

THE STARMASTER'S

Campaign Journal

ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine and releasing official products for Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Author: Rick Hershey **Editor:** Lucus Palosaari **Copy Editor:** Troy Daniels

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Landon Winkler, Matt Roth, Michael Ritter, Rodney Sloan, Taylor Hubler, Lucus Palosaari, Rick Hershey, and Troy Daniels

REDITS

Business Manager: Tristan Hershey

Publisher: Rick Hershey

The Starmaster's Campaign Journal

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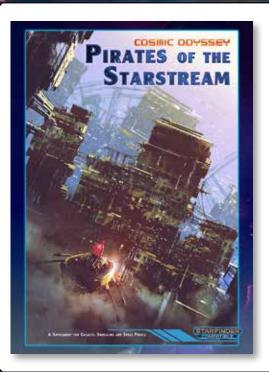
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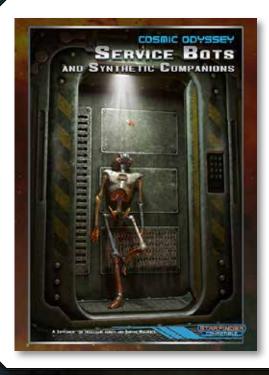
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COSMIC ODUSSEY: PIRATES OF THE STARSTREAM

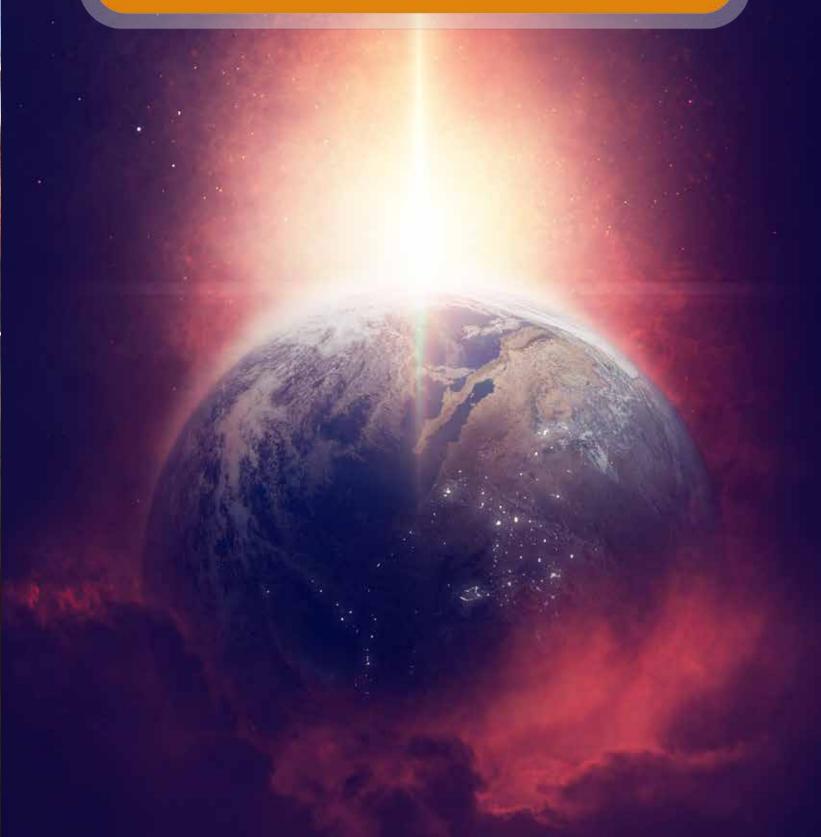
Cosmic Odyssey is a line of Starfinder Roleplaying Game compatible products designed to give you, as both a player and as a gamemaster, all the tools you need to fully explore a classic motif of science fiction with new character options, equipment and vessels, as well as a location and NPCs. Designed to be dropped into your existing game, or to serve as a starting point for your adventures, each Cosmic Odyssey is ready-made for action. In Pirates of the Starstream we bring you to 8-Pieces Port, a safe haven to criminals that caters to the corsairs and buccaneers of the spaceways. Included in this book are new themes such as the brute and rogue, new drone options for mechanics, a new spell, new equipment for boarding and ramming, new sample starships like the gunboat, and several NPCs for you to drop into your campaign.



COSMIC ODUSSEY: SERVICE BOTS AND SYNTHETIC COMPANIONS

Cosmic Odyssey is a line of Starfinder Roleplaying Game compatible products designed to give you, as both a player and as a gamemaster, all the tools you need to fully explore a classic motif of science fiction with new character options, equipment, and vessels, as well as a location and NPCs. Designed to be dropped into your existing game, or to serve as a starting point for your adventures, each Cosmic Odyssey is ready-made for action. In Service Bots & Synthetic Companions, we bring you all the rules you need for building your very own robot pal as well as several premade Service Bots, or SBs. These synthetic companions exist in a space outside the fully-autonomous android race and the advanced machine companions of the mechanic class's drones. Instead, our SBs are robotic companions for everyone (that can afford them). And, rather than just generic rules, an entire corporate world of competing manufacturers with different goals and ideals — as well as of course designs — is presented to provide gamemasters with a rich tapestry of backdrops and plot hooks, as well as to give players more flavorful companions then just a string of letters and numbers for their robotic buddies.

Campaign Basics



Campaign Outline

Campaign Title:		
Campaign Synopsis:		
Published Setting:		
Publisher:		
CAMPAIGN EVENTS		
Event	Trigger	
ADVENTURES PLANN	 ≣D	
ADVENTURES PLANN		
	Publisher (If Any)	
Title		
Title Campaign Villain:		
Title Campaign Villain:		

CAMPAIGN SHEET

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Storyline		Completed	Mysteries		Solved
CAMPAIGN ELEME	=NTS				
Major Locations	\	Villains		Allies	
Major Factions	1	Important NPCs		Boss Aliens	
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PLAYER CHARACT	TERS				
Name	Race	Class	Subplots		

PLOT ELEMENTS OF THE CAMPAIGN EXPOSITION COMPLICATION

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CLIMAX		
RESOLUTION		

Adventures/Encounters

Synopsis:
NPCs Involved:
Hooks/Triggers:
Location:
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Hooks/Triggers:
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ADVENTURES/ENCOUNTERS

Synopsis:
NPCs Involved:
Hooks/Triggers:
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11 OS INVOIVEU.
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Adventures/Encounters

Synopsis:
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Scenario and Module Checklist

SCENARIO NAME/NUMBER	PARTICIPANTS

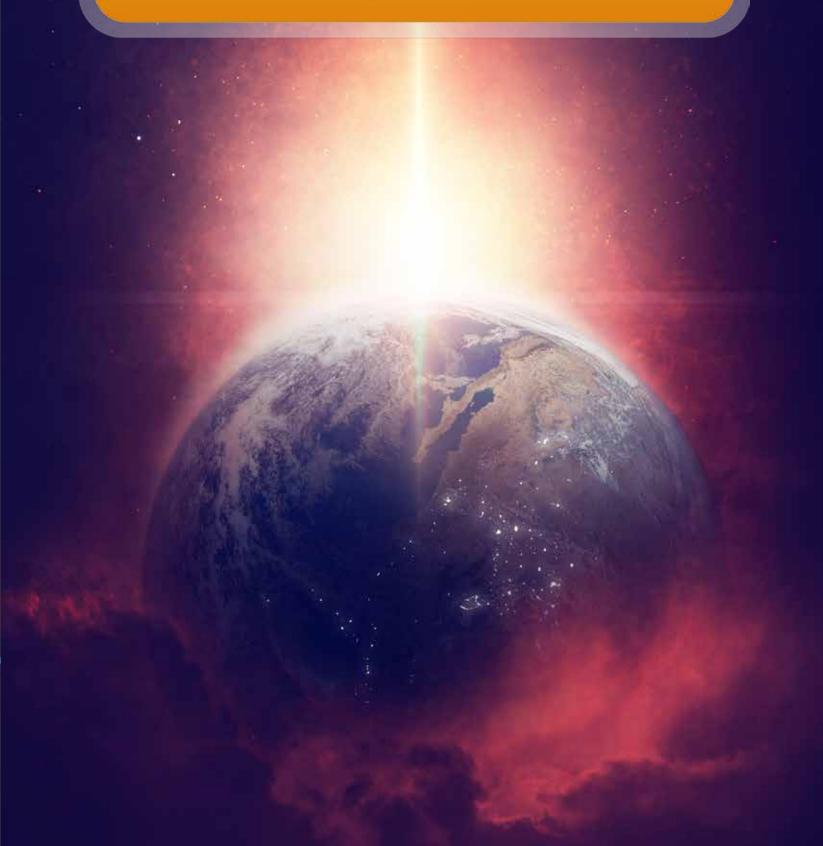
Scenario and Module Checklist

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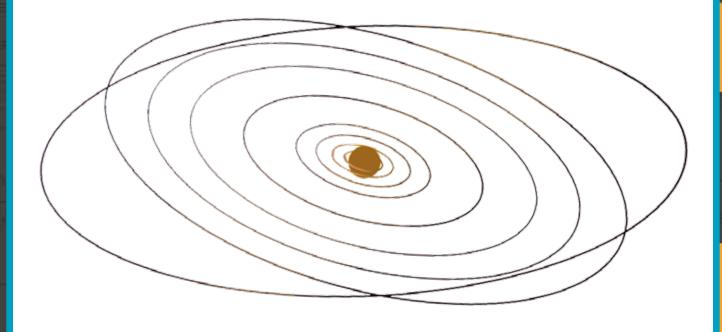
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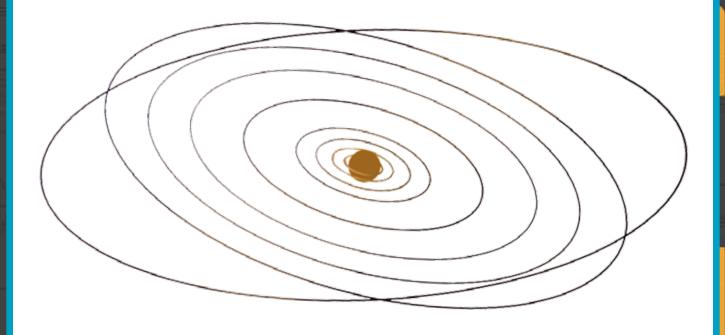
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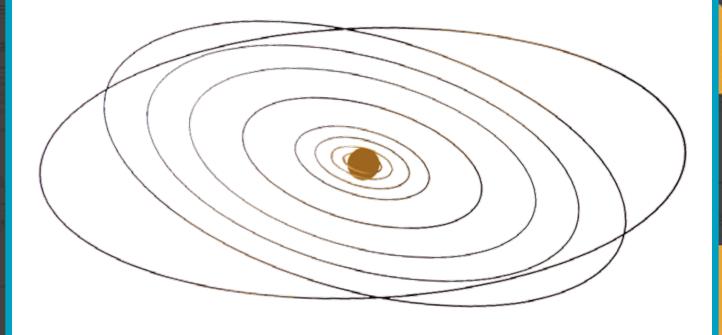
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STAR SYSTEM MOTES



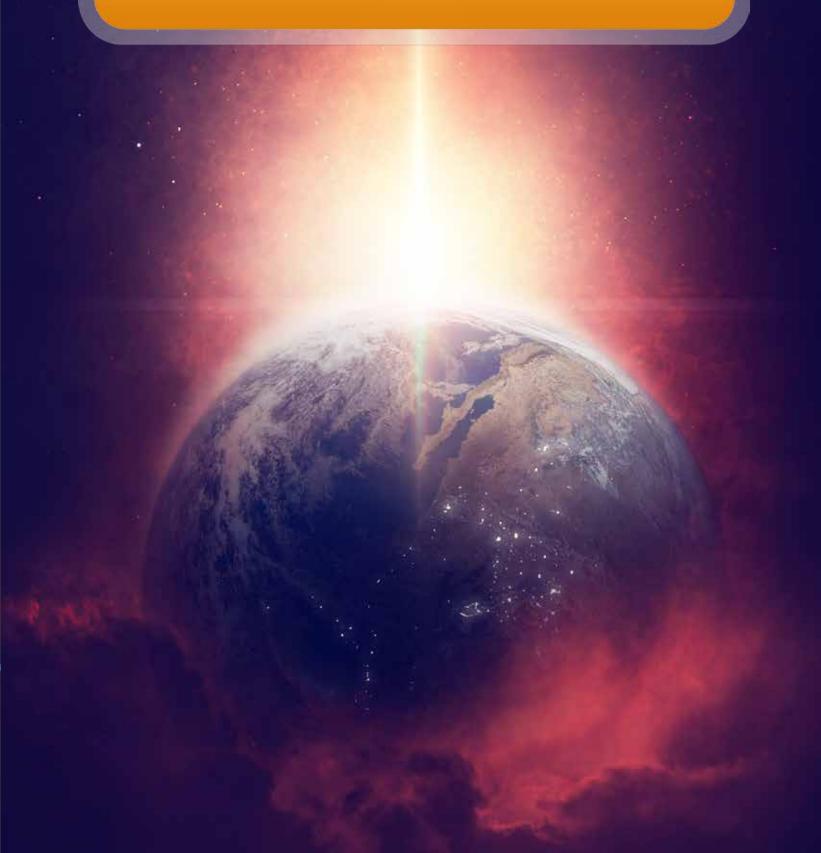
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PLANET CLIMATES
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WESTERN HEMISPHERE
Eastern Hemisphere
ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

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PLANET CLIMATES
Northern Hemisphere
SOUTHERN HEMISPHERE
WESTERN HEMISPHERE
Eastern Hemisphere
ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

SETTLEMENT NAME:	
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PLANET CLIMATES
Northern Hemisphere
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WESTERN HEMISPHERE
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ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

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Planet Climates
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SOUTHERN HEMISPHERE
WESTERN HEMISPHERE
EASTERN HEMISPHERE
Orbiting Spacial Bodies
Name Bases/Outposts Notes
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DATE EVENT

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PLANET CLIMATES
Northern Hemisphere
SOUTHERN HEMISPHERE
WESTERN HEMISPHERE
Eastern Hemisphere
ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

SETTLEMENT Name:	
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PLANET CLIMATES
Northern Hemisphere
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WESTERN HEMISPHERE
Eastern Hemisphere
ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

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Planet Climates
Northern Hemisphere
SOUTHERN HEMISPHERE
WESTERN HEMISPHERE
Eastern Hemisphere
ORBITING SPACIAL BODIES
Name Bases/Outposts Notes
PLANETARY EVENTS
DATE EVENT

