

STAR LOG.EM-026

MYTHOS MYSTIC CONNECTION



STARFINDER
COMPATIBLE



STAR LOG.EM-026

MYTHOS MYSTIC CONNECTION

Author: Sasha Lindsey Hall
Cover Artist: Jacob Blackmon
Development: Owen K.C. Stephens

DESIGNATION OF PRODUCT IDENTITY

All company names, logos, and artwork, images, graphics, illustrations, trade dress, and graphic design elements and proper names are designated as Product Identity. Any rules, mechanics, illustrations, or other items previously designated as Open Game Content elsewhere or which are in the public domain are not included in this declaration

DECLARATION OF OPEN GAME CONTENT

All content not designated as Product Identity is declared Open Game Content as described in Section 1(d) of the Open Game License Version 1.0a.

Compatibility with the *STARFINDER ROLEPLAYING GAME* requires the *STARFINDER ROLEPLAYING GAME* from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the *STARFINDER ROLEPLAYING GAME* and the *STARFINDER ROLEPLAYING GAME* Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinder/compatibility> for more information on the compatibility license.

STAR LOG.EM026: MYTHOS MYSTIC CONNECTION © 2018 by Everyman Gaming, LLC.

ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

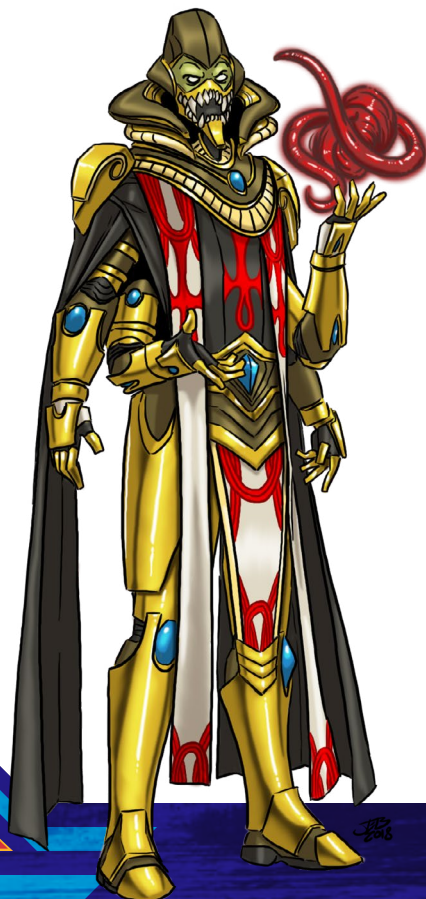
Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle @EMGamingLLC.

ACCESSING: STAR LOGS.EM... ACCESS: GRANTED.

Welcome to *STAR LOGS.EM*, brought to you by Everyman Gaming LLC! Here at Everyman Gaming LLC, we strive to bring you exactly what you need for your starfaring adventures. From new class options and archetypes to the latest information on alien life forms found throughout the galaxy, Everyman Gaming is here to make sure that your space ship is stocked and your datajacks filled with everything you need to have safe, fun, and profitable adventures throughout the known galaxy. (Warning: Everyman Gaming LLC takes no responsibility for any death, permanent affliction, potential brain scrambling, or similar impairments you may suffer during your adventures.)

Everyman Gaming's state of the art Star Log.EM series combines top talent spanning the known universe (and some parts unknown) to create state-of-the-art design for your Starfinder experience. Some Star Log.EM files. Some Everyman Minis are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all Star Log.EM files are intended to add something cool or weird to your tabletop experience. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of Star Log.EM series you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: MYTHOS CONNECTION

Hello, and thank you for purchasing *STAR LOG.EM026: MYTHOS MYSTIC CONNECTION*! When scholars of the Xa-Osoro refer to the 'mythos,' they're typically referring to the Yaltabodeth Mythos, a cycle of literature penned by Yaysha Vesar, the so-called Mad Skald, on the planet Uramesh long before the Nova Age. Believed fictitious at the time they were conceived, the urame author penned her mythos in the style of the great religious epics of her people, telling the tales of primordial horrors that dwell in the darkness between the stars. Although she received little recognition while alive, Yaysha's work single-handedly created the cosmic horror genre of fiction on Uramesh, presumably spreading across the system during the Nova Age. Of course, Yaysha's work—which included ramblings of characters like "Azathoth," "Hastur," "Nyarlathotep," "Yog-sothoth," and more—were largely believed fictitious. The Xa-Osoro system wouldn't learn how wrong they were until two centuries after the Nova Age ended, roughly one century prior to the present day.

One century ago, Ravnopolis appeared in orbit around Xa and Osoro, a massive starship the size of a small planet. Within that starship were horrors the likes of which seen only within the writings of long-dead Yaysha—alien beings from Yaltabodeth, the same monstrous world written of by long-dead Yaysha Vesar. Although the Radiant Imperium managed to fend off the void-fueled invasion, in their wake hundreds of cultists to the bizarre deities of the Yaltabodeth Mythos have arisen that preach of the day that Yaltabodeth will arrive to consume all of Xa-Osoro. Dedicated to myriads of the author's works, the only thing that unites these disparate faiths is their unwavering belief that Yaysha Vesar was a prophet who foretold the coming of Yaltabodeth and its children, the yaltabodites, and their tendency to use these ancient manuscripts as their unholy texts.

