

NARRATIVE  DECLARATION



ROTCRIND

A WORLD
IN DECAY

BESTIARY

BARON'S BLOOD

PATHFINDER
COMPATIBLE

COMPATIBLE WITH PATHFINDER 2E

BARON'S BLOOD

CREATURE 4

Uncommon

N

Large

Mindless

Ooze

This pool of still blood suddenly animates as a skewer of hardened crimson juts out like a spiked lance towards its target.

Perception +8, motion sense, no vision

Skills Athletics +10, Stealth +11 (+13 in urban environments or battlefields)

Str +4, **Dex** +4, **Con** +3, **Int** -5, **Wis** +0, **Cha** -5

Motion Sense The Baron's Blood can sense nearby creatures through vibration and air or water movement.

Stabbing Ambush  **Trigger** A creature enters a space occupied by a Baron's Blood; **Requirements** Initiative has not yet been rolled;

Effect The Baron's Blood automatically notices the creature, then makes a shaped pseudopod Strike against one creature adjacent to itself before rolling initiative. If this Strike hits, the target instead takes 2d6 persistent bleed instead of 1d6.

AC 14; **Fort** +10, **Ref** +12, **Will** +8

HP 50; **Immunities** acid, bleed, critical hits, mental, precision, unconscious, visual; **Resistances** slashing 5, piercing 5

Blood Consumption  **Trigger** A creature adjacent to the Baron's Blood takes persistent bleed damage; **Effect** The Baron's Blood heals a number of Hit Points equal to half the damage the creature took. If the Baron's Blood is already at full Hit Points, it instead gains temporary Hit Points equal to half the damage the creature took.

Speed 10 feet, climb 10 feet

Melee  shaped pseudopod +13 (agile, versatile B), **Damage** 1d6+5 piercing plus 1d6 persistent bleed and Grab

Constrict  1d6 bludgeoning plus 1d6 persistent bleed, DC 21

BARON'S BLOOD SCRY

SPELL 3

Uncommon

Divination

Scrying



Traditions divine, occult

Cast 1 minute (material, somatic, verbal)

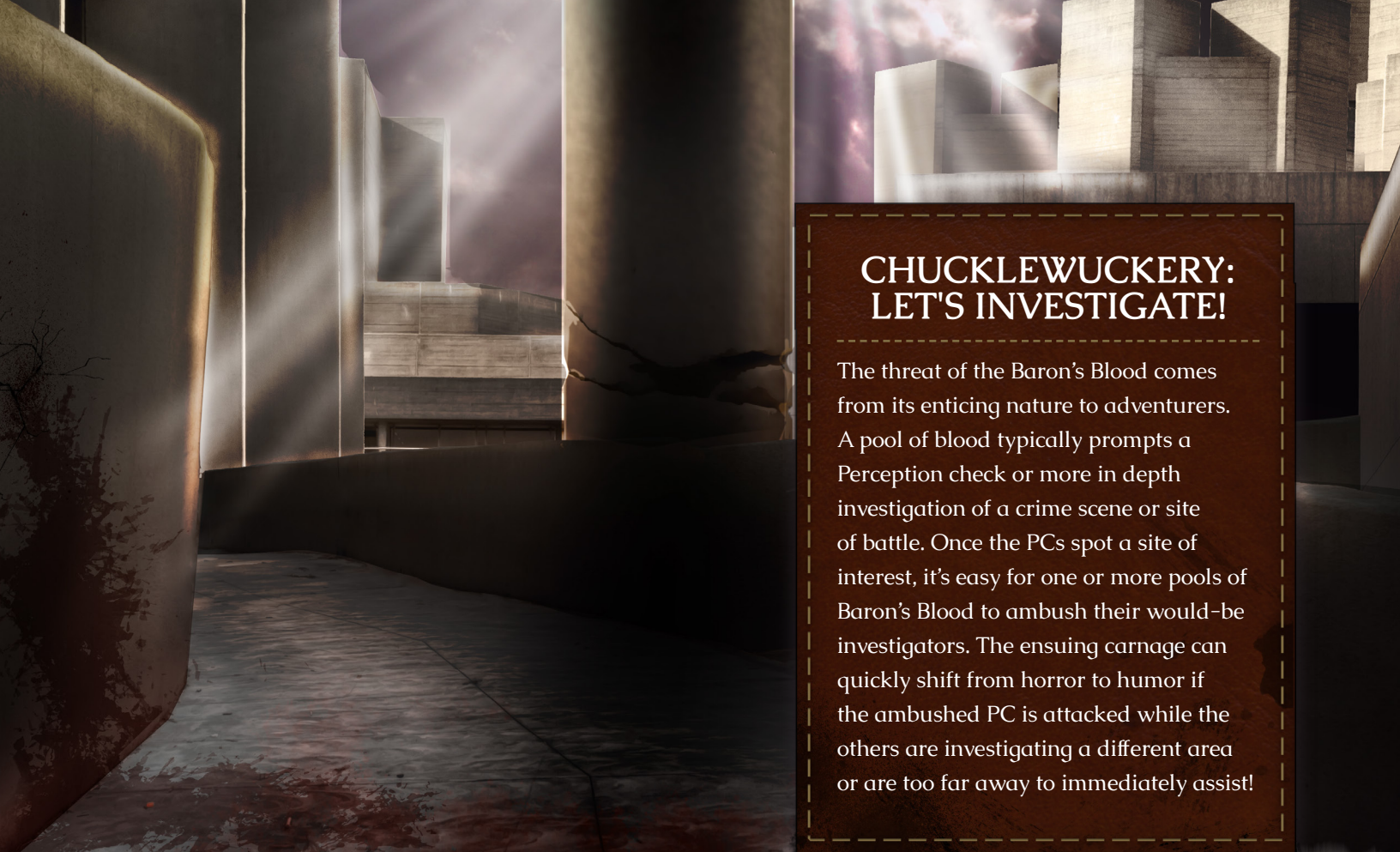
Range 1 mile

Duration 10 minutes

You immediately become aware of all Baron's Bloods within range and a rough idea of their direction and distance from you, though generally not enough information to pinpoint their exact position. You can select one of these oozes, creating an invisible eye within its pool (even if it's outside your line of sight or line of effect). The eye moves with the ooze, and you can see in all directions from the creature as if using your normal visual senses.