Alignment:	
Population:	
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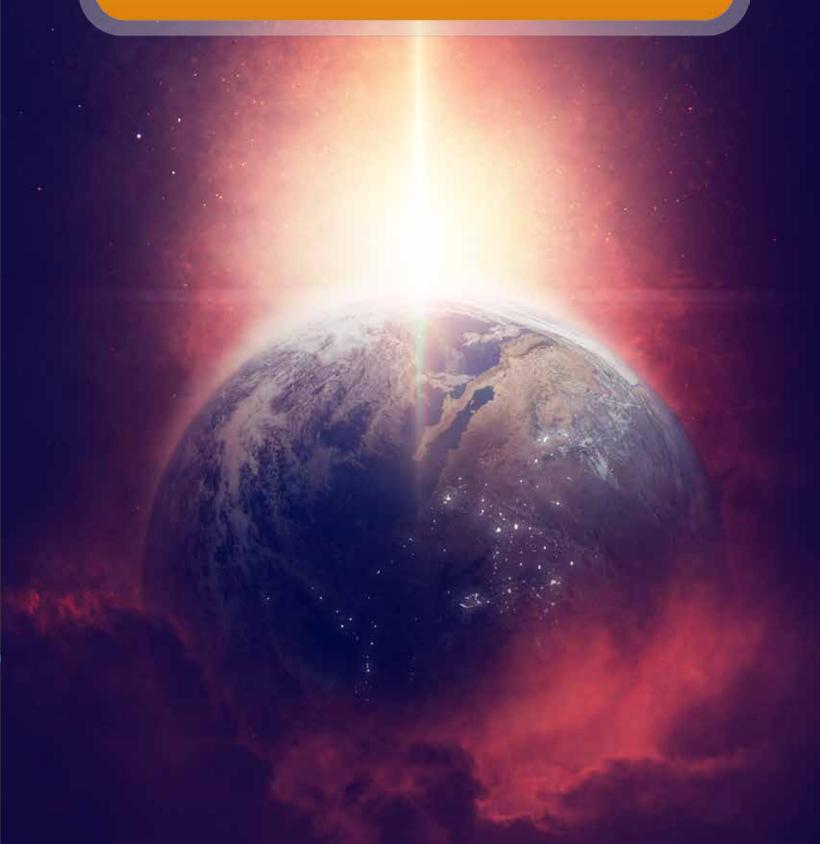
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SPACE STATIONS



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ALIGNMENT & Type:	
Population:	
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Qualities:	
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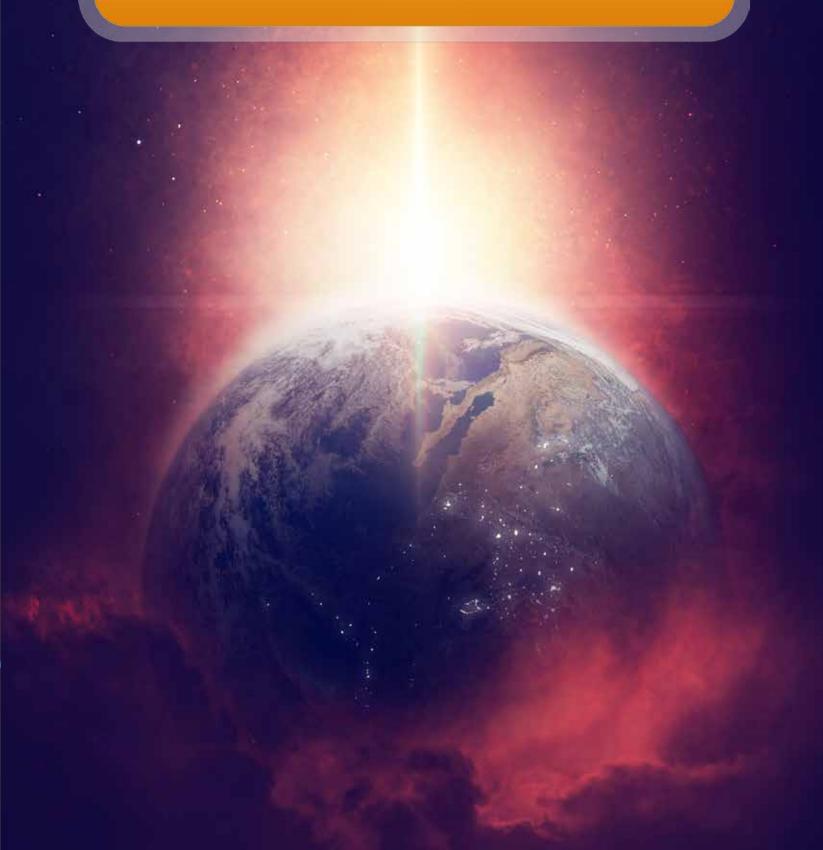
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SPACE STATION MASTER LIST

Station Name	Location	Notes

IMPORTANT NPC5



NPC Name	Nickname/Alias	Alignment	
Race	Class/Level	Gender	Theme
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		HISTORS	y
Mannerisms			
Appearance			
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NPC Name	Nickname/Alias	Alignment	
Race	Class/Level	Gender	Theme
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NPC Name	Nickname/Alias	Alignment
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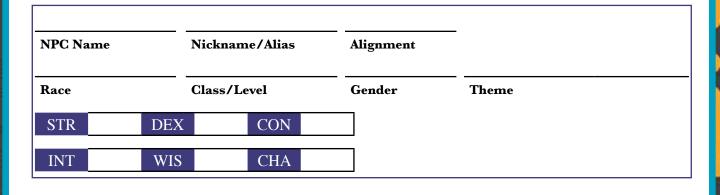
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NPC Name	Nickname/Alias	Alignment	
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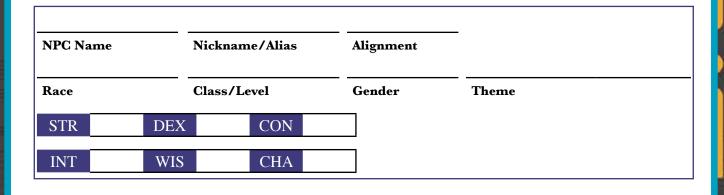


NPC Name	Nickname/Alias	Alignment	
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NPC Name	Nickname/Alias	Alignment	
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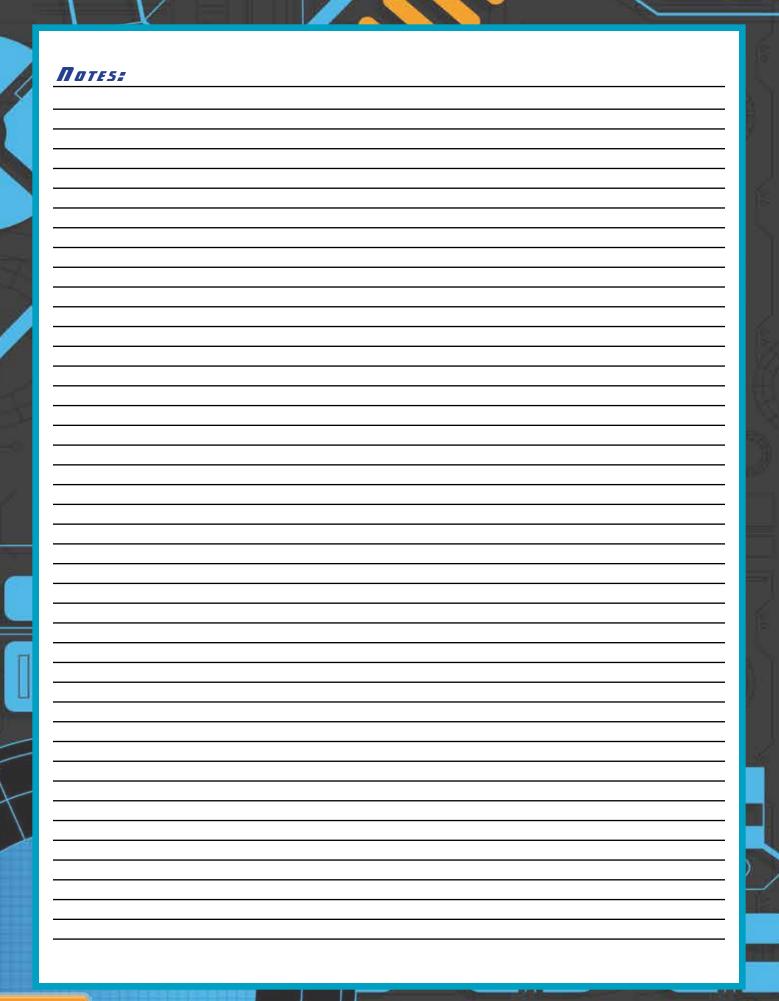
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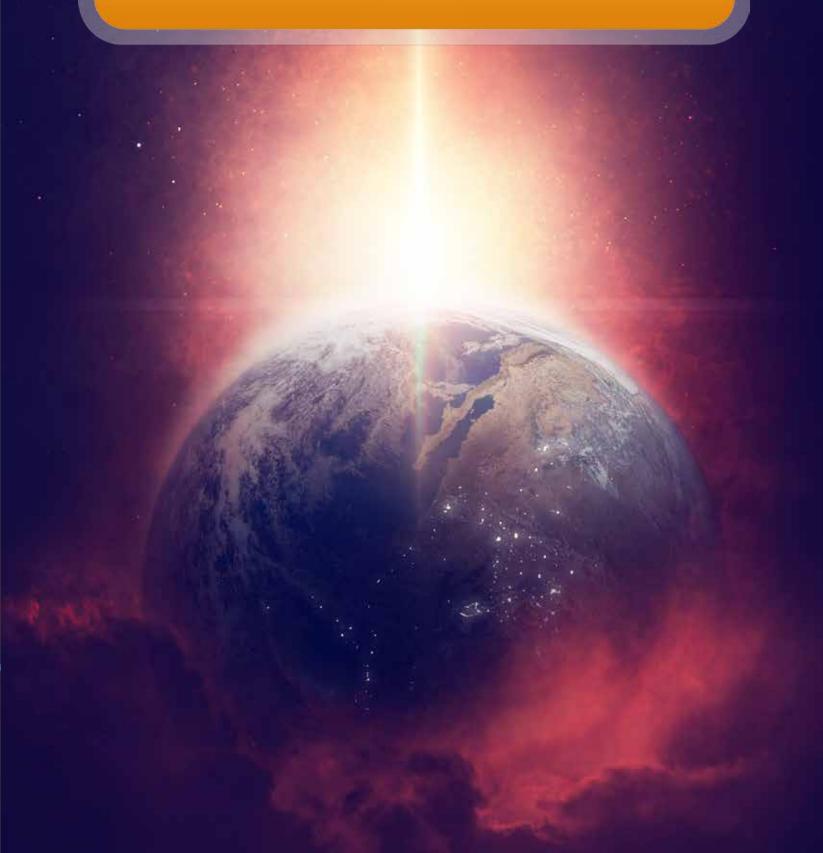
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NAME Type Price: Special:	Damage:	Level: Critical:	Bulk:	
Description:				

WEAPONS NAME Level: Type: Bulk: Price: Damage: Critical: Special: Description: NAME Type Level: Damage: Bulk: Price: Critical: Special: Description: NAME Type Level: Bulk: Price: Damage: Critical: Special: Description: NAME Туре Level: Bulk: Price: Damage: Critical: Special: Description:

Rangeo Weapons NAME Level: Type Damage: Bulk: Price: Range: Critical: Capacity: Usage: Special: Description: NAME Туре Level: Bulk: Price: Damage: Range: Critical: Capacity: Usage: Special: Description: NAME Type Level: Price: Damage: **Bulk:** Range: Critical: Capacity: Usage: Special: Description: NAME Type Level: **Bulk:** Price: Damage: Range: Critical: Capacity: Usage: Special: Description:

Rangeo Weapons NAME Level: Type Damage: Price: Range: Bulk: Critical: Capacity: Usage: Special: Description: NAME Type Level: Bulk: Price: Damage: Range: Critical: Capacity: Usage: Special: Description: NAME Type Level: Damage: Bulk: Price: Range: Critical: Capacity: Usage: **Special:** Description: NAME Type Level: Bulk: Price: Damage: Range: **Critical:** Capacity: Usage: Special: Description:

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Rangeo Weapons NAME Level: Type Damage: Price: Range: Bulk: Critical: Capacity: Usage: Special: Description: NAME Type Level: Bulk: Price: Damage: Range: Critical: Capacity: Usage: Special: Description: NAME Type Level: Damage: Bulk: Price: Range: Critical: Capacity: Usage: **Special:** Description: NAME Type Level: Bulk: Price: Damage: Range: **Critical:** Capacity: Usage: Special: Description:

ARMOR

Name		
Level	Price	——[
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
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Level	Price	
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Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
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Description		
Name		
Level	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
Bulk		
Description		

ARMOR

NAME	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
Bulk		
Description		

NAME

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Level	Price
EAC Bonus	KAC Bonus
Max DEX	Armor Check Penalty
Speed Adj.	Upgrade Slots
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NAME

Level	Price
EAC Bonus	KAC Bonus
Max DEX	Armor Check Penalty
Speed Adj.	Upgrade Slots
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NAME Level Price

EAC Bonus

Max DEX

Speed Adj.