NEW MYSTIC CONNECTION

The following connection is available to any mystic.

MYTHOS

You've formed a connection with the unknowable and endless void and the elder beings that dwell within it. This link gives you horrifying and unwieldy power. You might be a scholar who delved too deep, a cultist, or an investigator just beginning to discover the horrors of existential truth.

Associated Skills: Intimidate and Mysticism.

Spells: 1st—glimpse terror*, 2nd—oneiric horror^{SFC}, 3rd—crushing despair^{SFC}, 4th—black tentacles^{SFC}, 5th—possession^{SFC}, 6th—mind blank^{SFC}

CONTAGIOUS WHISPERS (SU); 1ST-LEVEL

You've heard the cacophonous tremblings of the terrors that lurk in the darkness between the stars, and their ramblings force secrets unfit for mortal minds upon you. You can target any creature within 30 feet with your mindlink class feature instead of needing to touch them. When you target a creature with your mindlink class feature, you can choose to send them horrific glimpses of the terrible secrets you've become privy to, changing its save to Will negates instead of Will negates (harmless). If the target fails its Will save, it becomes shaken and sickened for a number of rounds equal to your mystic level.

CALL FORTH THE VOID (SP); 3RD-LEVEL

You can spend 1 Resolve Point to cast a 1st-level *summon creature*^{AA} spell as a spell-like ability. Creatures you summon must have the eldritch horror summoning graft (see page 8). At 6th-level and every 3 levels thereafter, increase the summon creature spell level of this connection power by 1 (2nd-level at 6th-level, 3rd-level at 9th-level, and so on). You can only have one instance of this connection power active at a time; using it causes any previously summoned creatures to return from whence they came.

VOID'S VISAGE (SU); 6TH-LEVEL

Whenever you cast a mystic spell or use a connection power with the fear descriptor, targets that are immune to fear lose their immunity and instead gain a +4 bonus to their saving throw against the effect. If a target's CR is equal to your level +2, they instead gain a +8 bonus to their saving throw against the effect. This ability doesn't affect creatures whose CR is equal to your level +3 or higher.

In addition, if you use the Intimidate skill to attempt to demoralize a creature that is immune to fear, you ignore that creature's immunity if the result of your Intimidate check exceeds its DC by 5 or more. If a target's CR is equal to your level +1, the result of your Intimidate check must exceed its DC by 10 or more to affect the creature. Creatures whose CR is equal to your level +3 or higher that are immune to fear cannot be demoralized in this manner.

ELDRITCH ADAPTABILITY (EX); 9TH-LEVEL

You gain Adaptive Fighting as a bonus feat. You cannot use this feat to grant yourself combat feats if you do not meet Adaptive Fighting's prerequisites. In addition to Adaptive Fighting's usual benefits, whenever you summon a creature using your call forth the void connection power you can grant that creature the benefit of one combat feat that you chose with Adaptive Fighting, even if the summoned creature does not meet the feat's prerequisites. If you summon multiple creatures with a single use of your call forth the void connection power, all creatures must gain the benefit of the same feat.

If you know summon creature as a mystic spell, you can also grant a feat to creatures you summon using that spell in this manner by spending 1 Resolve Point when the spell is cast.

SHARED INUREMENT (SU); 12TH-LEVEL

You gain immunity to fear effects and mind-affecting effects, and all creatures linked by your telepathic bond class feature gain a +2 bonus to saves against fear effects and mind-affecting effects. In addition, you automatically form a telepathic bond (as the spell) with any creature you summon with your call forth the void connection power, even if that creature's Intelligence score would normally be too low to benefit from the spell. This link doesn't count against the total number of telepathic bonds that you can have active simultaneously using your telepathic bond class feature.

INCREDIBLE HORROR (SU); 15TH-LEVEL

You and any creature that you summon using your call the void connection power critically hit an opponent, that opponent is shaken for a number of rounds equal to your mystic level. If the opponent is already shaken, they must succeed on a Will save or become frightened for a number of rounds equal to your mystic level instead.

This ability counts as a critical effect. If you or your summoned creatures already possess a critical effect, when you score the critical hit you choose whether to apply the weapon's normal critical effect or the incredible horror effect.

HARBINGER OF THE OUTER GODS (SU); 18TH-LEVEL

Once per day, you can spend 1 Resolve Point to perform a 10-minute ritual that summons a servant of the outer gods to your side at its conclusion. You cannot combine this ritual with taking a 10-minute rest to regain Stamina Points. At the conclusion of this ritual, you summon a creature, functioning as your call forth the void connection power, except the summon creature effect's duration is increased to 24 hours. You can only have one harbinger at a time, and calling forth a new harbinger using the harbinger of the outer gods class feature causes the original to return from whence it came.

A harbinger of the outer gods functions as a creature summoned by your call forth the void connection power for the purpose of determining how it interacts with your mythos connection powers.

