

BLOOD MAGIC



CREDIT8

Author: Ron Lundeen

Editing: Rogue Genius Games

Cover Illustration: Samira May

Project Management and Planning: Lj Stephens

Graphic Design and Layout: Lj Stephens

Bon Vivant and Planning: Stan!

Contents Copyright 2020 Rogue Genius Games

For more information about

Rogue Genius Games, follow us on Facebook:

www.Facebook.com/RogueGeniusGames

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

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

Product Code: RGG5220May21

Published Under the SRD, OGL, and d20 (v 3)
License ©2000, Wizards of the Coast, Inc.

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

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

DESIGNATION OF PRODUCT IDENTITY:

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

DECLARATION OF OPEN CONTENT:

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

BLOOD MAGIC

Blood magic pulls from the magic that flows through the blood of every living creature. Although sorcerers are most famous as those who turn the power hidden in their blood into magic, other spellcasters can use this power as well. Most of these spells utilize or manipulate a body's hemorrhaging life force—either that of the caster or of the caster's target—and therefore are necromancy or transmutation spells. But blood magic is flexible and fits into many different schools.

HEMORRHAGE DESCRIPTOR

Many of the spells presented in this product have the hemorrhage descriptor. These spells usually have an effect below the expectations of the spell's level, but this effect increases if the caster is suffering any bleed damage when the spell is cast. The spell description designates these effects with "If you are bleeding..." before presenting the additional effects.

To gain greater control of their bleeding, casters who dabble in blood magic often learn the *bit of blood* spell and use it to ensure the steady stream of blood necessary to empower their spells. That such spellcasters would so carelessly spill their own blood for more powerful magic makes them seem reckless in many people's eyes.

SPELL DESCRIPTIONS

BIT OF BLOOD

School necromancy; **Level** bard 0, cleric 0, druid 0, inquisitor 0, medium 0, mesmerist 0, occultist 0, psychic 0, shaman 0, sorcerer/wizard 0, spiritualist 0, witch 0

Casting Time 1 swift action

Components S

Range touch

Target willing creature touched

Duration 1 round/level

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

The target takes 1d2 bleed damage. Effects can't end this bleed damage during the duration if

the target doesn't want them to. This spell has no effect on creatures that don't have blood.

BLOOD BOLTS

School necromancy [hemorrhage]; **Level** bloodrager 2, druid 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A bolt of blood streaks from your body to slam into the target. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of four rays at 15th level). Each ray requires a range touch attack to hit and deals 2d6 points of bludgeoning damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. If you are bleeding, each bolt instead deals 4d6 points of damage, and you can decide for each bolt whether it deals bludgeoning damage, nonlethal damage, or piercing damage.

BLOOD MIMIC

School divination [hemorrhage]; **Level** bloodrager 2, inquisitor 3, occultist 2, psychic 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 minute

Components V, S

Range touch

Target one creature's blood or one bloodstain

Duration 1 min./level (D); see text

Saving Throw Will negates; **Spell Resistance** no

A crude effigy no more than 2 inches tall rises from the drop of blood or bloodstain. This effigy has rough, uneven features; although it is the same general shape of the creature that shed the blood (humanoid, quadruped, or so on), its features aren't sufficiently detailed to provide much information about the creature's identity. If the blood or bloodstain originated from a creature that is currently living or undead, that creature is entitled to a saving throw to resist the spell.

BLOOD MAGIC

The effigy has a mystical connection to the creature from which the blood originated, and its movements mimic those the creature is currently taking. If the creature that shed the blood is currently reading a book, for example, the effigy mimics looking at something in its hands and occasionally makes motions as though turning a page. If it is currently sleeping, the effigy lies in place but makes minor movements to indicate that it's breathing, turning in its sleep, or similar. If the creature is currently moving, the effigy merely moves in place; it doesn't venture more than a foot or so from where it was brought into being. At the end of the spell, the effigy collapses back into a blood drop or bloodstain once again.

If the creature from which the blood originated is on a separate plane, you are aware of this when you cast the spell and the spell immediately ends.

If the creature from which the blood originated is dead, you are aware of this when you cast the spell and the spell usually ends immediately—but not if the creature is (or has since become) undead. In this case, the effigy of the slain creature appears, mimicking the motions of the undead the once-living creature has become.

If the effigy takes any damage, it is immediately destroyed and the spell ends.

If you are bleeding in the round when you start casting this spell, you can mix a drop of your blood with that of the effigy to gain additional information at the spell's conclusion. When the duration of the spell ends (other than ending prematurely because the creature is on another plane or dead, or because the effigy took damage), the effigy momentarily points in the direction of the creature's current location before collapsing.