Heightened (5th) you can switch between viewing oozes within range by spending two actions.

@laura_pendl



CHUCKLEWUCKERY: LET'S INVESTIGATE!

The threat of the Baron's Blood comes from its enticing nature to adventurers. A pool of blood typically prompts a Perception check or more in depth investigation of a crime scene or site of battle. Once the PCs spot a site of interest, it's easy for one or more pools of Baron's Blood to ambush their would-be investigators. The ensuing carnage can quickly shift from horror to humor if the ambushed PC is attacked while the others are investigating a different area or are too far away to immediately assist!

(@ToTellStories)

LORE

An unassuming pool of crimson liquid that lies in wait, Baron's Blood is the title given to a specific variant of ambushing ooze that resides across Tyne. Resembling a pool of vibrant red, the Baron's Blood slithers throughout urban reaches and associated battlefields, attracted by a need to feed on the blood of mortals. These oozes consume the blood of the deceased and then lie in wait to attack the living who come to inspect them.

Though they have many names across the world, the Baron's Blood received its particularly ominous moniker in the city of Outset after the Tyrants' Guild imported them, with the help of the Baron's church, as mobile hazards within the Baron's Pilaster. Citizens of Outset who survived their incarceration in the Baron's Pilaster speak of the so-called 'Baron's Blood', pools of animate ooze that lull passersby into investigating, only to be skewered by a sharpened pseudopod. These pools would often lurk by the corpses of those they'd slain, appearing as a pool belonging to the corpse, which would inevitably attract survivors looking to ransack dead corpses.

Since their arrival within the Baron's Pilaster, the hunters of the Tyrants' Guild have been lax in their containment of these oozes, and now specimens of the Baron's Blood has escaped into the neighboring Pawn's Pilaster, Prince's Pilaster and Rook's Pilaster districts. This spread of violent oozes has become a concern to various organizations, especially private investigators, who've taken to researching crime scenes only to be beset by a lazing pile

of Baron's Blood. The situation has become so dire that the lower levels of the Commons have had investigators refuse work unless the crime scene is bloodless—a rare affair for many of Outset's rough streets.

A pile of Baron's Blood dissipates roughly three-quarters of the blood it consumes in foul vapors. After it has obtained roughly four adult humanoids worth of blood, the Baron's Blood splits into two distinct piles, which have an equal chance of hunting together or heading off in different directions. Through sheer chance, it's possible for an unlucky traveler to stumble across a half-dozen or more piles of Baron's Blood that have somehow managed to stick together after their respective split creations. Through this means of self-replication, Outset requires a concerted effort to remove the threat of the Baron's Blood, though the exact danger posed by these oozes has yet to be sufficiently identified by the city.

Unknown to even the Tyrants' Guild who imported them, the Baron's Blood does have a direct connection to the deity of the First House known as the Baron. Worshippers of the Baron can use piles of Baron's Blood as remote scrying devices, viewing through a pile of Baron's Blood that they know about within a vast distance to spy on those nearby. The church knew the Tyrants' Guild would fail to contain these vicious oozes, and eagerly hoped they would slither into new districts. Since then, the followers of the Baron have been hard at work establishing a network of spies throughout the city to help them in abducting sacrifices to their macabre deity.

SUPPORT US

Our goal is to build out a fully realized world that you can invest yourself in, as well as run your own tabletop RPG games with.

Over the coming months, we'll be releasing a bevy of custom rules content for Pathfinder 2nd Edition, though the rules can easily be adapted for other game systems as necessary. We're looking at releasing bespoke new rules and mechanics, as well as expansions to existing rules like: new monsters, new spells, unique items, backgrounds, ancestries, and so much more!

As the Rogrind campaign continues and we release more and more content, the focus will be on the city of Outset and the macro-level elements of the setting (continents, nations, pantheons, cosmology, etc.). Our plan is to gauge the reaction and adjust the type of content being released as time goes on, and based on feedback from our audience. All of this bespoke content, as well as regular releases for content used on the show, is going to be provided for you to use in your own games!

Supporting the show and our Patreon is the best way to get this content and see it in action!

Thank you for your support. It really matters more than you could ever realize. Keep checking back for more!



 **PATREON**

[PATREON.COM/NARRATIVEDECLARATION](https://patreon.com/narrativedeclaration)



[TWITCH.TV/NARRATIVEDECLARATION](https://twitch.tv/narrativedeclaration)



[NARRATIVEDECLARATION.COM](https://narrativedeclaration.com)

[ZORANTHEBEAR.COM](https://zoranthebear.com)

CREDITS

Publisher Payton Smith (@ZoranTheBear)

Lead Creative Producer Thurston Hillman (@oncallgm)

Art Director Laura Pendl (@laura_pendl)

Layout Jamie Isfeld (@ToTellStories)

Author Thurston Hillman

Artwork Jamie Isfeld, Laura Pendl

©2023 Payton Smith, Narrative Declaration. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Narrative Declaration and the Narrative Declaration logo is a trademark of Payton Smith. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Payton Smith. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

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

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

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, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Bestiary (Second Edition) © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.

Rotgrind Bestiary: Baron's Blood © 2023, Payton Smith, Author: Thurston Hillman.