Upgrade Slots

Bulk

Description

NAME

Level	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
Bulk		

Description

NAME

Level	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
Bulk		
Description		

ARMOR

NAME	
Level	Price
EAC Bonus	KAC Bonus
Max DEX	Armor Check Penalty
Speed Adj.	Upgrade Slots
Bulk	
Description	

NAME

Level	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
Speed Adj.	Upgrade Slots	
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NAME

Level	Price	
EAC Bonus	KAC Bonus	
Max DEX	Armor Check Penalty	
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TECHNOLOGICAL TEMS NAME Type: Level: Usage: Price: Hands: Capacity: **Bulk:** Description: NAME Туре Level: Usage: Hands: Bulk: Price: Critical: Description: NAME Type Usage: Level: Hands: Price: Critical: Bulk: Description: NAME Туре Usage: Level: Hands: Price: **Critical: Bulk:** Description:

Technological Items

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Price:	Hands:	Capacity:	Bulk:	<u> </u>
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Price:	Hands:	Critical:	Bulk:	
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TECHNOLOGICAL TEMS NAME Type: Level: Usage: Price: Hands: Capacity: **Bulk:** Description: NAME Туре Level: Usage: Hands: Bulk: Price: Critical: Description: NAME Type Usage: Level: Hands: Price: Critical: Bulk: Description: NAME Туре Usage: Level: Hands: Price: **Critical: Bulk:** Description:

Technological Items

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Type Price: Description: Name Type Price:		Critical:	Bulk: Usage:	

VEHICLES

Name		LEVEL	
Price			
Type/Size			
Speed			
EAC	TZAC	Cover	
НР	Hardness		
Attack (Collision)			
Modifiers			
Passengers	Systems		
Details			

AME		LEVEL	
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Speed			
EAC	KAC	Cover	
НР	Hardness		
Attack (Collisi	ion)		
Modifiers			
Passengers	Systoms		
tails			

VEHICLES

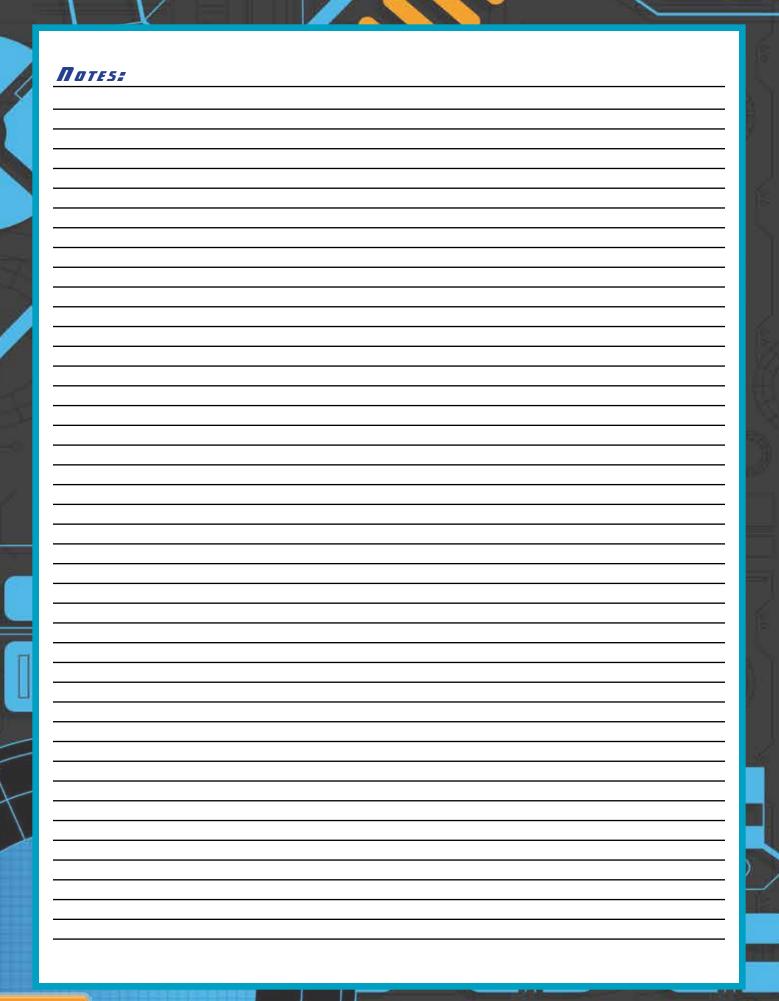
Name		LEVEL	
Price			
Type/Size			
Speed			
EAC	TZAC	Cover	
НР	Hardness		
Attack (Collision)			
Modifiers			
Passengers	Systems		
Details			

AME		LEVEL	
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Speed			
EAC	KAC	Cover	
НР	Hardness		
Attack (Collisi	ion)		
Modifiers			
Passengers	Systoms		
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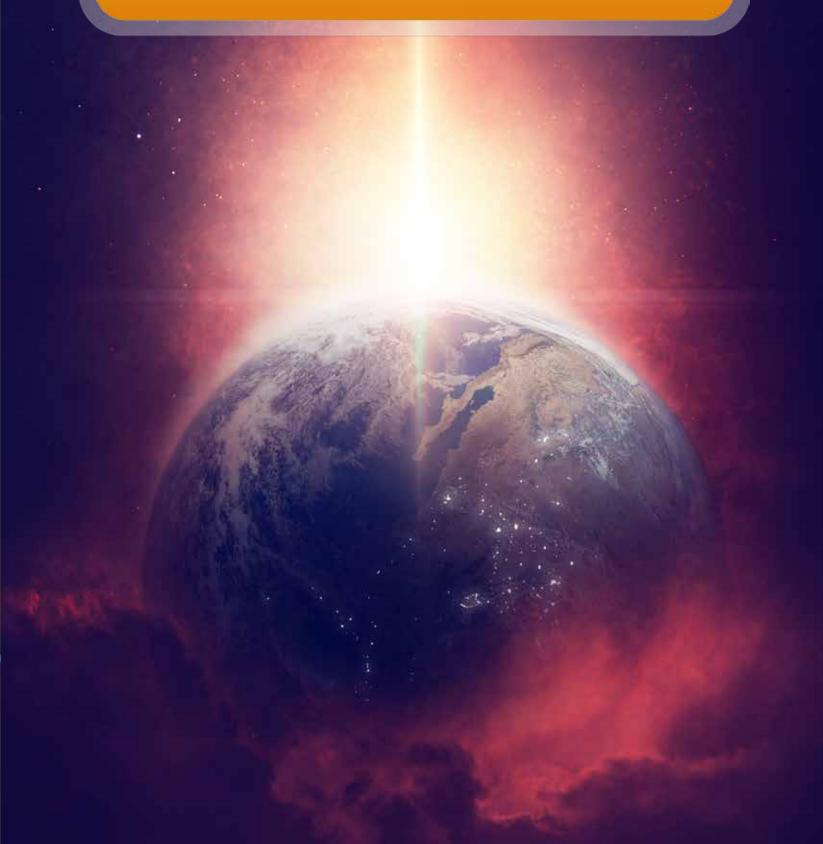
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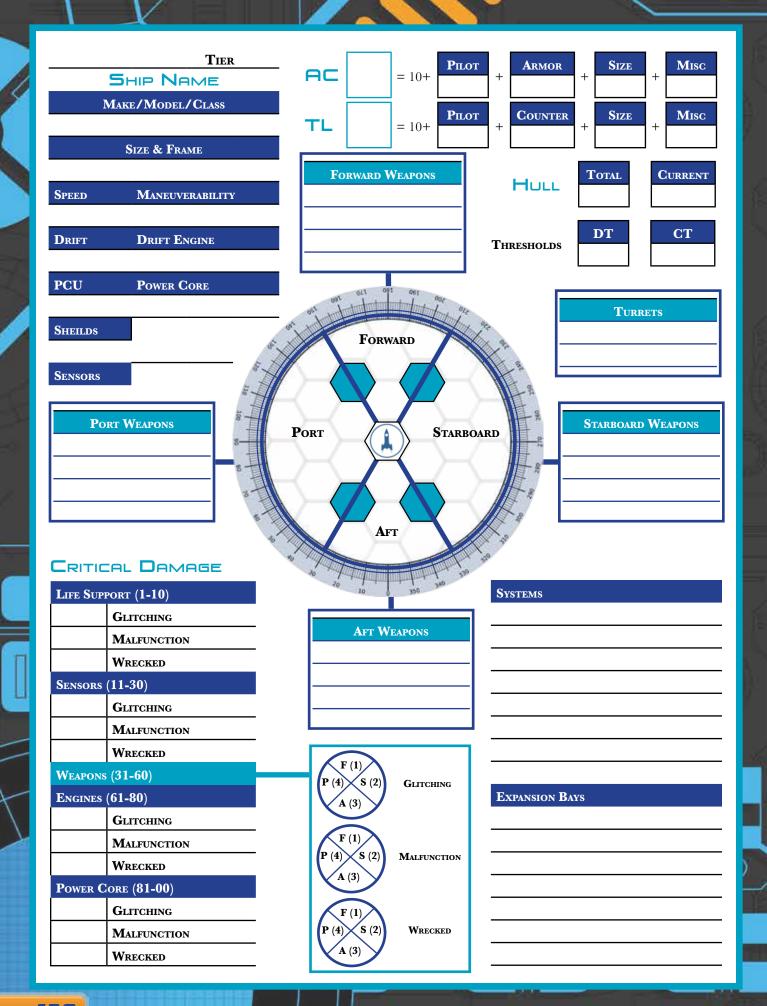
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Type/Size	-		
Speed			
EAC	KAC	Cover	
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Attack (Collision)			
Modifiers			
Passengers	Systems		
Details			
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НР	Hardness		
Attack (Collis	sion)		
Passengers	Systems		
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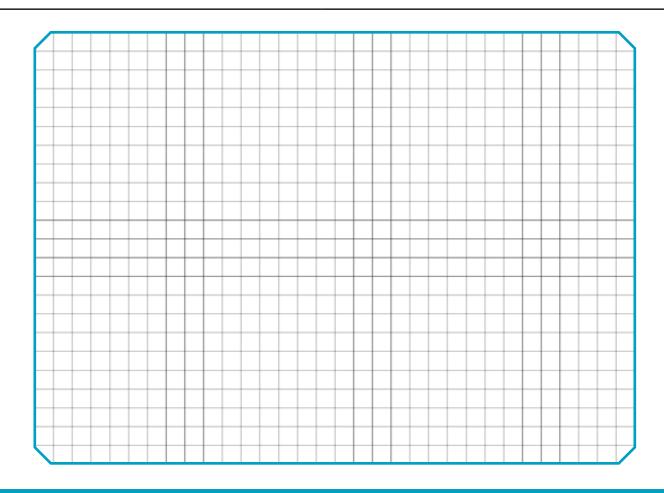
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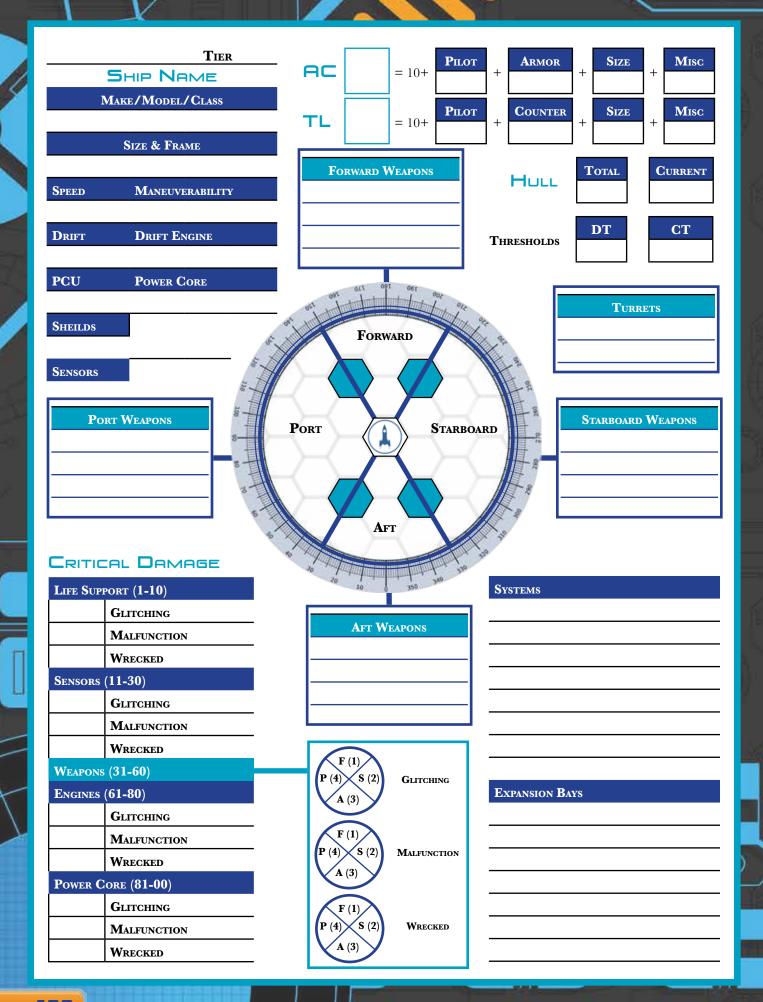




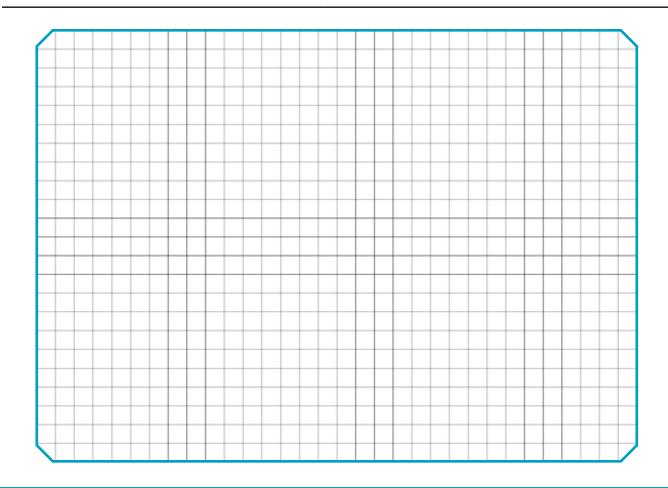
REW			
Captain			
Engineers			
Gunners			
Рігот			
Science Officers			
Cargo			
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Passangers			
	Race	Notes	
Passangers NAME	RACE	Notes	
	RACE	Notes	
Passangers Name	RACE	Notes	

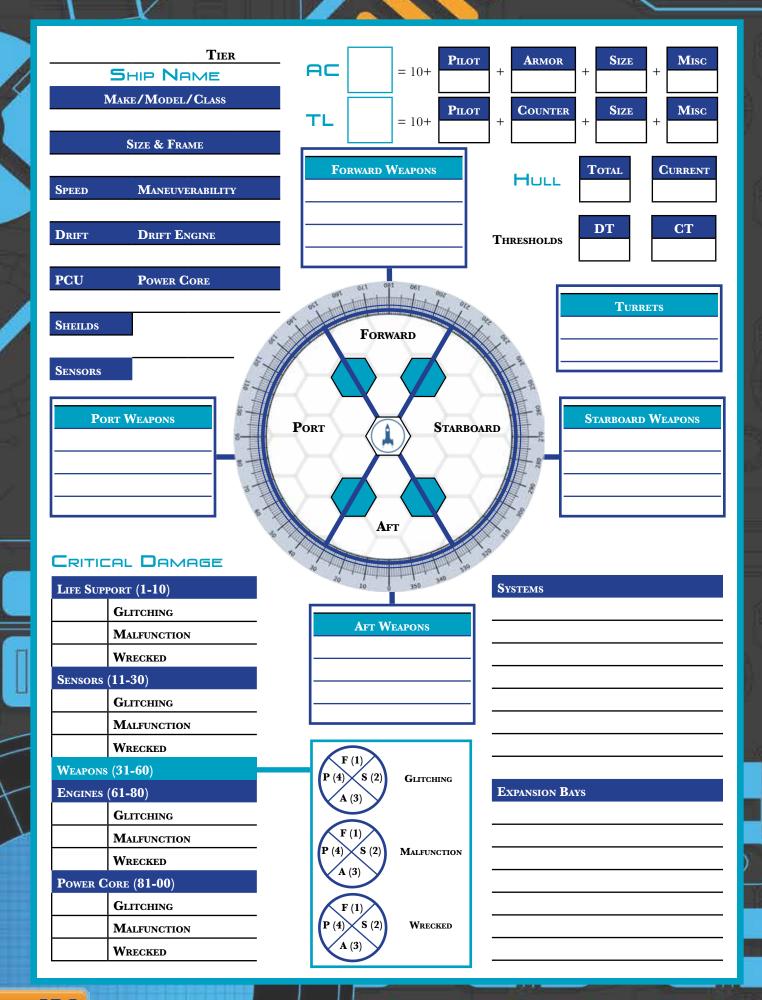
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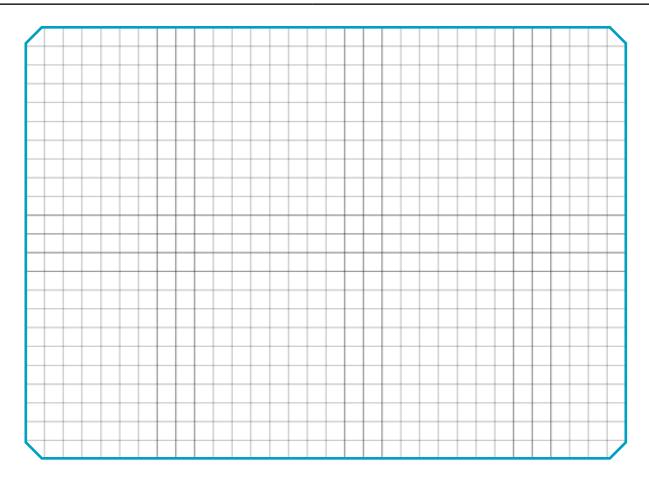


