Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See /pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

War Mage

The War Mage is a practitioner of both magic and combat, often being trained in combat, but later manifesting magical abilities through their innate magical bloodlines. Because of this accidental merging of disciplines, often at an early age, they are adept at combining them with deadly efficiency, with the ability to wield spells like a weapon.

Role: The War Mage is adept at blending martial combat and magic, often able to serve as tanks with spell casting abilities their unique spell weapon ability and weapon and armor related magical abilities make them formidable warriors with a slight detriment to their magical ability.

Alignment: Any

Hit Die: d10

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The War Mage's class Skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft(Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: War Mage

						Spells Per Day			
Level	BAB	Fort	Ref	Will	Special	1	2	3	4
1st	+1	+2	+0	+0	Magic Armory, Bloodline, Bloodline Power, Arcane Pool				
2nd	+2	+2	+0	+0					
3rd	+3	+3	+1	+1	Spell Weapon, Spectral Sword War Mage Arcana Bloodline Power, Bloodline Spell				
4th	+4	+3	+1	+1	Magic Armory+1	1			
5th	+5	+3	+1	+1	Bloodline Spell	1			
6th	+6/1	+4	+2	+2	Spectral Sword +1 War Mage Arcana Spell Weapon +1	1			
7th	+7/2	+4	+2	+2	Magic Armory +2 Bloodline Feat, Bloodline Spell	1	1		
8th	+8/3	+4	+2	+2		1	1		
9th	+9/4	+5	+3	+3	Bloodline Power, Bloodline Spell, Spectral Sword + 3, War Mage Arcana, Improved spell weapon Spell Weapon +2	2	1		

10th	+10/5	+5	+3	+3	Magic Armory +3	2	1	1	
11th	+11/6/1	+5	+3	+3	Bloodline Spell	2	1	1	
12th	+12/7/2	+6	+4	+4	Bloodline Feat, Bloodline Spell Spectral Sword +4 War Mage Arcana Spell Weapon +3	2	2	1	
13th	+13/8/3	+6	+4	+4		3	2	1	1
14th	+14/9/4	+6	+4	+4		3	2	1	1
15th	+15/10/15	+7	+5	+5	Bloodline Feat, Bloodline Spell War Mage Arcana	3	2	2	1
16th	+16/11/6/1	+7	+5	+5		3	3	2	1
17th	+17/12/7/2	+7	+5	+5	Bloodline Spell	4	3	2	1
18th	+18/13/8/3	+8	+6	+6	War Mage Arcana	4	3	2	2
19th	+19/14/9/4	+8	+6	+6	Bloodline Feat, Bloodline Spell	4	3	3	2
20th	+20/15/10/5	+8	+6	+6	Bloodline Power	4	4	3	2

Proficiencies:

The War Mage is proficient with all simple and martial weapons and light and medium armor and all shields except tower shields, additionally, the War Mage can cast spells in light and medium armor without incurring a chance of spell failure

Class Features:

Bloodline:

At first level, the War Mage chooses a bloodline from the sorcerer bloodline list, This choice cannot be changed this

bloodline acts exactly like the one from the sorcerer section of the Pathfinder RPG core rulebook, including the bloodline powers.

Magic Armory:

At first level The War Mage can copy weapons and armor magically and store them in a Magical Armory that lets them summon and equip weapons and armor at will summoning armor or a shield is a free action and summoning a weapon is a swift action any weapon or armor can be store as long as they are proficient in it. The war mage can store up to one weapon and one set of armor at level 1 and this limit increases by +1 at level 4 and every third level after that until level 10 to a maximum of four weapons and four sets of armor. The War Mage can dispel any of their currently equipped weapons and armor at will. The War Mage can also recall the weapon if it leaves their hands as if with telekinesis, meaning they could use their weapon as a thrown weapon and recall it either through telekinesis or they can have the weapon appear in their hands.

Arcane Pool:

At 1st level, the War Mage gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to his War Mage level + his Charisma modifier. The pool refreshes once per day after 8 hours of rest.