BLOOD OATH

School enchantment (compulsion) [curse, hemorrhage, language-dependent, mind-affecting]; **Level** bard 6, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S

Range touch

Targets you and one willing creature

Duration 1 day/level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

You and the other target creature make promises to one another and swap blood, most commonly in a handshake after you have each made a cut on your palm or with a kiss after you have each cut your lip. Your promise must be to take a specific action (such as to rescue settlers kidnapped by ogres from a farmhouse or to carry a specific burden to a named city). Although it is common for you and the other target creature to make the same promise, this isn't a requirement; you need only clearly voice your promises to each other.

This spell is a curse, but not necessarily a harmful one. Attempts to dispel this spell using effects that don't specifically remove curses (such as *dispel magic*) treat the spell's caster level as 4 higher. You can't automatically dispel or dismiss your own *blood oath*; the spell creates a binding promise.

Each target creature gains a +2 morale bonus on attack rolls, saving throws, and skill checks made in support of its sworn promise (such as Survival checks to Track the ogres or attack rolls against them).

If a target fails to work towards its sworn promise for 12 consecutive hours, even for reasons outside of their control, the oath is deemed abandoned. The target who abandoned their oath gains 1 negative level for the remainder of *blood oath's* duration, and this negative level can only be removed prematurely by *wish* or similarly powerful magic. The other target is immediately aware that the promise has been abandoned.

If both you and the target have abandoned your promises, the penalties become more severe: you each take 4 negative levels for the spell's remaining duration, instead of 1 negative level.

A creature can only be subject to a single *blood oath* at one time, and the spell has no effect unless you and the other target creature both have blood.

If you are bleeding in the round you start casting this spell, you can work toward your promise even after you've abandoned it; if you do, your promise is no longer considered abandoned. You regain the benefits of this spell and no longer suffer the negative levels. (If both you and the other target creature abandoned your promises, but you work toward yours again, the other target creature has only 1 negative level instead of 4 negative levels.)

BLOOD TO TAR

School transmutation [fire, hemorrhage]; **Level** bloodrager 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

You transform the target's blood into hot, sticky tar that burns its body and slows its movements. The spell deals 1d6 points of fire damage per level (maximum 10d6). If the target fails its Fortitude save it also catches fire from the inside, taking 1d6 points of fire damage each round. The Reflex saving throw DC to quench this fire is the same as *blood to tar's* DC. The fire can't be quenched by being doused with water, but the target can roll on the ground to attempt to smother the fire, as normal with catching fire.

If you are bleeding, the target is staggered while it is on fire.

BLOODQUAKE

School necromancy [hemorrhage]; **Level** bloodrager 2, magus 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range 30 ft.

Target cone-shaped burst

Duration instantaneous and 1 round; see text

Saving Throw Fortitude half; **Spell Resistance** yes

Bloodquake sends out waves of energy that cause blood to violently shake. This tremor deals 1d4 points of bludgeoning damage per caster level (maximum 10d4) to creatures in the area that have blood. Bloodsucking creatures that are attached to any creature in the area are automatically detached, regardless of whether they are otherwise affected by the spell.

If you are bleeding, increase the damage dice from this spell to 1d6 points of bludgeoning damage per caster level, and creatures that fail the Fortitude saving throw are flat-footed for 1 round.

BLOOD-SOAKED ARMAMENT

School transmutation [hemorrhage]; **Level** bloodrager 2, magus 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one weapon

Duration 1 min./level

Saving Throw Will negates (harmless, object);

Spell Resistance no (harmless, object)

The target weapon becomes sheathed in a slick film of blood and flicks droplets of blood when swung. On a critical hit, the weapon gains an additional benefit based on the type of damage it deals. If the weapon deals multiple types of damage, you can choose the effect below each time you critically hit. You can't cast this spell on a natural weapon, such as a claw.

Bludgeoning: The blood spatters on the creature's body. For the next 10 minutes, or until the blood is washed off with vigorous scrubbing, you can take a standard action to instantly determine in what direction and how far away the creature is, as long as it is within a range equal to 1 mile per your caster level. If the creature travels beyond this range or to another plane, you cannot gain information about its location. Similarly, if the creature becomes ward by a spell or effect that thwarts divination spells (such as *nondetection*) or moves into such an area (such as one created by *antimagic field*), you cannot gain information about the creature's location. If you are bleeding, the duration of this effect increases to 1 day.

Piercing: The blood injected into the creature's body with the weapon's stabbing surface enters its nearby muscles to seize them up. The creature takes a -2 penalty to attack rolls for 1 round. If you are bleeding, this penalty is increased to -4.

Slashing: The blood keeps the wound from closing or clotting. If the creature has fast healing or regeneration, the amount of hit points it recovers in the next round is reduced by half. If you are bleeding, the creature also regains only half as many hit points from any effects that heal it for 1 round.