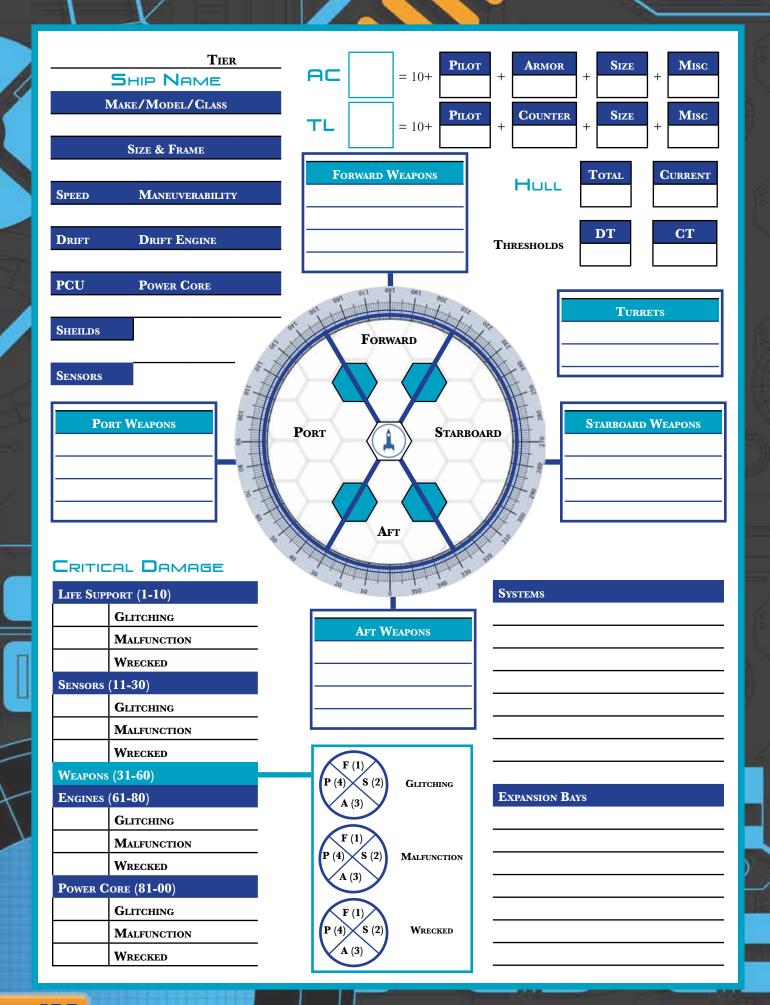
CREW			
Captain			
Engineers			
GUNNERS			
Pilot			
SCIENCE OFFICERS			
Cargo			
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			 Ship Emblem
Passangers			
Name	RACE	Notes	
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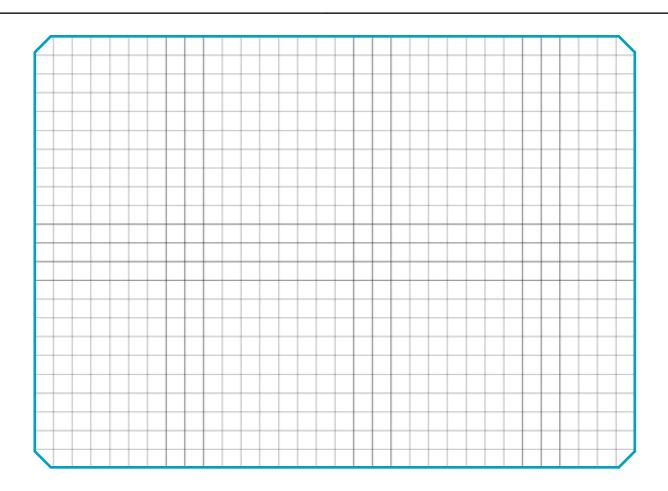


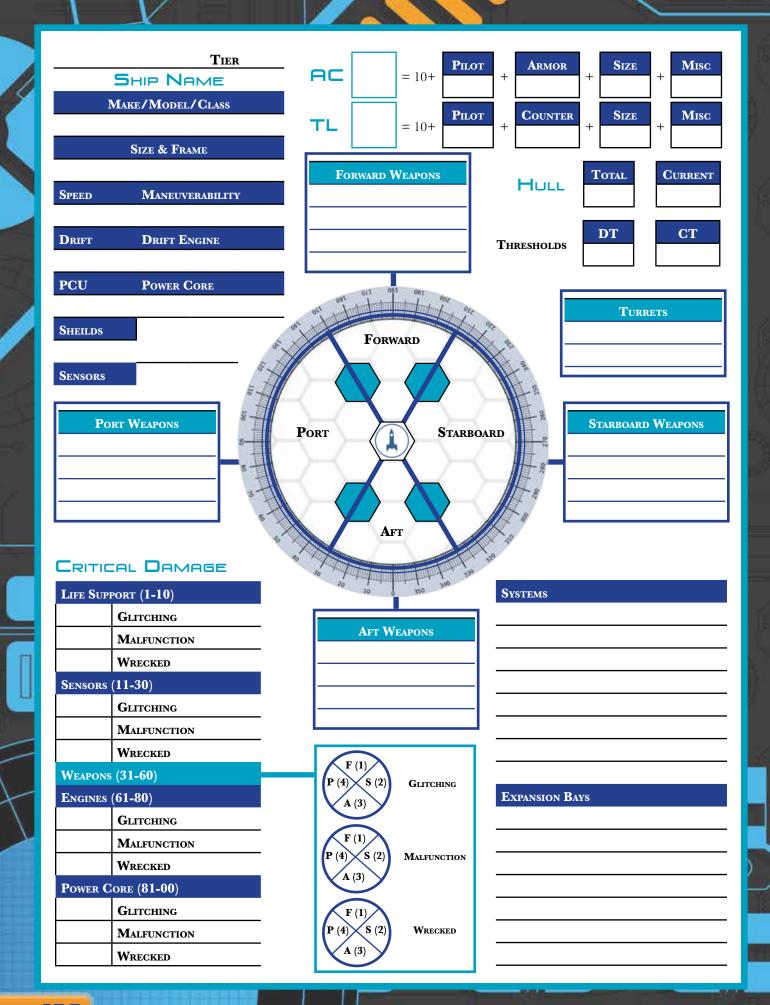
Скеш			
Captain			
Engineers			
Gunners			
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SCIENCE OFFICERS			
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		,	
			SHIP EMBLEM
Passangers NAME	Race	Notes	
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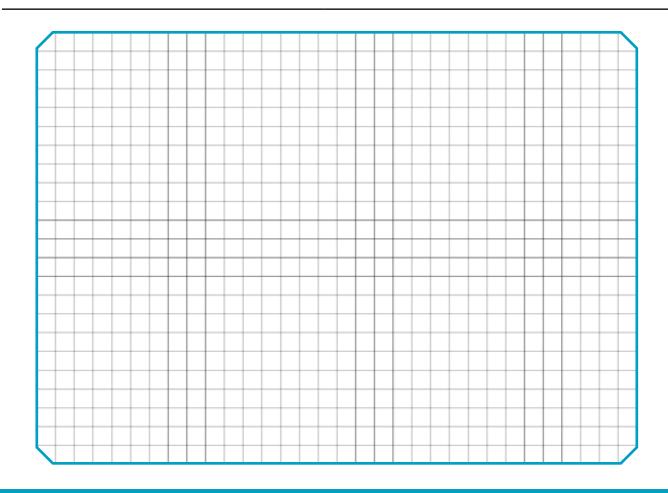
CREW			
Captain			
Engineers			
GUNNERS			
PILOT			
SCIENCE OFFICERS			
Cargo			
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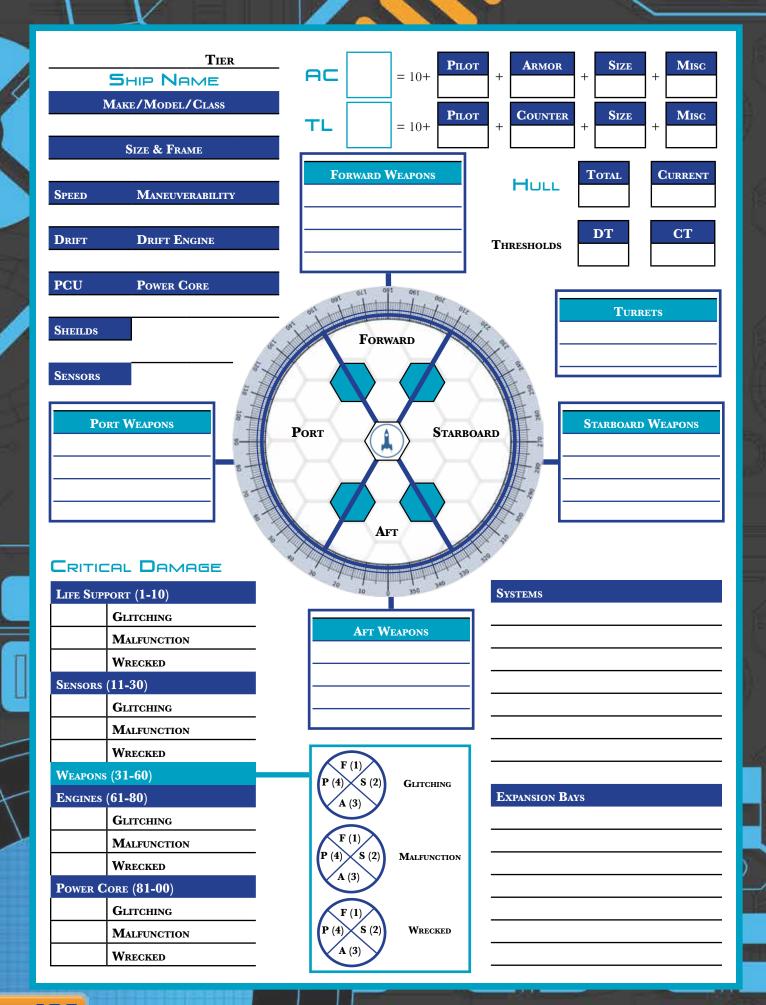




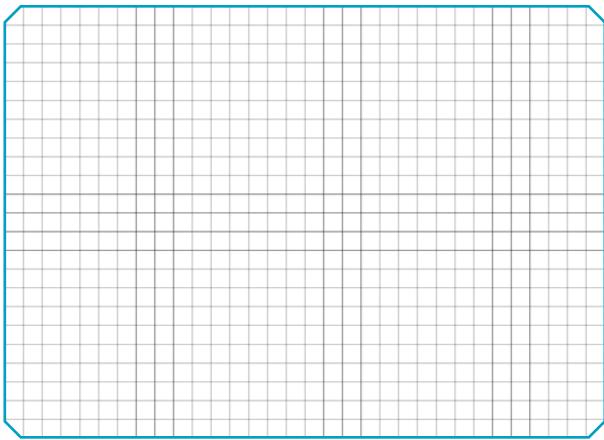
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Captain			_
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Gunners			_
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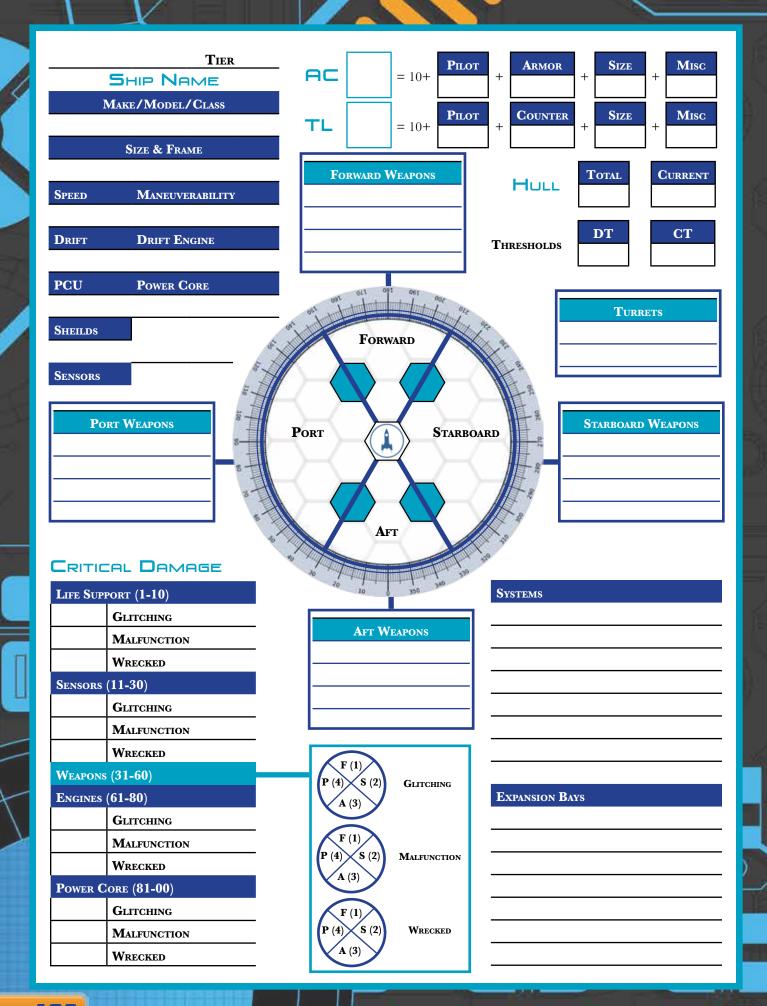
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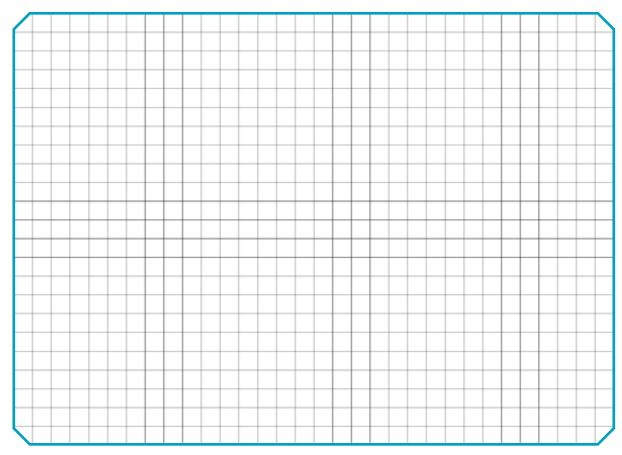