At 1st level, a War Mage can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, *or vorpal*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A War Mage can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Spectral Sword:

At third level, The War Mage gains the ability to summon a spectral sword of magical energy, the swords are summoned around the shoulder to the side of the War Mage and launched at a target of their choosing. This does not require an open hand to summon as they are summoned with the mind and require no gesture or spoken words to summon this ability functions as a ranged weapon that has a range of 120ft and does 1d6 damage per sword. At third level you can summon one sword and every third after that you can summon one more with a maximum, of four swords at level 12 these swords can hit separate targets or the same target

Spell Weapon:

At third level, The War Mage can spend one spell slot higher on any damage dealing spell to turn that spell into a weapon, the spell turns into a one handed melee weapon or ranged weapon that the War Mage is proficient with and looks as if the spell itself was formed into a shape of the weapon (for example using spell weapon on shocking grasp creates a sword made entirely out of electricity) the weapon does the damage of the spell and is now a melee attack or ranged attack, regardless of the range of the spell and retains all other traits or effects the spell might have, this can be done a number of times per day equal to the War Mage's charisma modifier this limit also increases once every third level after the third until level twelve to a total of the War Mage's charisma modifier +3 turning a spell into a spell weapon requires a swift action and a

successful casting of the spell in question and lasts for 1 minute + charisma modifier and cannot be disarmed, letting go of the spell weapon dispels it.

War Mage Arcana:

Starting at third level, and every third level after that until level 18, the War Mage can choose one ability from the War Mage arcana list below unless stated otherwise every War Mage arcana is a swift action to use and can only be used on the War Mage.

Spell Strike

You can spend points equal to the spell slot you want to use to use spell strike like a magus equal to your level.

Spectral Sword Defense

You can spend points from your arcane pool equal to the amount of spectral swords used (up to 4) to summon spectral swords to defend you rather than attack the number used cannot exceed the maximum amount you can summon at the time, and grant you a +1 armor bonus equal to the amount of swords used your amount of usable swords decrease by one for every sword used until the swords are dismissed, dismissing swords from use with spectral sword defense is a free action, while the bonus granted is an armor bonus, this bonus does still

stack with that granted by wearing armor or natural armor, but not any other source that grants an armor bonus.

Elemental Swords

You can spend one point from your arcane pool to give your spectral swords 1d6 of elemental damage of your choosing for a number of rounds equal to your charisma modifier you can spend one more point to increase the damage by one more damage die at 6th and 9th level you can also apply this arcana to Arcane Blast, Burst and Eruption.

Arcane Blast

You can spend one arcane pool point to release a ball of pure arcane energy that auto hits and deals 1d6 of magical damage after use, you cannot use this arcana again for 1d4 rounds.

Arcane Burst

Spend up to 4 arcane pool points to make a touch attack that release a quick burst of arcane energy from your hand that does damage equal to the amount of points spent in D6s of damage (so 4 points spent equal 4 d6 of damage) you cannot use this ability again for 1D6 rounds whether the attack was successful or not after a successful attack, the target must make a DC 18 fortitude save or be Knocked back 1D6 feet.

Arcane Eruption (must be level 6)

Spend 3 arcane pool points to cause a large explosion or arcane energy to erupt from underneath a target of your choosing dealing 6 d6 of damage You cannot use this arcana for 2d6 rounds after use a successful DC 18 reflex save reduces damage by half.

Magic Siphon

You can spend up to 4 arcane points, on your next successful spectral sword attack or a successful touch attack and drain one spell slot equal to the amount of points spent (so spending 4 points gives you 1 level 4 slot) this must be used on a target that can cast spells using this arcana through the touch attack option gives you a one point discount.

Clairvoyance

Spending 1 arcane pool point makes you immune to being flat footed for a number of minutes equal to your charisma modifier.

Heal Self

You can spend up to 6 points to heal that many D6s of hit points this ability cannot be used afterwards for a number of minutes equal to how many points you spent if you have the heal other arcana, the cooldown applies to it as well.

Heal other

This Functions Exactly like heal self but can be used to heal anyone but yourself.

