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About This Content

Tome of Horrors Complete (Pathfinder Edition)

The Tome of Horrors? But that's been done already; why do it again? Well, actually it's been done three times, but never like this. With the advent of the Pathfinder Roleplaying Game as the newest torchbearer for the world's most popular role-playing game, we need monsters-lots of monsters. That's where The Tome of Horrors Complete delivers in spades. Starting from the original Tome written with the 3rd Edition rules along with the later releases of Tomes 2 and 3 for version 3.5, Necromancer Games was in the unique position to bring you updates of the classic monsters not formally released by the OGL, as well as, loads of new ones never sprung upon unsuspecting players before. So well received have these monsters been by the gaming community, that this open content has appeared again and again in game publications by other companies including updates to the Pathfinder Roleplaying Game system and even appearances in its own Bestiaries.

Why stop there? Never before have all three volumes been updated to the Pathfinder Roleplaying Game in their entirety and released as a single, hardbound tome. Monsters from the aberrant to the yellow musk zombie appear in this book, and everything in between-that's over 700 monsters. But that's not all; the appendices bring just as much to the table from templates to hazards to a treatise on poison variations in nearly 50 types of venomous snakes. There are also new feats, planes of existence, strange beings beyond mortal ken, and plenty of charts dividing the compiled monsters by CR, type, and terrain.

But it's more than just that, because the entire compilation has also been updated to the Swords and Wizardry rules for release as another version of the volume. And in this version, the space freed up by the smaller stat blocks is filled by sample monster lairs and encounters with the hundreds of different monster types featured in the tome. Never before has this massive selection of monsters been updated and brought with these resources all together in one place for use in your own game.

So you've got the monsters-both from the original edition of the game and new-the templates, the multiple appendices on rules, planes, and the n'gathau, and a truckload of sample encounters and lairs to throw at your players, all together in one easy-to-use book. That's why we call it The Tome of Horrors Complete!

Requires: An active subscription or 1-time standard or Ultimate license of Fantasy Grounds and the built-in Pathfinder ruleset.

Compatible with the Pathfinder Ruleset

Authors: Bil Webb, Clark Peterson, Greg Vaughan, and Scott Greene

Title: Fantasy Grounds - Tome of Horrors Complete - PFRPG
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 15 Aug, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 GB available space

Sound Card: N/A

Additional Notes: Additional Notes = Requirements vary by the add-ons installed and the number of players connecting to your game.

English



NPCs

- NPCs - Alphabetical
- NPCs - By Challenge Rating
- NPCs - By Type



BRARY

Ahlinni

Type: CN Medium magical beast

Initiative: +1 CR: 4

Senses: darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC: 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

HD: 4d10+8

HP: 30

Saves: Fortitude +6, Reflex +5, Will +1

SQ: fast healing 2; Resist sonic 10

OFFENSE

Speed: 40 ft., climb 20 ft.

Attack: bite +7 (1d8+2)

Full Attack: bite +7 (1d8+2)

Space/Reach: 5 ft./5 ft.

SA: breath weapon (70-foot cone of ste. fall 100ft)

Creature
 Trap/Haunt
 Vehicle

Afanc

acid damage, AC 20, 33 hp)

STATISTICS

Str	Dex	Con	Int	Wis
42	13	28	3	15

Abilities

Base Atk+2; CMB +47 (+51 grapple); CMD +58 (can't be tripped)

BAB/CM

Alertness, Cleave, Diehard, Endurance, Sunder, Improved Critical (bite)

Feats

Natural Attack (bite), Improved Sunder, Iron Will, Power Attack, Swim-By Attack, Weapon Focus (bite)

Skills

Perception +28, Swim +24

Level Adj.

-

ECOLOGY

Environment: any aquatic

Organization: solitary

Treasure: incidental

Creature
 Trap/Haunt
 Vehicle








A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

CM
0
Modifier

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9

Cheitan (Half-efreet)

During construction of the City of Brass, the efreet employed all manner of races. Most were slain by the efreet in their palaces. When the City was finished most of these slaves were killed; some, however, were taken as consorts and concubines by the great nobles of the City. The resulting offspring of such a mating was a creature that had traits of both parents. Many efreet killed the offspring, seeing them as a mark on their society. Some saw the potential for a new race-pawns to be used in wars against the djinn.

Over the years many efreet have taken non-efreeti mates and spawned children that they unlike the rest of the multiverse. Cheitans are raised to be cruel, uncaring, and unforgiving traits that they both possess and admire. Sometimes, a cheitan turns from its heritage and sees the good in life and embraces such things. These cheitans usually don't live very long, especially in the presence of another cheitan or an efreeti.

CREATING A CHEITAN

"Cheitan" is an inherited template that can be added to any corporeal humanoid, monstrous humanoid, or outsider (hereafter referred to as the base creature). It cannot be added to an efreeti. A cheitan inherits all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's base attack, or base saves if its type changes.

CR: If the base creature has 4 or fewer HD, same as the base creature +1; HD 5 to 10, same as the base creature +2; HD 11 or more, same as the base creature +3.

Alignment: Always evil.

Size and Type: The base creature's type changes to outsider. Size is unchanged. Cheitans do not have an augmented subtype and normally are native outsiders.

Senses: A cheitan gains darkvision out to a range of 60 feet. If the base creature already has darkvision, use it or this one, whichever provides the greater range.

AC: Natural armor increases by +3.

Resist: Cheitans gain resistance to fire 20.

Speed: Unless the base creature has a better fly speed, the creature can fly at 40 feet per round with perfect maneuverability.

Attacks: Cheitans retain all the attacks of the base creature, including those using weapons. If the base creature has a natural attack, the cheitan gains a natural attack that uses the same damage dice as the base creature's natural attack.

TOKENS

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Bookworm (hazard, vermin) CR 1/8

BOOKWORM

Image: Bookworm

A bookworm is a tiny, one-inch long gray, seemingly normal worm. This minuscule creature is the bane of sages, scholars and wizards, for its primary source of food is the leather, paper, and wood that make up books.

Bookworms cannot harm living creatures, but they burrow through plant-based materials and leather very quickly. Ignoring the hardness of these materials, a bookworm swarm deals 3 points of damage per round to dead wood, leather, paper and rope. Quick and agile, bookworms have a speed of 20 feet and avoid being detected by their ability to change their body color (DC 20 Perception check). Not even magical leather armor and wooden weapons are immune to the effects of bookworms, merely taking longer to destroy.

Magical writings, such as scrolls and spellbooks, are a favorite target of bookworms. Scrolls are destroyed in a single round and any spells contained on it are destroyed as well. A spellbook loses one spell level per round that a bookworm swarm spends burrowing into it. For example, a standard spellbook has 100 pages and can hold a maximum of 100 total spell levels (a spell takes up one page per spell level, minimum one page). Thus, it takes the bookworm 100 rounds (10 minutes) to completely destroy a full spellbook. If the same spellbook only had 20 spell levels in it, the bookworm would destroy the spellbook in 20 rounds (2 minutes). Multiple bookworm swarms can destroy a spellbook much faster.

A typical lair (or brood) contains 10 to 40 bookworms. They are easily killed by attacks that deal damage over an area (such as cold or fire). Consider one worm killed for each point of damage dealt.

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Purple Moss (hazard, plant [fungus]) CR 2

Image: Purple Moss

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a sleep spell (DC 12 Fortitude save). Victims that fall asleep are quickly covered by the moss. It takes 1 full round to cover a creature of Diminutive or smaller size and one additional round for each size larger than Diminutive. A creature covered by purple moss begins to suffocate. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

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