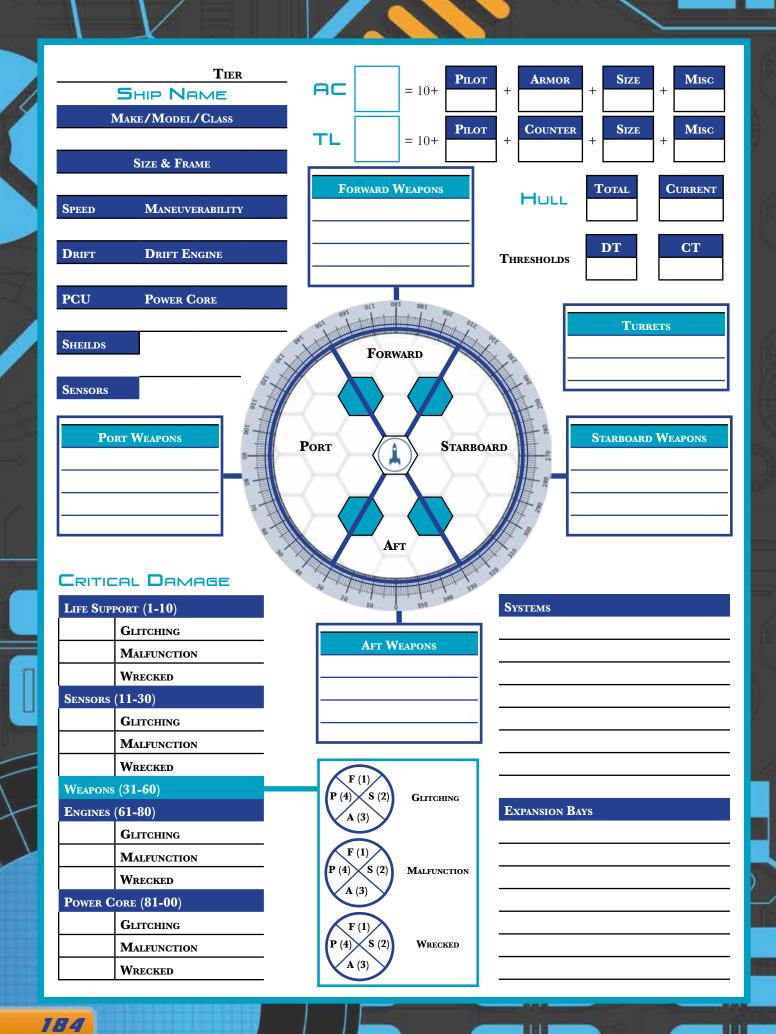
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Captain			
Engineers			
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Cargo			
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	RACE	Notes	SHIP EMBLEN
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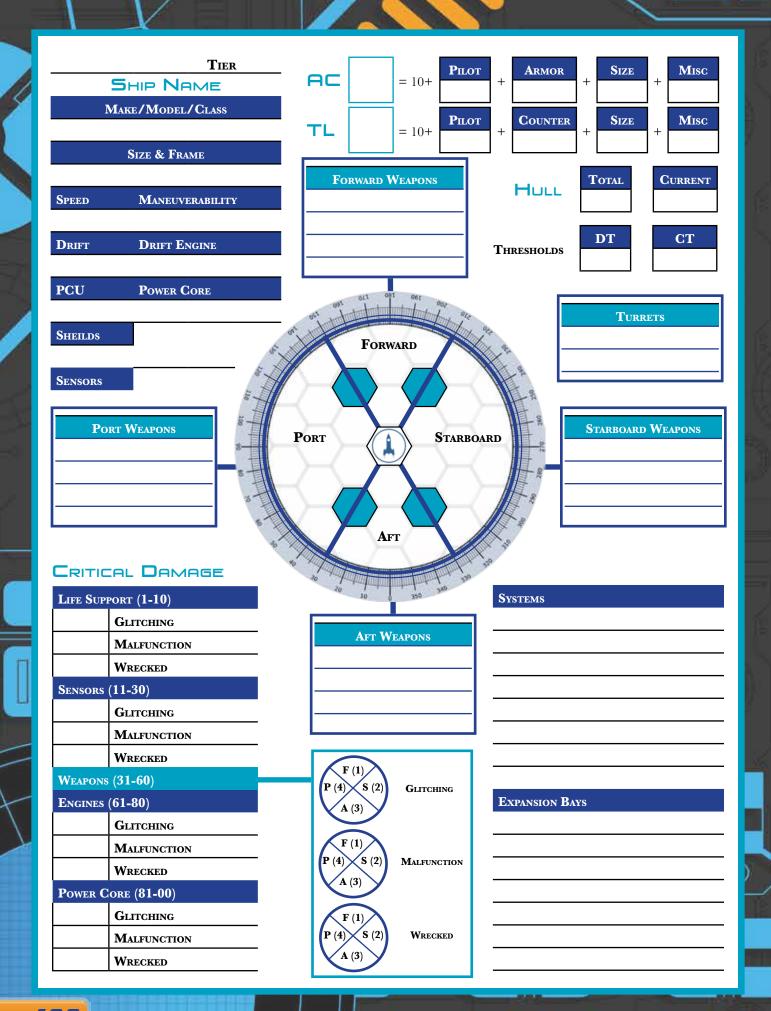


REW			
Captain			
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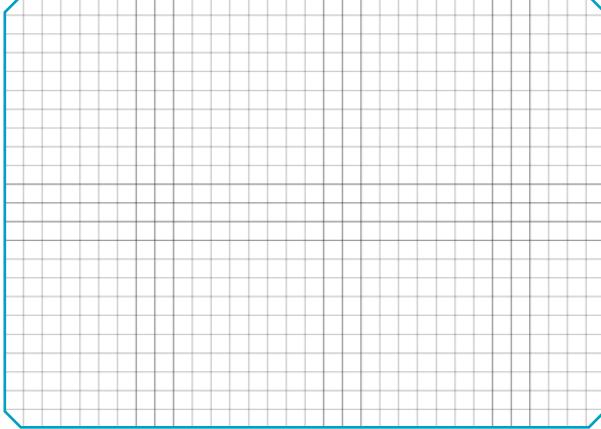


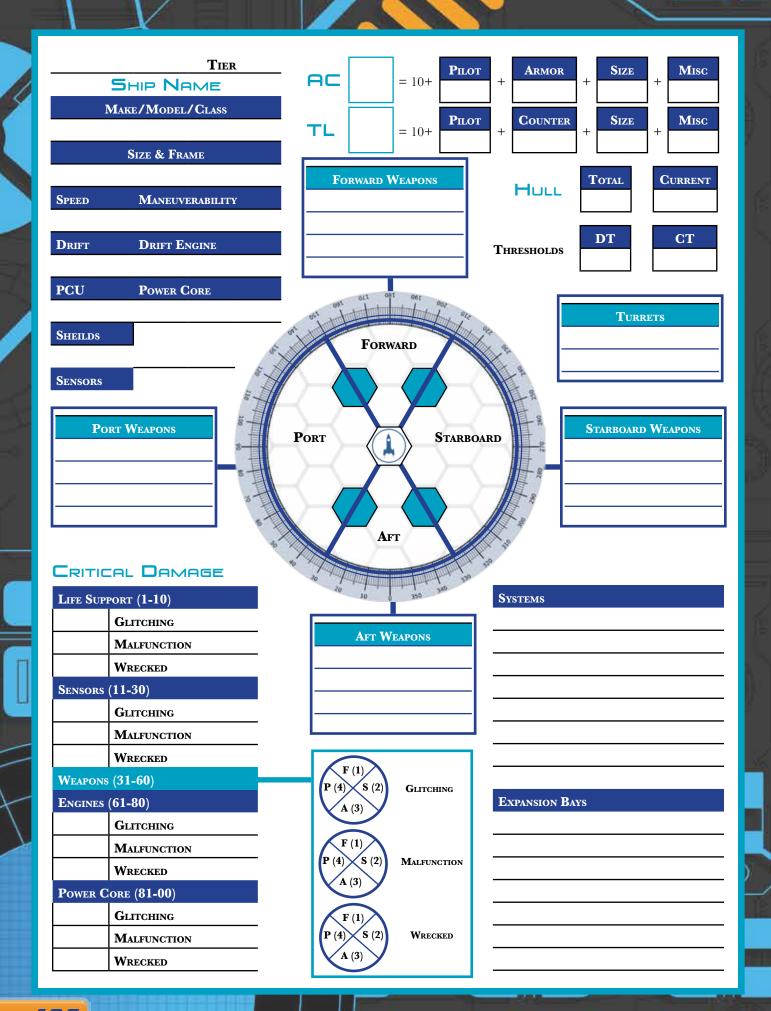


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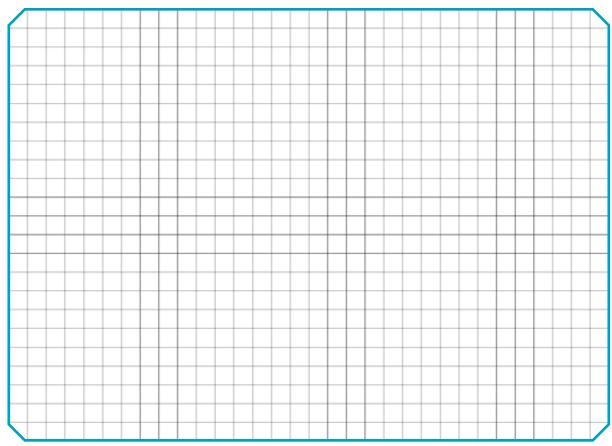


CAPTAIN ENGINEERS CUNNERS CIENCE OFFICERS Cargo Ship Emblem Passangers	CAPTAIN ENGINEERS CUNNERS PILOT CCIENCE OFFICERS CArgo SHIP EMBLEM Passangers				
Cargo Passangers Ship Emblem	Engineers Gunners Pilot Science Officers Cargo Ship Emblem Passangers	REW			
Cargo Passangers Ship Emblem	Cargo Passangers Ship Emblem	Captain			
PILOT SCIENCE OFFICERS Cargo Ship Emblem Passangers	PILOT SCIENCE OFFICERS Cargo SHIP EMBLEM Passangers	Engineers			
Cargo SHIP EMBLEM Passangers	Cargo SHIP EMBLEM Passangers	Gunners			
Cargo SHIP EMBLEM Passangers	Cargo SHIP EMBLEM Passangers	Pilot			
Passangers Ship Emblem	Passangers Ship Emblem	SCIENCE OFFICERS			
Passangers Ship Emblem	Passangers SHIP EMBLEM	Cargo			
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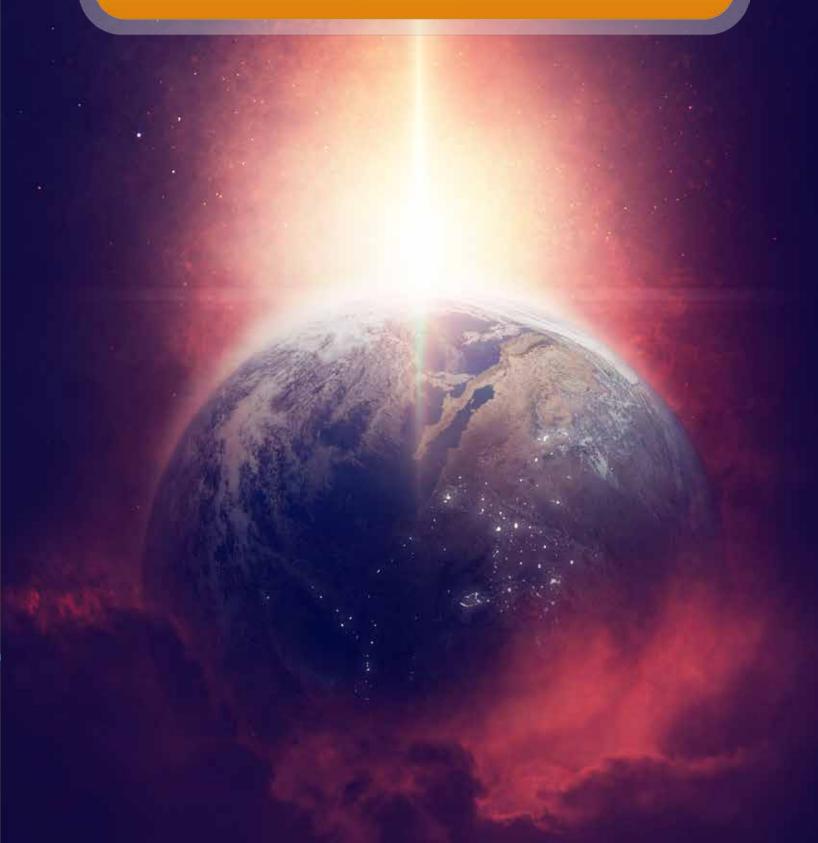


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Captain			_
Engineers			
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SCIENCE OFFICERS			_
Cargo			
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Passangers			
Name	RACE	Notes	
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Known Starships	Captain	Notes
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RELIGION & MAGIC



DEITY NAME		DEITY NAME	-
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ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	-
CENTERS OF WORSHIP		CENTERS OF WORSHIP	-
Symbol	Symbol Image	Symbol	Symbol Image
BACKGROUND		BACKGROUND	

DEITY NAME		DEITY NAME	
ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	-
CENTERS OF WORSHIP		CENTERS OF WORSHIP	-
Symbol	Symbol Image	Symbol	Symbol Image
BACKGROUND		BACKGROUND	

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DEITY NAME		DEITY NAME	-
ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	_
CENTERS OF WORSHIP	-	CENTERS OF WORSHIP	_
Symbol	Symbol Image	Symbol	Symbol Image
BACKGROUND		BACKGROUND	

DEITY NAME		DEITY NAME	
ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	
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Symbol	Symbol Image	Symbol	Symbol Image
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DEITY NAME		DEITY NAME	
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ALIGNMENT & PORTFOLIOS		ALIGNMENT & PORTFOLIOS	
CENTERS OF WORSHIP		CENTERS OF WORSHIP	
Symbol	Symbol Image	Symbol	Symbol Image
BACKGROUND		BACKGROUND	

SPELL NAME	SPELL NAME
School	School
Casting Time	CASTING TIME
Range	Range
Targets	Targets
Duration	DURATION
SAVING THROW	Saving Throw
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
	School
CASTING TIME	SCHOOL CASTING TIME
CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS
CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION
CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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Casting Time Range Targets Duration Saving Throw Spell Resistance	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
TARGETS	Targets
Duration	Duration
SAVING THROW	SAVING THROW
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME	SPELL NAME
SPELL NAME School	SPELL NAME School
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
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SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
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SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

