds.
10. A castle that looks like a skull with towers that look like a spiked crown. But bad.
11. A patchwork of bright squarish colors that might be a village.
12. A dark corner, with a dwarf slouched in it, apparently depressed.
13. A court jester crying.
14. A bright red mammal heart in an otherwise blank field of blue.
15. A pile of skulls, all with at least one gold tooth.
16. A giant eyeball staring directly at the viewer.
17. A basket of sleeping owlbear cubs.
18. A stuffed animal unicorn fighting a wooden dragon toy.
19. A plate of fruit on a table.
20. A flaming floor harp.

HOOK OF HERALDRY

Magical Transmutation

Price 3 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

As the bone hook touches the pair of dirty, ratty, brown leather boots, they shimmer and morph to become dirty, ratty, black leather boots with gray dagger symbols on front of each.

The *hook of heraldry* appears to be a bone crochet hook roughly 8 inches long and thicker than would be expected. Once per day it can be touched to a single item of apparel, armor, weapon, or equipment that is not being worn or wielded by anyone, and change that item to match a different coloring or style. If the user has heraldry, symbols, or badges they use on a regular basis, these can be added to the changed item as well. However, an established badge, mark, or heraldic device the hook wielder does not use in their day-to-day life cannot be added.

This change is instant, but has no impact on the item's apparent quality, damage, materials, function, or value. The changes are even less than cosmetic, they are purely design related. A battered bronze helm can be made to have wing patterns, or be lacquered blue, or have a horse emblem over the nose-guard, but it remains clearly a battered bronze helm.

The changes cannot grant any bonus or benefit the clothes do not normally grant. They are incapable of matching any pre-existing garment and symbols with sufficient authenticity to aid in the creation of a disguise, the coloration is not precise enough to assist with efforts at camouflage, and the cut may well be of a similar style as an uniform of specific outfit, but not close enough to fool anyone into thinking it is exactly the same.

What the hook can do is adjust items gathered in different places and from different cultures, and give them a matching, intentional appearance. If several matching items are placed in a pile and the item to be changed is placed on top of them, it creates colors, symbols, and styles that go well with the pile, even if it does not duplicate any specific existing item. Rather than a hodgepodge of brown boots, checkered pants, a striped shirt, chainmail with full plate helmet and gauntlets from a different region entirely, the hook can make an outfit all one color of the user's choice, with enough similarities in style, design, motif, and theme that they appear to have been created to visually harmonize with one another.

ITEM 1

LIVING PUPPET BOX

Magical Transmutation

Price 2 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

The curtain on the side of a small wooden box parts, revealing two puppets. One appears to be a white-faced jester, though it holds a tiny sign marked "scorpion." The other is clearly a wooden duck, but holds a sign marked "frog." The two wiggle back in forth while facing one another, as if in debate.

A *living puppet box* is roughly a one foot cube of painted hardwood, with a curtain across one otherwise open side, and a collection of 3-5 hand-puppets inside. When a story is being told, the hand-puppets leap to live and play out the story (as best as they are able—often a jester puppet must act as the king and a horse puppet as a knight, though each has a small sign it can carry which changes to reveal the name of the character it is supposed to be). They produce tiny props and costume changes as needed, and can interact with one another and the props in surprisingly complex ways.

However, the puppets are only able to move and manipulate things within the box—as soon as they are removed from it, they are lifeless and mundane. Additionally they cannot interact with anything placed into the box, and lack the force to remove anything from the box (or pull anything in, or do any damage to anything placed with the box).

The puppets can act out their own stories as well independent of any storyteller, though soundlessly. When asked to put on a show or tell a story they break into a story determined at random—even requesting a specific tale, the living puppet box gives the viewers whatever is randomly next on its playlist. Most *living puppet boxes* have about 20 stories in their repertoire, though sometimes a specific story seems to show up over and over and over. The following is a list of typical stories, each ranging from 1-5 minutes in length

1. The scorpion and the frog
2. The scorpion and the froghe moth (it has a very different ending)
3. The turtle and the hare
4. The turtle-dragon and the hare (actually goes about the same)
5. The ladybug and the mite
6. Why oak trees lose their leaves.

MYSTIC KNICK KNACKS

7. The green face and demilich skull: a parable about not touching things.

8. The boy who cried werewolf, then turned into one and ate his home town

9. The Two Identical Snowflakes, and their Sorrow

10. How the Wasp escaped the Web

11. The Axe in the Stone

12. You can drag a dead horse to water, but then no one should take a drink

13. Incubus, Succubus, and Clyde

14. Not My Wizard School, Not My Apprentices

15. No, I Am Your Father, and I Made That Golem

16. The ghost who was haunted by people, and one loud cricket

17. The Cat Came Back

18. Why swords no longer sing

19. The Brownie, the Fey Queen, Her King, His Lover, and a Unicorn named Gus

20. Child disobeys parents, dies a painful death.

PET ROCK

ITEM 1

Magical Transmutation

Price 5 sp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

A small rounded stone, perfect for skipping across water; sits on a small handkerchief. Every few seconds it hops a few inches in an apparently random direction, and makes a short birdlike sound.