FLAVORLESS BLOOD

School transmutation; **Level** alchemist 1, bloodrager 1, druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

BLOOD MAGIC

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

The target creature's blood becomes bland and off-putting. Other creatures can't drink the target's blood, and special abilities that do so (such as blood drain) automatically fail. Creatures with blood drain or similar abilities can't detect the target through scent.

Furthermore, the target can't be detected by abilities that locate it based on its blood, like a shark's keen scent.

This spell has no effect on creatures that don't have blood.

MAGNETIZE BLOOD

School transmutation; **Level** bloodrager 2, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 round/level (D)

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

Iron in the target creature's blood becomes magically magnetized and attracted to itself, impeding the target's movements as moving limbs away from the torso and each other becomes difficult. The target is staggered for the spell's duration. If the target is wearing metal armor, it is entangled for the spell's duration or until it removes the metal armor. The magnetization grants the target a +2 bonus to its Combat Maneuver Defense to keep from being disarmed of metal weapons. This spell has no effect on creatures that don't have blood.

SANGUINARY SHIELD

School abjuration [hemorrhage]; **Level** bloodrager 2, magus 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round

Saving Throw Reflex negates; see text; **Spell Resistance** no

Blood pours from your body to form a floating shield that intercepts attacks against you. The shield provides a +4 shield bonus to AC and erupts in a burst of ensnaring blood against melee attacks that get past it; if a creature succeeds on a melee attack against you, the attacker is staggered for 1d4 rounds (Reflex save negates). The duration of the staggered effect doesn't stack if a creature succeeds on multiple melee attacks; use the longest duration instead.

If you are bleeding, the *sanguinary shield* automatically deflects physical ranged attacks against you that the size of a spear or smaller, such as arrows, bolts, and javelins.

SUMMON STIRGE

School conjuration (summoning) [hemorrhage]; **Level** bloodrager 2, druid 2, ranger 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You summon a stirge made of red, dripping blood. The stirge appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

The stirge had normal statistics for creatures of its type, except it has damage reduction equal to your level that is bypassed by bludgeoning damage.

If you are bleeding, the stirge is made of up your blood and you have a special connection to it. As often as you'd like during the spell's duration, you can concentrate to see through the stirge's eyes as if you were there. On any round when you concentrate in this manner, the stirge can take no actions other than to hover in place.

TOWERS OF GORE

School conjuration (creation) [hemorrhage]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area 40-ft.-radius spread

Duration instantaneous

Saving Throw Reflex negates and Fortitude half; see text; **Spell Resistance** no

Towers of semi-congealed blood erupt from surfaces in the area, strong enough to lift creatures into the air and splashing the area with viscous blood. The GM might determine additional effects from this sudden profusion of blood, such as drawing the attention of stirges, vampires, or other creatures that feed on blood. The entire area becomes difficult terrain until the blood naturally dries, usually over the course of several days.

You can choose for up to four towers of blood to rise from 10-foot squares in the area. These blood towers ascend up to 60 feet in height, stopping if

they hit a structure or ceiling. Each creature on a tower when it stops rising must succeed at a Reflex saving throw or fall off the nearest edge, taking falling damage as appropriate. Creatures atop a tower that hits a structure or ceiling automatically fall off. The towers then quickly descend, depositing any creatures that didn't fall off of them back onto the ground in the same space they were when lifted.

If you are bleeding, you can choose to have any or all of the towers collapse with supernatural force. The spell deals 6d6 points of bludgeoning damage (with a Fortitude saving throw for half damage) to each creature on or adjacent to a collapsing tower of blood. A creature on or adjacent to multiple towers must save separately against each.

BLOOD MAGIC

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

Anger of Angels, © 2003, Sean K Reynolds.

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

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

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

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

Pathfinder Roleplaying Game Advanced Class Guide, © 2014, Paizo Inc.; Authors Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurlley, Jonathan H. Keith, Will McCordell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Torik Shaw, Owen K.C. Stephens, and Russ Taylor.

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

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

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

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

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

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

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

Pathfinder Roleplaying Game Adventurer's Guide © 2017 Paizo Inc. Authors Benjamin Bruck John Compton Crystal Frasier Tim Hitchcock Jemmy Jarzabski Isabelle Lee Joe Pasini Jessica Price David Schwartz and Josh Vogt.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Demon, Shadow from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Neville White.

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

Flumph from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Ian McDowall and Douglas Naismith.

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

Giant, Wood from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Authors Scott Greene, based on original material by Wizards of the Coast.

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

Huecuva from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

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

Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

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

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

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

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

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

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

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

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

Skulk from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Simon Muth.

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

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

Bloodmagic, PF1 © 2020, Owen K.C. Stephens; Author Ron Lundeen. Project manager and Planning Lj Stephens. Bon Vivant Stan!