		SPELL NAME
SCHOOL		School
CASTING TIME		CASTING TIME
RANGE		Range
TARGETS		Targets
DURATION		Duration
SAVING THROW		SAVING THROW
SPELL RESISTANCE		SPELL RESISTANCE
THE SPELI	'S EFFECTS ARE DESCRIBED HERE	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME		SPELL NAME
SCHOOL		SCHOOL
CASTING TIME		School
Casting Time Range		SCHOOL CASTING TIME
Casting Time Range Targets		SCHOOL CASTING TIME RANGE
CASTING TIME RANGE TARGETS DURATION		SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE		SCHOOL CASTING TIME RANGE TARGETS DURATION

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
Targets	Targets
Duration	DURATION
Saving Throw	SAVING THROW
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
SPELL NAME SCHOOL	SPELL NAME SCHOOL
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
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SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

		SPELL NAME
SCHOOL		School
CASTING TIME		CASTING TIME
RANGE		Range
TARGETS		Targets
DURATION		Duration
SAVING THROW		SAVING THROW
SPELL RESISTANCE		SPELL RESISTANCE
THE SPELI	'S EFFECTS ARE DESCRIBED HERE	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME		SPELL NAME
SCHOOL		SCHOOL
CASTING TIME		School
Casting Time Range		SCHOOL CASTING TIME
Casting Time Range Targets		SCHOOL CASTING TIME RANGE
CASTING TIME RANGE TARGETS DURATION		SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE		SCHOOL CASTING TIME RANGE TARGETS DURATION

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
TARGETS	Targets
Duration	Duration
SAVING THROW	SAVING THROW
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME	SPELL NAME
SPELL NAME School	SPELL NAME School
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	RANGE
Targets	TARGETS
Duration	DURATION
Saving Throw	Saving Throw
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are descri	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME	SPELL NAME
	SPELL NAME School
School	
SCHOOL CASTING TIME	School
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE
CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION
SPELL NAME SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
TARGETS	Targets
Duration	Duration
SAVING THROW	SAVING THROW
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME	SPELL NAME
SPELL NAME School	SPELL NAME School
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
Casting Time	CASTING TIME
Range	Range
Targets	Targets
Duration	DURATION
SAVING THROW	Saving Throw
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	The spell's effects are described here
SPELL NAME	SPELL NAME
	School
CASTING TIME	SCHOOL CASTING TIME
CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS
CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION
CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE THE SPELL'S EFFECTS ARE DESCRIBED HERE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
Casting Time Range Targets Duration Saving Throw Spell Resistance	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL NAME	SPELL NAME
School	School
CASTING TIME	CASTING TIME
Range	Range
TARGETS	Targets
Duration	Duration
SAVING THROW	SAVING THROW
SPELL RESISTANCE	SPELL RESISTANCE
The spell's effects are described here	THE SPELL'S EFFECTS ARE DESCRIBED HERE
SPELL NAME	SPELL NAME
SPELL NAME School	SPELL NAME School
School	School
SCHOOL CASTING TIME	SCHOOL CASTING TIME
SCHOOL CASTING TIME RANGE	SCHOOL CASTING TIME RANGE
SCHOOL CASTING TIME RANGE TARGETS	SCHOOL CASTING TIME RANGE TARGETS
SCHOOL CASTING TIME RANGE TARGETS DURATION	SCHOOL CASTING TIME RANGE TARGETS DURATION
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE
SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE	SCHOOL CASTING TIME RANGE TARGETS DURATION SAVING THROW SPELL RESISTANCE

SPELL MASTER LIST

Spell Name	Level	Effects
1		

CHAPTER 9 AFFLICTIONS



TRAPS NAME: CR: Name: CR: ΧP ΧP Туре-Type-Perception-Perception-Disable-Disable-EFFECTS **E**FFECTS Trigger-Trigger-Reset-Reset-Effect-Effect-CR: CR: NAME: Name: ΧP ΧP Type-Type-Perception-Perception-Disable-Disable-**E**FFECTS **E**FFECTS Trigger-Trigger-Reset-Reset-Effect-Effect-Environmental Hazaros Name: Save Type: Track **Frequency**

Effect
Cure
DETAILS

TRAPS

Name:	CR:	Name:	CR:
XP		XP	
Type-	,	Type-	
Perception-		Perception-	
Disable-	,	Disable-	'
Effects		Effects	
Trigger-		Trigger-	
Reset-		Reset-	
Effect-		Effect-	
	,		
	,		
Name:	CR:	Name:	CR:
Name:	CR:	<u>Name:</u> XP	CR:
XP	CR:	XP	CR:
XP Type-	CR:	XP Type-	CR:
XP	CR:	XP	CR:
XP Type- Perception-	CR:	XP Type- Perception-	CR:
XP Type- Perception- Disable- EFFECTS	CR:	XP Type- Perception- Disable- Effects	CR:
XP Type- Perception- Disable-	CR:	XP Type- Perception- Disable-	CR:
XP Type- Perception- Disable- Effects Trigger-	CR:	XP Type- Perception- Disable- Effects Trigger-	CR:
XP Type- Perception- Disable- Effects Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
XP Type- Perception- Disable- Effects Trigger- Reset-	CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:

Environmental Hazaros

Name:		
Type:	Save	
Track	Frequency	
Effect		
Cure		
DETAILS		

TRAPS

Name:	CR:	Name:
XP		XP
Type-		Type-
Perception-		Percep
Disable-		Disabl
Effects		Effects
Trigger-		Trigge
Reset-		Reset-
Effect-		Effect

Perception-			
Disable-		,	
Effects			
Trigger-			
Reset-		,	
Effect-			
		,	

CR:

CR:

Name:	CR:
XP	
Type-	
Perception-	
Disable-	
Effects	
Trigger-	
Reset-	
Effect-	

Туре-			
Perception-			
Disable-			
Effects			
Trigger-			
Reset-			
Effect-			

Environmental Hazaros

Save	
Frequency	

Name:

TRAPS

CR:	Name:	CR:
	XP	
,	Type-	
	Disable-	
	Effects	
	Trigger-	
	Reset-	
	Effect-	
CR:	Name:	CR:
CR:	Nаме: XР	CR:
CR:	XP	CR:
CR:	XP Type-	CR:
CR:	XP	CR:
CR:	XP Type- Perception-	CR:
CR:	XP Type- Perception- Disable- EFFECTS	CR:
CR:	XP Type- Perception- Disable-	CR:
CR:	XP Type- Perception- Disable- Effects Trigger-	CR:
CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
CR:	XP Type- Perception- Disable- Effects Trigger- Reset-	CR:
		Type- Perception- Disable- EFFECTS Trigger- Reset-

Environmental Hazaros

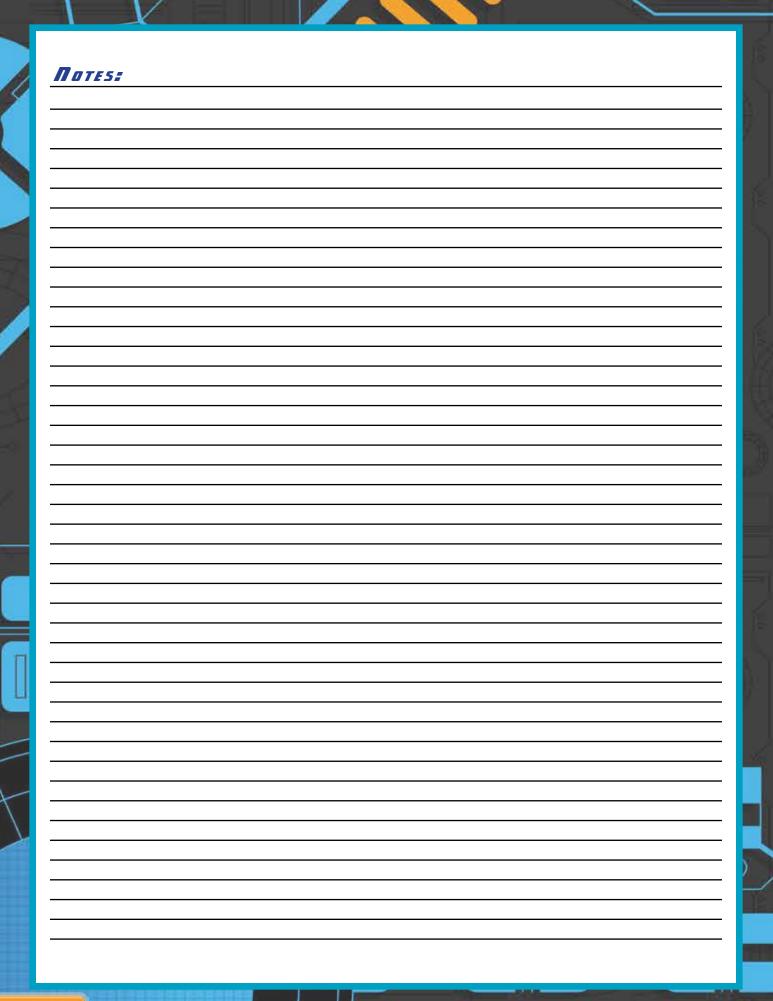
Name:		
Type:	Save	
Track	Frequency	
Effect		
Cure		
DETAILS		

Poisons Name: Type: Save Track Onset Frequency Effect Cure **D**ETAILS Name: Type: Save Track Onset **Frequency Effect** \boldsymbol{Cure} **D**ETAILS Name: Type: Save Track Onset **Frequency Effect** Cure **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS

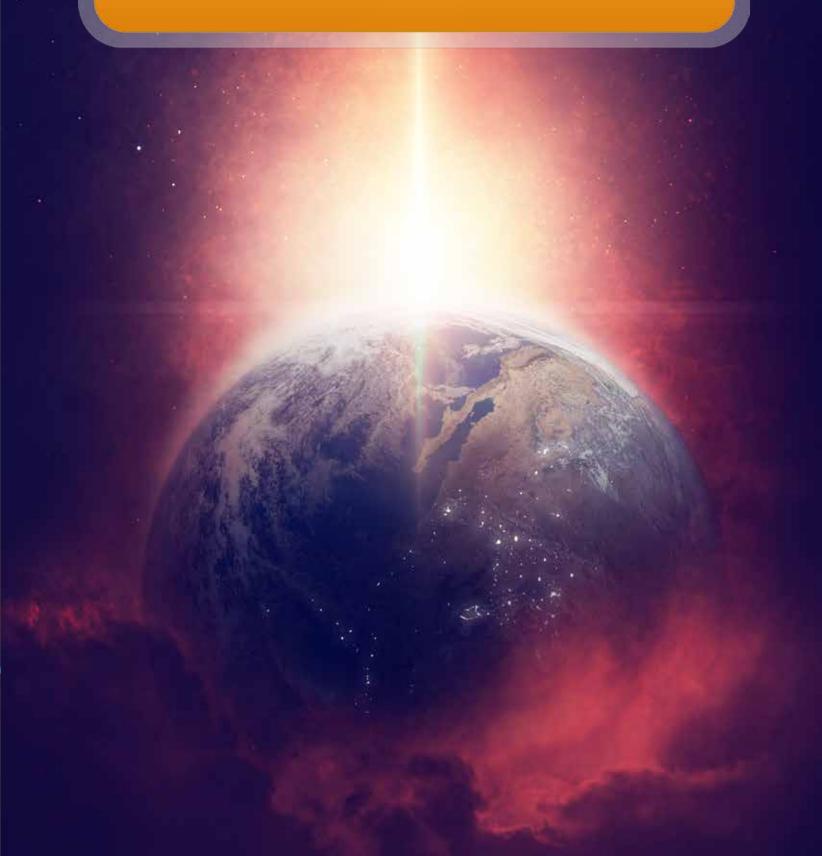
Poisons Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** \mathbf{Cure} **D**ETAILS Name: Type: Save Track Onset Frequency **Effect** Cure **D**ETAILS Name: Save Type: Track Onset Frequency **Effect** Cure **D**ETAILS

Daugs Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Type: Addiction Save Addiction Track **Effect D**ETAILS Name: Type: Save Addiction Addiction Track **Effect D**ETAILS

DRUG5 Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Type: Save Addiction Addiction Track **Effect D**ETAILS Name: Addiction Type: Save Addiction Track **Effect D**ETAILS Name: Save Addiction Type: Addiction Track **Effect D**ETAILS



Encounters



NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
					_
Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
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Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
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Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
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					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
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Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
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Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
					_
Languages					_
Other Abili	ities				
Gear					_
Ecology					
Environme					
Organizati	ion				_

