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ENCYCLOPAEDIA
ARCANA

BLOOD MAGIC

OATHS AND SACRIFICE



I Sturrock

Baalzod, Lord of the Kalveon (hereinafter referred to as the first party), and Drakar, twenty-second (22nd) Baron of Lancheater (hereinafter referred to as the second party) hereby enter into agreement as follows:

1. The first party will provide the second party with worldly wealth, here defined as a minimum of one million (1,000,000) gold pieces as a lump sum, plus an additional sum not less than ten thousand (10,000) gold pieces per month. Said wealth may be in coinage of silver or more valuable metals, plate, bullion, gems cut or uncut, silks, satins, velvets, porcelain, spices, jewellery, magic items, or other medium to high value objects (here defined as worth a minimum of five (5) gold pieces per one (1) pound weight) of widely accepted worth (here defined as commonly exchangeable for their nominal gold piece value at a mercantile emporium, money-changers, or craftsman's establishment in the city of Lancheater).

2. The first party will provide the second party with direct magical and physical assistance to defeat one (1) enemy, foe, or other threat embodied in the form of a single entity, once (1 time) per one (1) year.

3. The second party will sacrifice to the first party a minimum of seven (7) humans, elves, dwarves, half-elves, or gnomes to the first party each lunar month, or or within twenty-four (24) hours of the dark of the moon (as defined by the astrological ephemeris published by Lorenaster Horpion Vorseu of Lancheater or a similar authority to be substituted for said Lorenaster as per an additional codicil to this contract to be signed by both parties in the event of any incapacitation, death, or other embarrassment of the Lorenaster Vorseu), each group of seven (7) sacrifices to include at least one (1) female virgin (here defined according to the moral strictures agreed upon by the Fourteenth (14th) Council of the Reformed Church of Mithras, Lancheater, on the seven-tenth (17th) day of Windcreep, Year Five (5) after the assumption of the second party of the full title of Baron of Lancheater), all sacrifices to be carried out with the dagger provided to the second party by the first party or else with a mutually agreed substitute weapon of a suitably sharp nature.

4. Seven (7) full years (here defined by the aforementioned astrological ephemeris of Lorenaster Vorseu) after the date of this contract, at precisely midnight, the second party agrees to give himself up, body and soul, to the first party, without attempting resistance or hindrance by any of the following means or by any other means: melee combat, duels of honour, close-quarters fighting, wrestling, back-stabbing, gouging, punching, kicking, butting, elbowing, kneeing, stabbing, slashing, slicing, piercing, thrusting, lunging, cutting, cuiping, hacking, cracking, bashing, crushing, natural weapons, unnatural weapons, manufactured weapons, mastercrafted weapons, magical weapons, improvised weapons or other deeds or implements of physical violence; magical spells, divine spells, bloodrites, wondrous items, wands, staves, rods, sceptres, rings, potions, scrolls, relics, artifacts or other supernatural powers or objects; the intervention of any as-yet-unknown third (3rd) party, fourth (4th) party, or any additional party, whether human, elvish, elven, elfin, eldritch, dwarven, dwarfish, dwarvish, orvish, gnomish, halfling and other fractional creatures, draconic, divine, celestial, elemental, diabolic, devilish, demonic, undead, unliving, quasi-dead, half-dead, or any other category of creature, alive, dead, or constructed, that has or has not yet been catalogued; trickery, roguishness, surlowny, innuendo, bluff, deceit, falsehood, lies, untruths, half-truths or other fractions of truth, dissembling, fibs, tales, yarns, jockering, tomfoolery, pedantry, pettifoggery, pleading, whinging, begging, grovelling, girlish coddling, or other obfuscatory or time-wasting behaviour; or by any other means.

5. If the first party should fail to fulfil either or both of points one (1) and two (2) of this contract, the second party will no longer be bound by the terms of this contract, though the first party will remain bound by all terms of the contract.

6. On a second or subsequent offence on the part of the first party, the first party will be afflicted with a feblemind spell.

7. If the second party should fail to fulfil either or both of points three (3) and four (4) of this contract, the second party will be immediately afflicted with a finger of death spell; if this causes the death of the second party, the first party will be immediately entitled to collect the soul of the second party as defined in point four (4) of this contract.

Date: Second (2nd) day of Applefall, Year Seven (7) after the assumption of the second party of the full title of Baron of Lancheater.

Signed: Drakar X (mark), 22nd (twenty-second) Baron of Lancheater, overlord of Prosper, Banberdale, Rivinley, and Redburn.