A *pet rock* is literally a rock, often a smooth one that conveniently fits in the palm of a human's hand, occasionally with eyes painted onto it, that acts a little like a pet.

Though a *pet rock* is not alive, nor even as self-sufficient and animate as a construct, its enchantments give it a rough semblance of very simple life. It chirps in a friendly manner when pet, snuggled, or kept warm, squeaks in annoyance when cold or moved suddenly or roughly, and can bounce around largely at random in a 1-square foot area from where it is put down.

And that's it.

It cannot be sent anywhere, does not learn tricks, doesn't move according to any plan, or far, or with any particular force. It's about as useful and varied as a wind-up spring-powered toy, it just doesn't happen to require springs or winding.

STRACTOR

ITEM 2

Consumable Magical Transmutation

Price 2 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

"Ehhhhhhhh, ulg, glrblruuuulf, ah me ancestors, luuuuuughblorf... bad ale..."

A *stractor* is a small lacquered box, between one and two inches on a side, with a bit of cord wrapped around it and stuck to it with wax. It's a one-shot magic item that creates a specific sound designed to cover up minor nearby noises, and possible draw attention from those that hear it. The cord is peeled up and the box then falls open, and makes its specific sound for one minute. The list of sounds a *stractor* might be designed to make is listed below. Each *stractor* has an icon engraved into its lid to indicate what noise it makes when opened (an infant's rattle for the crying baby sound, a stein for the drunken dwarf retching, and so on). The sound is as effective as *minor illusion*, with a successful DC 13 Will save allowing a listener to determine the sound is illusory.

Once used, a *stractor* turns to valueless wood pulp.

1. Baby crying
2. Drunken dwarf retching
3. Two cats fighting
4. Dog incessantly barking
5. Door hinge loudly and slowly creaking open
6. Indistinct hushed, angry whispers
7. Two people shouting "fire" (usually in common, but versions exist in other languages)
8. The clang of swordplay
9. Thundering hooves
10. Goat bleating
11. Weird chanting (in no actual language)
12. High-pitched giggling
13. Loud banging on a wooden door
14. A roaring bonfire
15. Liquid loudly "glug"-ing out of a barrel or similar container
16. Laughter
17. Sound of a hammer on an anvil
18. Random murmurs of a crowd
19. Tuneless whistling
20. Applause

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Anger of Angels, © 2003, Sean K Reynolds.

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

Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook.

Path of the Magi, © 2002, Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based

on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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 McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

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

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 Core Rulebook, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

Pathfinder Roleplaying Game Ultimate Combat, © 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 Intrigue, © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

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 Adventurer's Guide © 2017, Paizo Inc.; Authors: Benjamin Bruck, John Compton, Crystal Frasier, Tim Hitchcock, Jenny Jarzabski, Isabelle Lee, Joe Pasini, Jessica Price, David Schwartz, and Josh Vogt.

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

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

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

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

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

Angel, Monadic Deva 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.

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

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

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

Brownie 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.

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

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

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

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

Daemon, Guardian 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 Ian McDowall.

Daemon, Hydrodaemon 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.

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

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

Demon, Shadow 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 Neville White.

Dragon Horse 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.

Fumph 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 Ian McDowall and Douglas Naismith.

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

Giant, Wood from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc.,

published and distributed by Frog God Games; Authors: Scott Greene, based on original material by Wizards of the Coast.

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

Huecuva 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.

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.

Kech 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.

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.

Muckdweller 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.

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

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

Quicking 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.

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 Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Simon Muth.

Spriggen from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors: Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

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

Age of Ashes Player's Guide © 2019, Paizo Inc.; Authors: James Jacobs, with Amanda Hamon.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Lost Omens Character Guide (Second Edition) © 2019, Paizo Inc.; Authors: John Compton, Sasha Lindley Hall, Amanda Hamon, Mike Kimmel, Luis Loza, Ron Lundeen, Matt Morris, Patchen Mortimer, Andrew Mullen, Mikhail Rekun, Micheal Sayre, Owen K.C. Stephens, Isabelle Thorne, and Linda Zayas-Palmer.

Pathfinder Adventure Path #148: Fires of the Haunted City © 2019, Paizo Inc.; Authors: Linda Zayas-Palmer, with Owen K.C. Stephens, James L. Sutter, and Greg Vaughan.

Mystic Knick Knacks, PF2 © 2020, Owen K.C. Stephens; Author: Owen K.C. Stephens. Project Manager and Planning: Lj Stephens. Bon Vivant: Stan!