NAME	Ξ			CR	_/
Xp					
Race And C	Grafts				
Alignment,	, Size, Type, And S	ubtype			
					_
Init	Senses		Percep	tion	_
Aura					_
DEFENSE			HP	RP	_
EAC		KAC			_
Fort	Ref	Will			_
	Abilities, Dr, Imm		DR		_
Immunitie		Resist	ances	SR	_
Weaknesse	es				_
OFFENSE					
Speed					_
Melee		,			_
Multiattac	k				_
Ranged					_
Space		Reach			_
Offensive A	Abilities				_
					_
					SPECIAL ABILITIES
Spell-Like	Abilities				
Spells Kno	wn				_
STATISTICS					
	Dex Con	Int	Wis	Сна	
Skills					
Feats					_
					_
Languages					_
Other Abili	ities				
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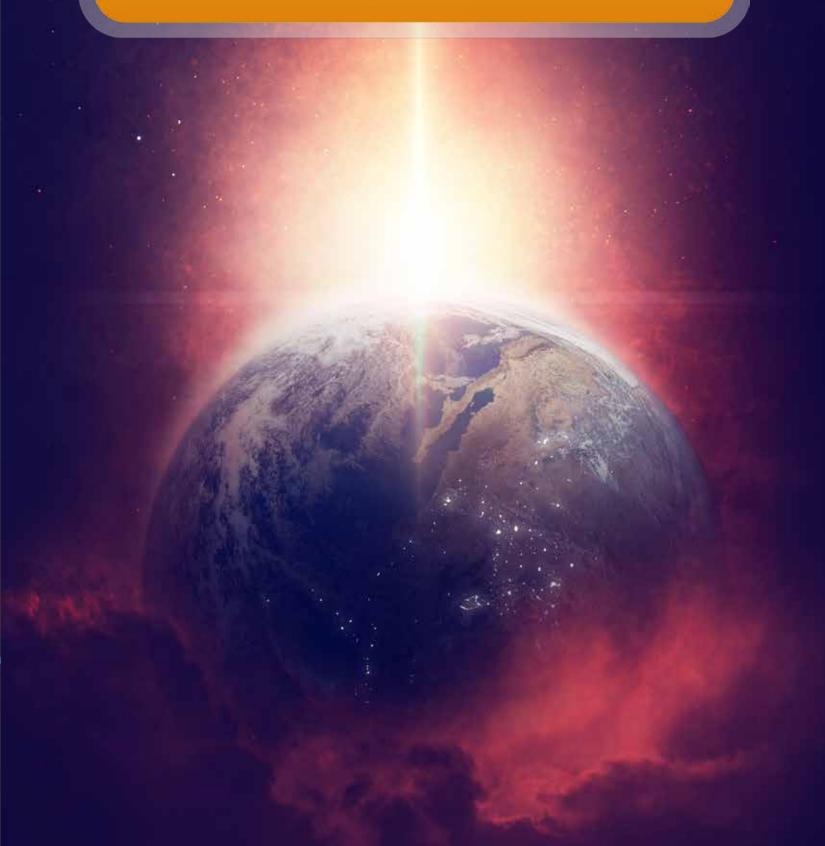
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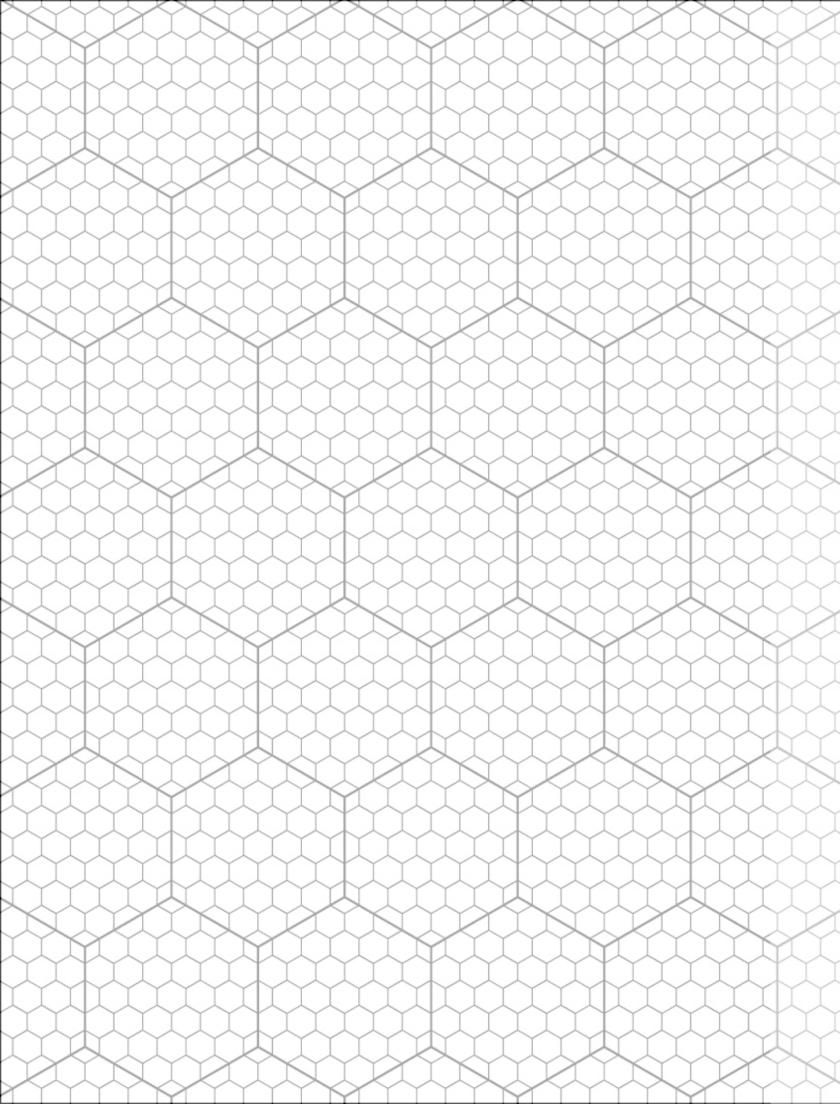
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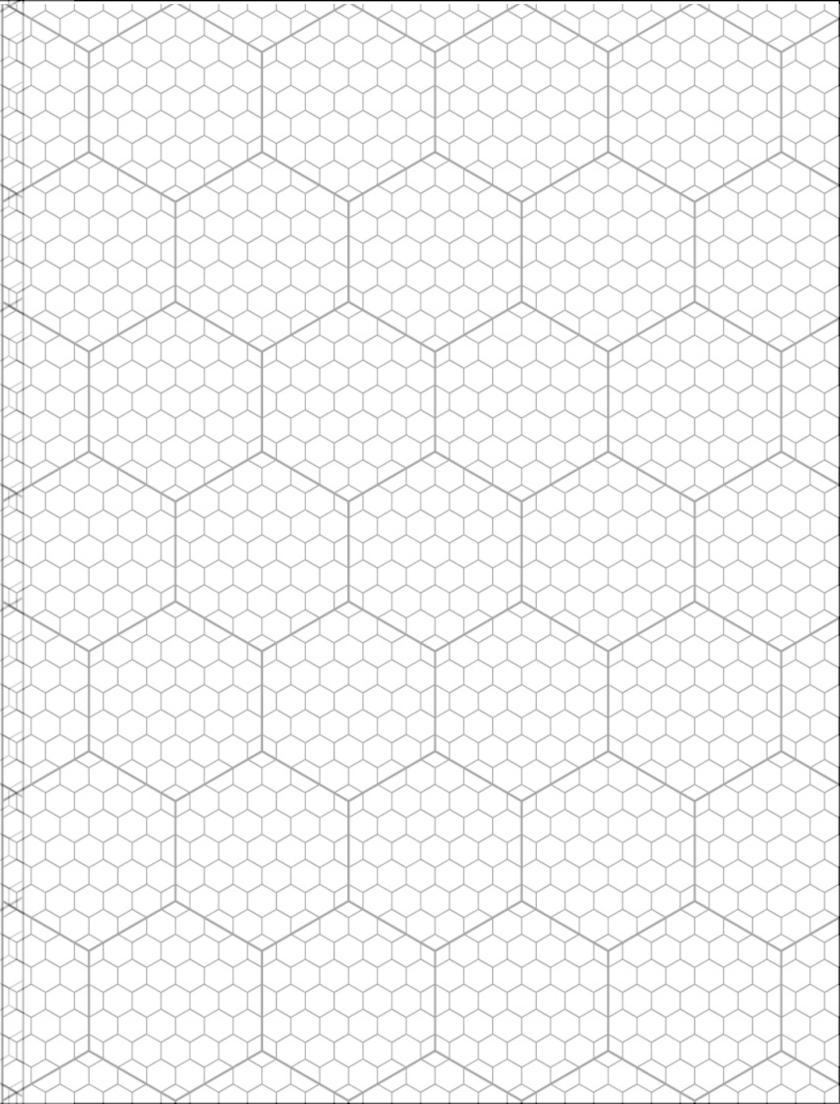
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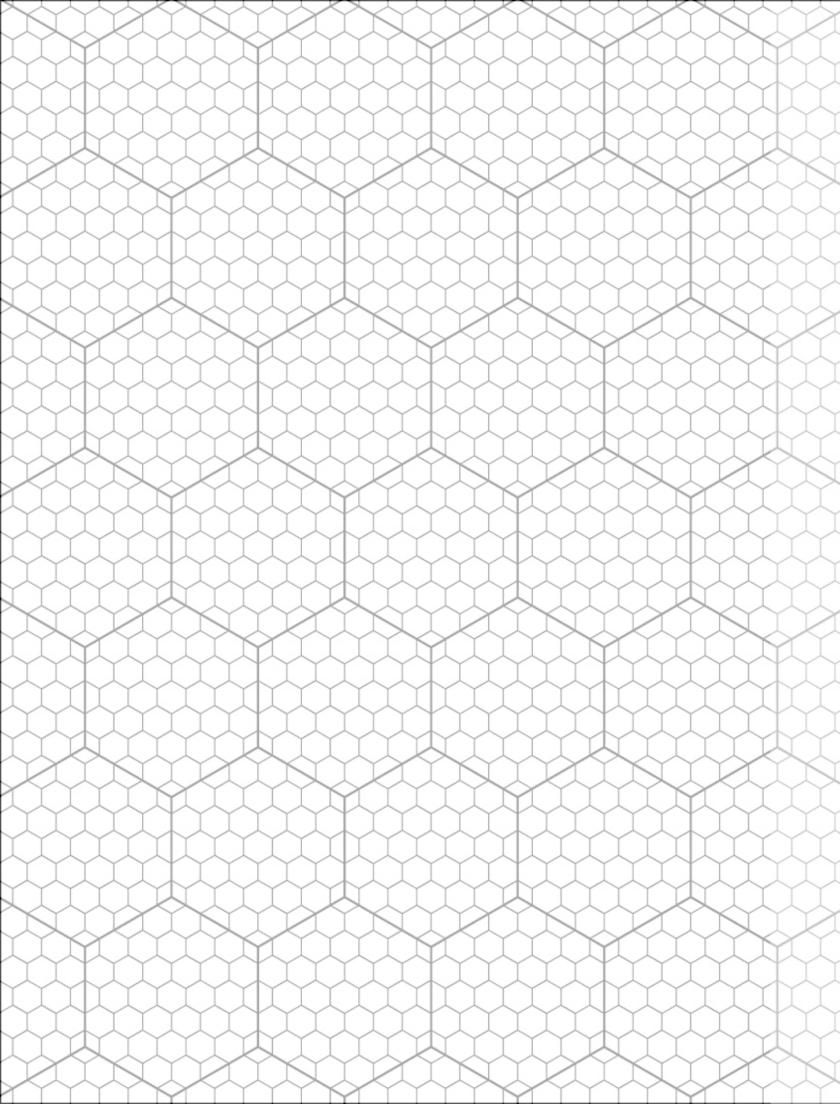
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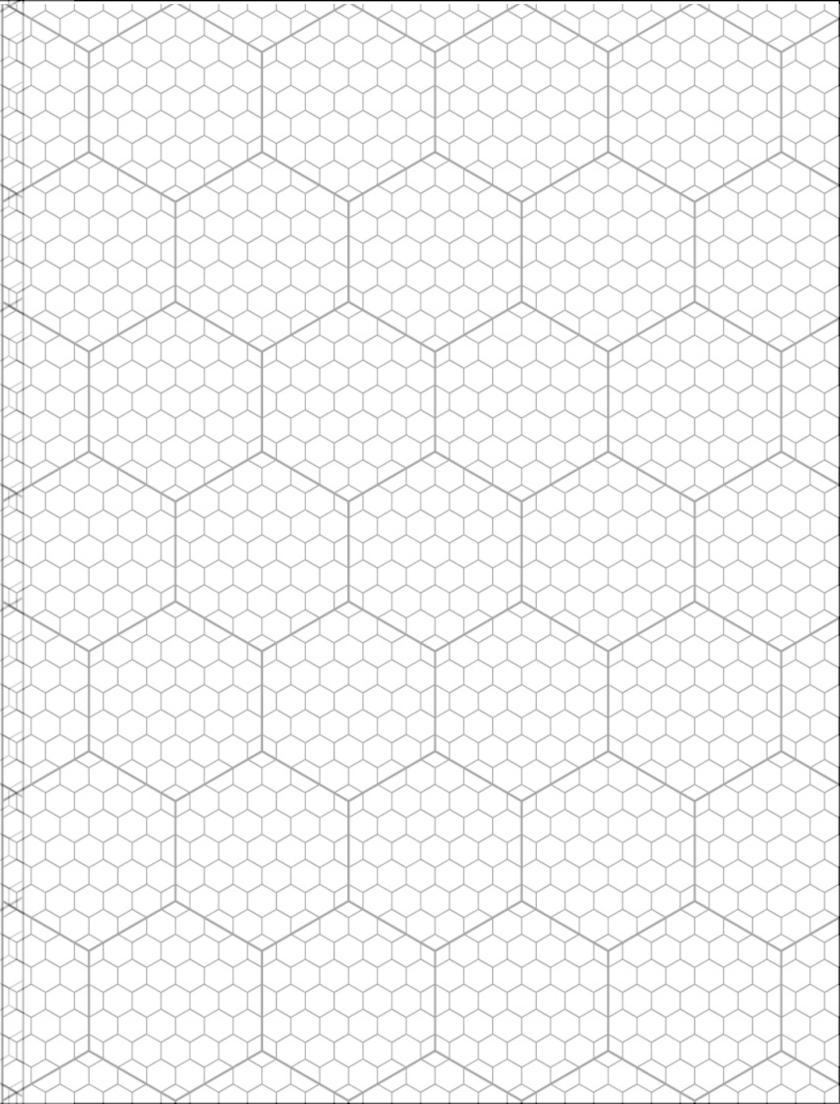
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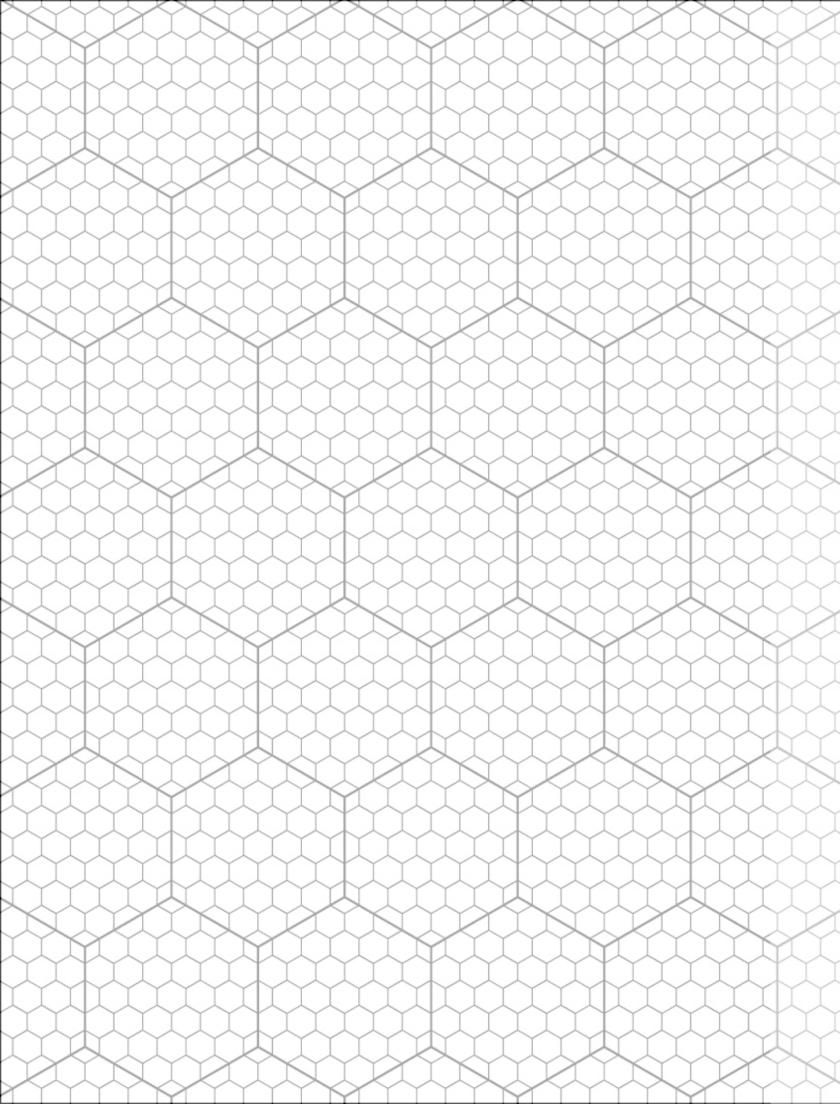