Detonate Sword

You can spend 1 point from your arcane pool to detonate your next successful spectral sword attack dealing 1 extra damage dice of damage target must make a DC 18 fortitude save or be knocked prone.

Sapping Sword

You can spend 3 points from your arcane pool to make your next successful spectral sword attack give you hit points equal to the damage dealt from the attack your hit points cannot exceed your maximum hit points.

Elemental Charge

You can spend 1-6 arcane points to increase your movement speed by 20 ft and dash along the ground on a trail of an element of your choosing creating a wall of that element in front of you, colliding into any creature or object during this movement will deal damage between 1-6 D6 of damage + charisma modifier the amount of dice used is equal to the amount of points spent.

Share Armory

Using at least one arcane pool point, you can share with one other person any weapon or set of armor from your magic armory for a minimum of 1 minute you can increase the time by 1 minute for every 1 extra point spent.

Create Material

You can spend a point from your arcane pool to create any material component for a spell of your choosing, creating the material is a free action and requires one free hand and can create materials with a cost of gp equal to 100 * charisma modifier.

Emergency Spell

You can Spend arcane points equal to the spell slot needed+2 to cast one spell you know you can only use this arcana for a spell in a slot you can cast normally and cannot use this arcana for spell weapon.

Spell Rage (must be at least level 18)

This ability takes all your arcane pool points you currently possess and you must have at least half of them remaining to use you gain the blood-rage ability and all the blood-rage powers of your level in your bloodline, you cannot cast spells while in this state except for one that gets cast at the moment of activating this arcana that spell must fit the requirements for spell weapon, the spell turns into two spell weapons that you duel wield as if having the two weapon fighting feat, spectral sword defense activates with 4 swords and you get one size category larger, your movement speed increases by 10 ft. You cannot discern friend from foe while in this state. This state last for a number of rounds equal to your charisma modifier and after the spell rage ends, you are exhausted and take damage equal to half your total hit points at the time of activation in non-lethal damage.

The Warmage class, product logo and all other products Published by Darakin Studios Are the intellectual property of Darakin Studios. Warmage Class Designed by Dylan Patterson Darakin Studios Product Logo Designed by Dylan Ferrell

OPEN GAMING LICENSE

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

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 Copyright 2000, Wizards of the Coast, Inc.

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

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney- MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5. © 2015, Paizo Inc.; AUthors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwwartz, Mark Seifter, Mike SHel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

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

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

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

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

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Advanced Bestiary. © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

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

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

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.

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

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

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.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Aerial Servant from the *Tome of Horrors Complete*, © 2011, Necromancer Games, Inc.; Published and distributed by Frog God Games; Authors: Clark Greene and Clark Peterseon, based on original material by Gary Gygax.

Adherer from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

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

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

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

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

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

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

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

Bat, Mobat from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gygax.

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

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

Basidirond from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; 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.

Bunyip from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.

Caryatid Column from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Cave Fisher from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

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

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

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

Dark Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Death Dog 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.

Death Worm from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.

Decapus from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

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

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

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

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

Demon Lord, Kostchtchie 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.

Demon Lord, Pazuzu 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.

Dire Corby from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.

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

Dragon, Faerie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

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

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

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

Executioner's Hood 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.

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

Flind and Flindbar 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 J.D. Morris.

Flumph from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

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

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

Forlarren from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

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

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

Giant, Wood from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.

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

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

Gryph from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Peter Brown.

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

Hippocampus from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; 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.

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

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

Jubilex 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.

Kamadan from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

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

Kelpie from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

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

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

Lurker Above 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.

Magma ooze from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

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

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

Mite from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

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

Moon Dog 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.

Muckdweller from the *Tome of Horrors Complete*, © 20111, 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 Gary Gygax.

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

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

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

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

Poltergeist from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.

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

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

Rot Grub from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

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

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

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

Soul Eater from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Spriggan from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

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

Tentamort from the *Tome of Horrors, Revised, © 2002*, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Trapper 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.

Troll, Ice from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.

Troll, Rock from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

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

Wolf-In-Sheep's-Clothing from the *Tome of Horrors, Revised*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

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

Yellow Musk Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

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

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