TABLE: SUMMON CREATURE

1st-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Tiny	Summoning	None
2nd-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Small	Summoning	None
3rd-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Medium	Summoning	None
4th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Large	Summoning	None
5th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Huge	Summoning	None
6th-Level	Stat Block	Applied Graft	Summoner Requirements
Eldritch horror	Elder	Summoning	None

ELDRITCH SUMMONING GRAFT

Eldritch creatures are pulled from beyond the void between the stars, unspeakable horrors that few can comprehend. They appear different to every onlooker, but can drive the unprepared mad with but a glimpse.

Type: Aberration

Alignment: Change to the same as the summoner's.

Traits: Amorphous, darkvision 60ft., supernatural fly speed of 20 ft. (perfect), or if CR 7 or greater, supernatural fly speed of 40 ft. (perfect); +2 to Will saves; immunity to acid; if base stat block has DR, change to DR/cold iron and magic; if CR 7 or greater, it takes only a -2 penalty to attack when making a full attack.

Skills: Add Intimidate and Mysticism.

Languages: Common and Aklo.

Attack: Change melee attack to tentacles (bludgeoning and piercing damage).

NEW SPELLS

The following spells are available to all mystics.

CORRUPT INSIGHT

MYSTIC 1-6

School divination (compulsion, curse, fear, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration see text

Saving Throw Will negates; **Spell Resistance** yes

You corrupt the target's insight with whispers of madness and self-doubt, turning your opponent's own intelligence against them. On a failed saving throw, the target suffers a number of penalties determined by the spell's level (see below). Conditions caused by this spell persist even after the spell ends.

1st-Level: The target loses any insight bonuses it possesses for a number of rounds equal to the spell's caster level.

2nd-Level: The target replaces any insight bonus it possesses with a -2 penalty for a number of rounds equal to the spell's caster level.

3rd-Level: The target replaces any insight bonuses it possesses with a -2 penalty for a number of rounds equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become shaken for 1 minute.

4th-Level: The target replaces any insight bonuses it possesses with a -2 penalty for a number of minutes equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become shaken for 1 minute.

5th-Level: The target replaces any insight bonuses it possesses with a -2 penalty for 10 minutes per caster level of the spell. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become dazed for 1 round, then shaken for 1 minute.

6th-Level: The target replaces any insight bonuses it possesses with a -2 penalty for a number of rounds equal to the spell's caster level. Whenever the target attempts an attack roll or a skill check that they normally possess an insight bonus to and fail, they must succeed on a Will save or become dazed for 1 round, then shaken for 1 minute.

GLIMPSE TERROR

MYSTIC 1

School conjuration (fear, mind-affecting)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area 10-ft. radius emanation

Duration 1 round/level

Saving Throw Will partial (see text) **Spell Resistance** no
You tear open a hole to the unspeakable beyond, flooding the area with palpable malice and dread. Whenever a creature with a CR equal to or less than your caster level enters or begins its turn within the spell's area, they must succeed on a Will save or become shaken for 1d4 rounds. A successful saving throw reduces the duration of the shaken condition to 1 round. Creatures whose CR is greater than your caster level are unaffected by this spell. If a creature whom you consider an ally enters the spell's area, they become shaken for 1 round on a failed saving throw or avoid the effect entirely on a successful save.

This spell can affect a total number of creatures equal to your key spellcasting ability score modifier. Allies and creatures whose CR is greater than your caster level count towards this limit even if they aren't affected by the spell. Creatures that are affected multiple times by the spell count each saving throw as if a separate creature had been affected for the purpose of this limit. Once the spell affects the requisite number of creatures, it immediately ends as the torn rift immediately seals itself shut.

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 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.

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 Companion: Adventurer's Armory, © 2010, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christopher Self, JD Wiker, and Keri Wiker.

Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

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

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

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 Occult Adventures, © 2015, Paizo Inc.; Authors:

John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate 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 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.

Starfinder Roleplaying Game Core Rulebook, © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

Fine-Tune Your Starfinder!

Enhance your Science-Fantasy like only Everyman Gaming knows how with the **Star Log.EM** series! Each week, we present a new **Star Log.EM** product that covers a specific Starfinder niche. From mechanic tricks to wondrous equipment to fantastic magical powers, Everyman Gaming's got what you need!

NOW AVAILABLE

<http://www.everymangaming.com/star-log-em>

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.

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.

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.

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

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

Grippli 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.

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.

Marid from the *Tome of Horrors III*, © 2005, Necromancer Games, Inc.;

HUNGRY FOR MORE STARFINDER?



UPDATING PROVEN FANTASY RACES AND CLASSES TO STARFINDER, THE **STARFARER'S COMPANION** FEATURES LEGACY CONTENT (SUCH AS SIX LEGACY CLASSES AND OVER A DOZEN LEGACY RACES) AS WELL AS ALL-NEW CONTENT INCLUDING NEW FEATS, SPELLS, STARSHIPS, COMPUTERS, AND MORE!

NOW AVAILABLE

<http://www.everymangaming.com/starfarer's-companion>

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.

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.

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.

Poltergeist 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 Lewis Pulsipher.

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

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

Shadow Demon from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

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