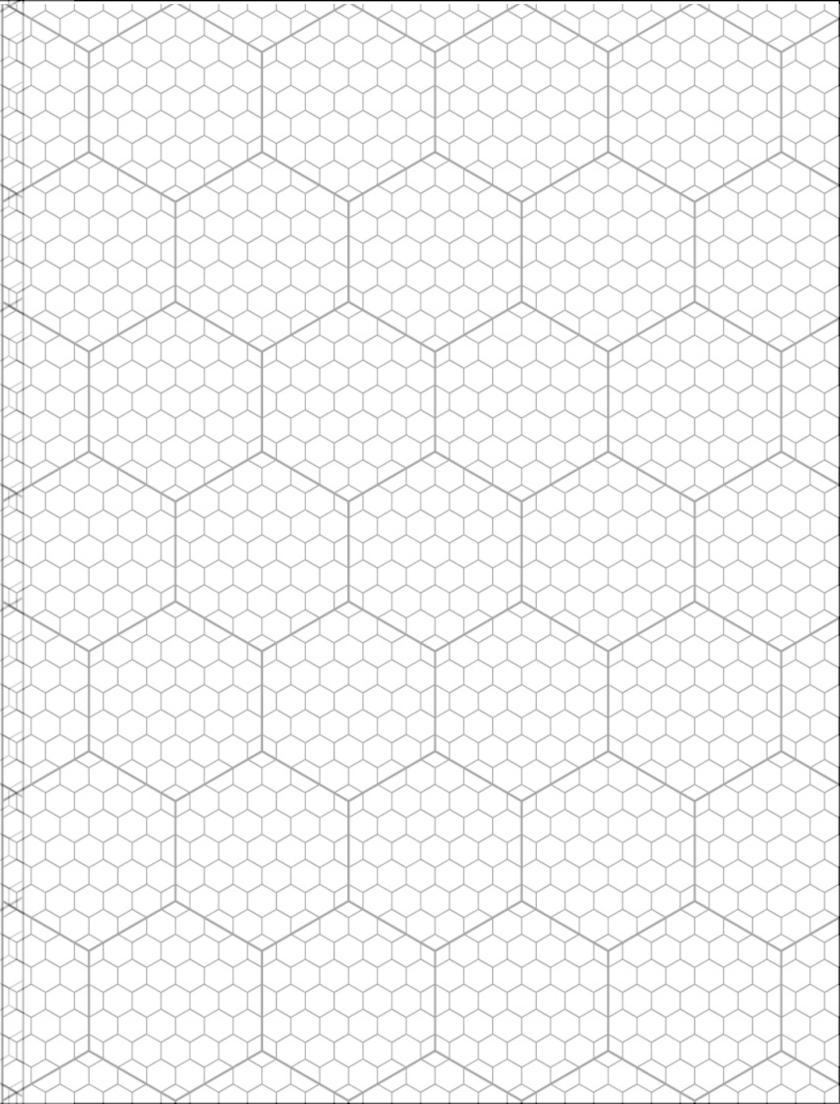


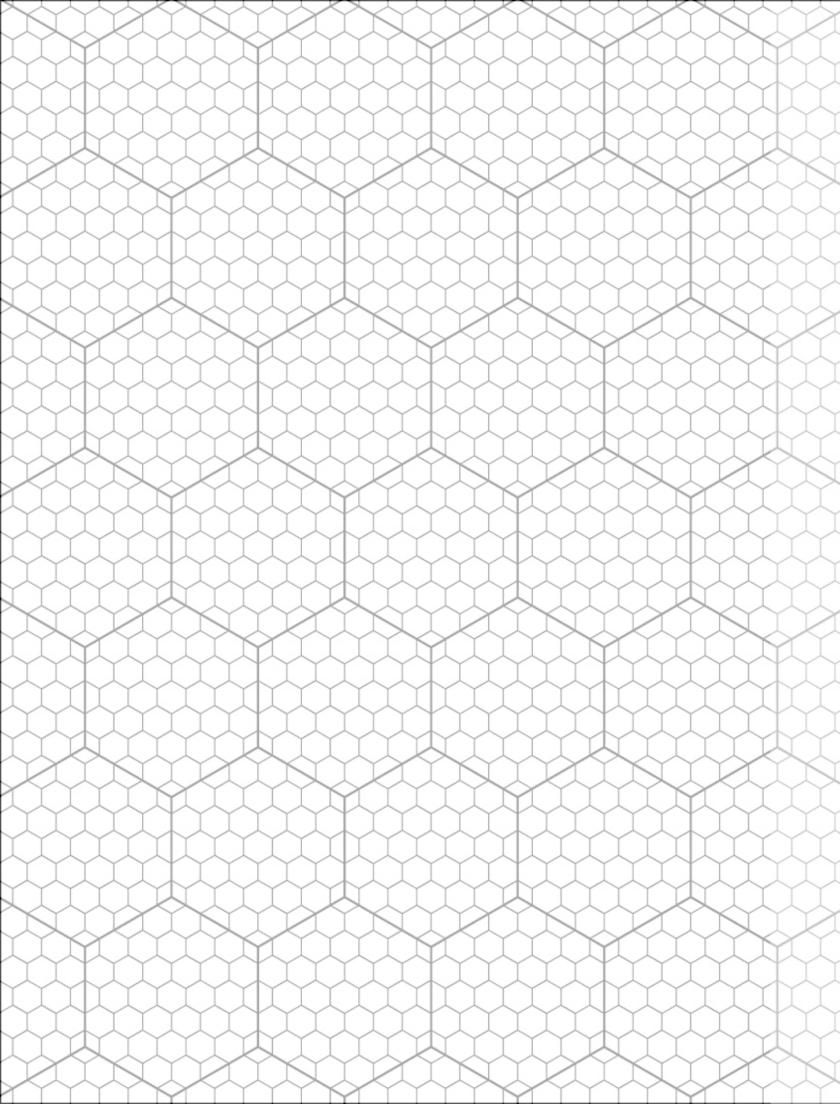


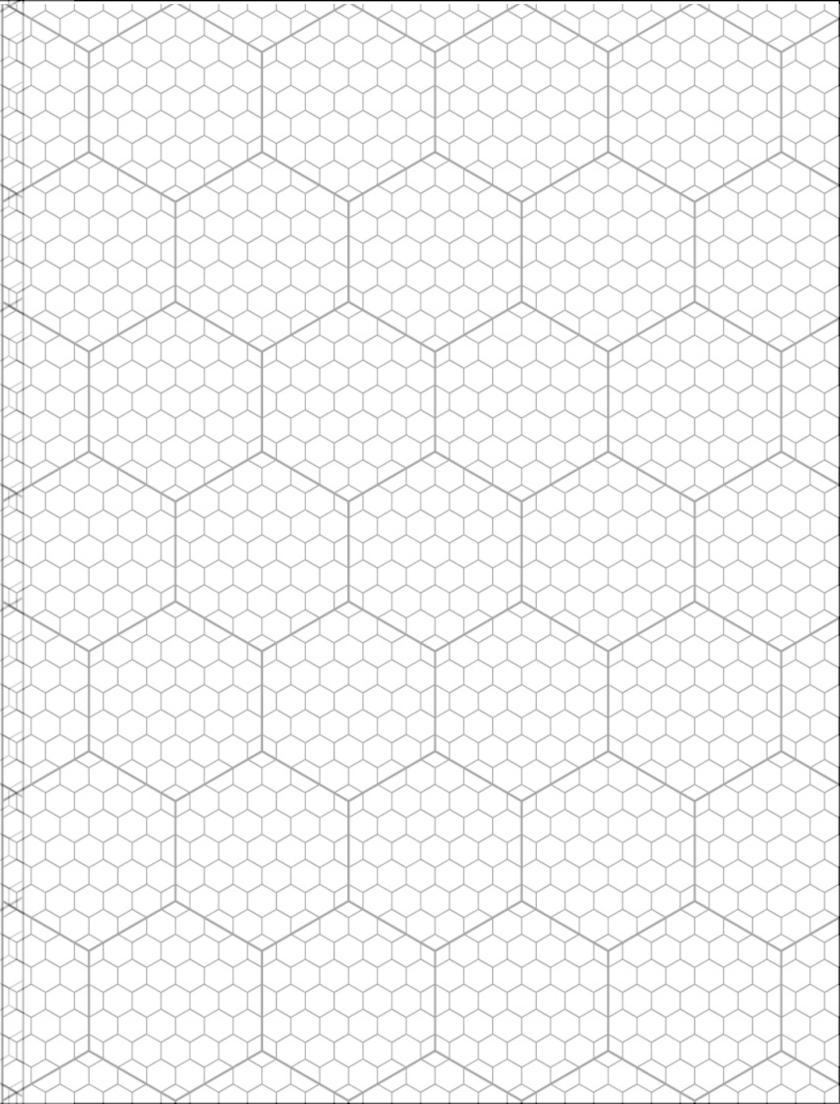


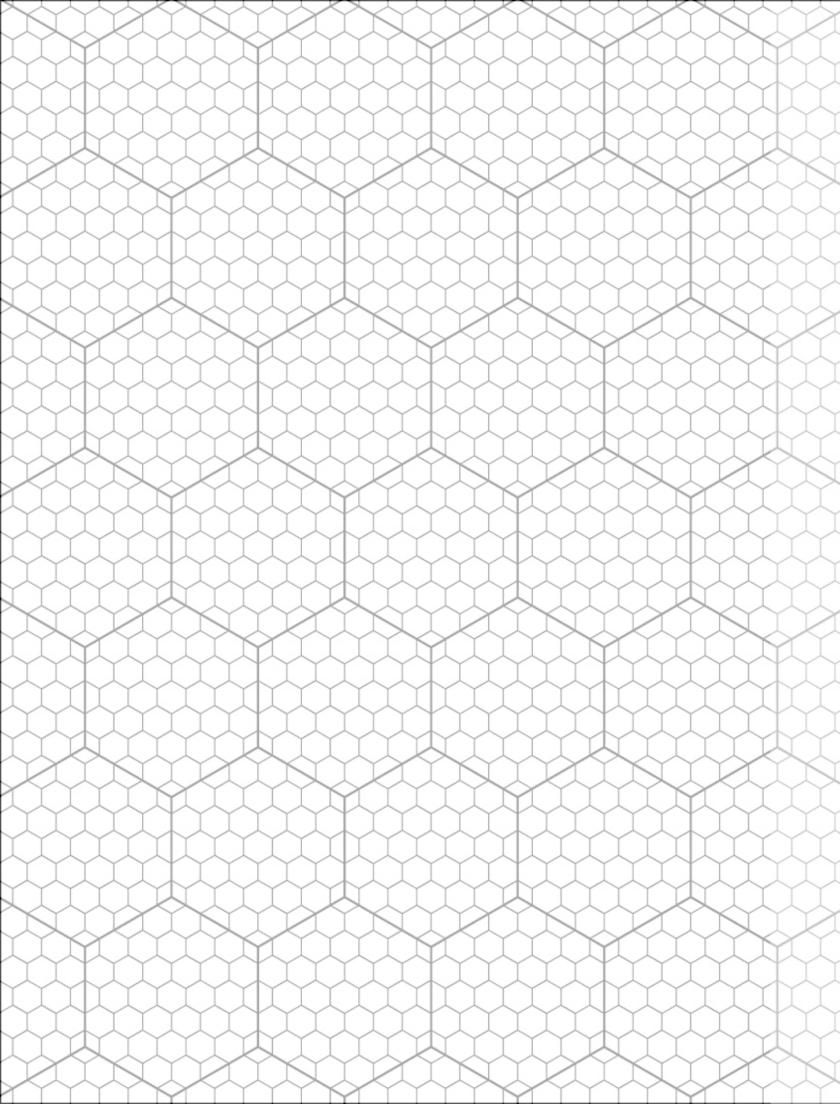


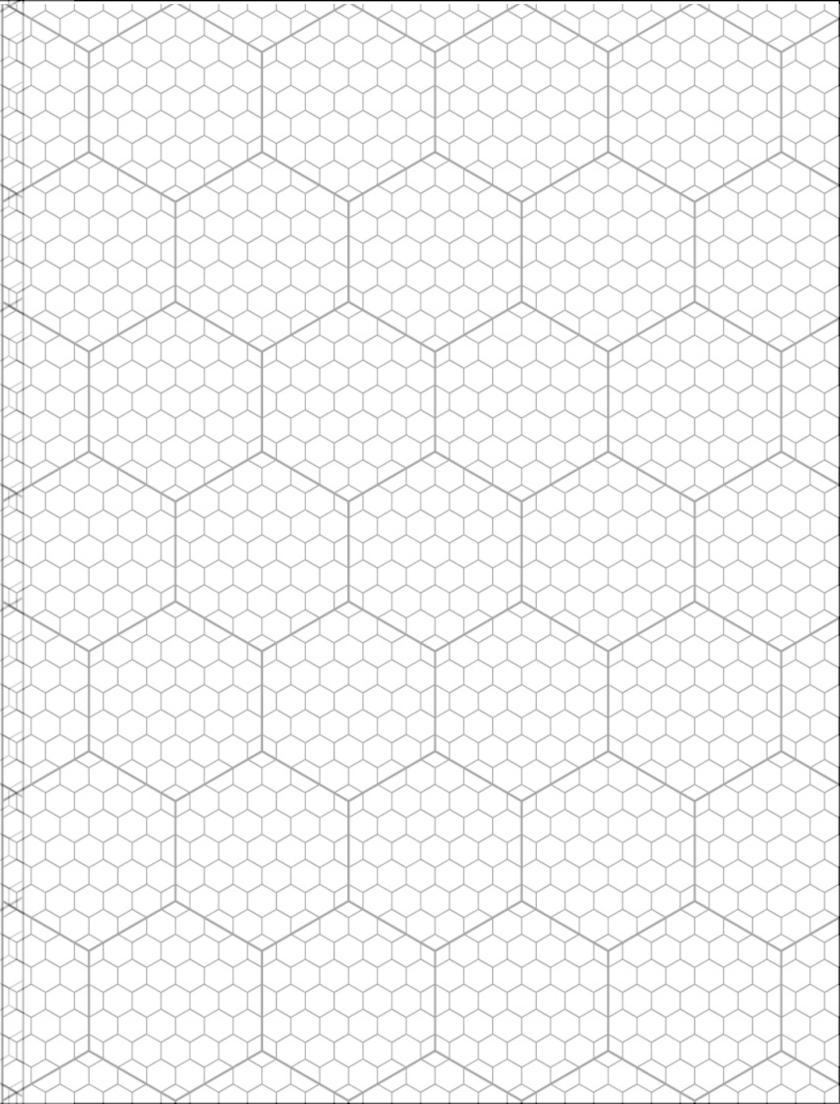












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