Drakar Lancheater

Signed: Baalzod, Lord of the Kalveon in Perpetuity

Baalzod

Encyclopaedia Arcane Blood Magic

Ian Sturrock

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INTRODUCTION

BLOOD MAGIC – OATHS AND SACRIFICE

The ancient practice of blood magic has been outlawed in many civilised societies, for though it allows access to staggering levels of magical power the price can be very high. Savage tribes often respect blood magic, though even they tend to fear and avoid it where possible – its power is the stuff of legend, to be invoked only by those who expect to achieve great things or die in the attempt. A few warriors of the old school will swear blood brotherhood or other blood oaths but learning much more than that is generally the province only of primitive sorcerers or the most vile and despicable wizards. Those who go into blood magic with good intentions often find themselves seduced by its savage power, and soon want more – at whatever cost, up to and including dozens or hundreds of innocent lives.

The power inherent in sentient blood has been recognised by many of the great philosophers and sages throughout history, both religious and secular. Whether spilling his own blood to fuel his spells, creating a ritual to bond two comrades in blood brotherhood, or sacrificing enemies for magical power, the practitioner of blood magic is drawing upon that ancient, primal force, and must take great care that he can control it, and not vice versa.

ENCYCLOPAEDIA ARCANAE

Blood Magic – Oaths and Sacrifice is the latest volume in the Encyclopaedia Arcane series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns. Each book of the Encyclopaedia Arcane is of use to players and Games Masters alike, presenting full and detailed information on the new system of magic and ideas as to how to incorporate it into the repertoire of both new and existing arcane spellcasting characters.

This volume of the Encyclopaedia Arcane series gives players and Games Masters alike the information they need to begin using blood magic within their campaign. You will find chapters devoted to learning blood magic from a teacher or by experiment, the perils of the bloody art, and items created by or to enhance blood magic. Plus, of course, this book presents new feats and spells with which to achieve mastery of blood magic, and new creatures associated with the practice.

Both sorcerers and wizards can attempt to learn blood magic. Finding a teacher in civilised lands can be tricky, though it is also possible to teach oneself through trial and error. Many teachers of blood magic demand a far higher price than the student's diligence and gold, though, and the would-be student must approach the matter with great caution.

For the blood magician who is either very strong-willed and capable of resisting the more dangerous temptations of that path, or who is prepared to simply launch himself headlong into the most unpleasant aspects of blood magic, this can be a worthy addition to his arsenal of magical powers, allowing him to be a great deal more versatile than the more formulaic wizard or sorcerer. On the other hand, those who simply dabble with blood magic, learning a little here and a little there, believing they can control their habit, are often those most at risk of being either totally corrupted by it, or destroyed by one of the primal forces that seem attracted to it. . .

According to the oral traditions of the Bl'taxu tribe, as well as the forbidden tome known to scholars and blood magicians alike as the Crimson Book of Keddah, blood magic's origins lie at the very dawn of time. Though the accounts differ in detail, there is sufficient similarity between the two, and between other manuals of blood magic, to give sufficient evidence to support the theory known as the Elder Blood Hypothesis.

The Bl'taxu posit a primal Creator God, Bl'taaax, who fashioned the universe from his own blood. It is said that the first man and woman, Phlaz and Sela, were formed from the clots in Bl'taaax's blood, and given the instruction to breed so they could appease him by blood sacrifice. Gradually it is said that Bl'taaax and his magical son Ar'taaax taught the firstborn descendants of Phlaz and Sela to become the sorcerer-chiefs of the tribe, with all other tribal members being either warriors or slaves, depending on their ancestry – the beginnings of a caste system.

Slaves worked the land and were sacrificed if they committed any crimes, or in any case when they became too old to work. Warriors captured new victims from other tribes. It seems the sorcerer-chiefs' blood magic was powerful indeed, for soon their tribe dominated the surrounding area. Great festivals of sacrifice were held, with thousands of slaves and captives slain at a time. The rest of the tribe, warriors and slaves alike, witnessed these sacrificial deaths and celebrated with day-long revels and orgies.

It should be noted that though the sorcerer-chiefs' magic was supposedly in honour of their god, this could not be called 'divine magic' in the modern sense of the phrase. The magic was not granted by Bl'taaax; he seems to have derived some sustenance from the sacrifice, though not directly. Rather, it seems likely that as a god of blood, he gained energy from any spilling of life's vital stuff, and indeed the tribe's warriors also revered him and prayed to him to ask to be made mighty shedders of blood before every battle in which they fought.

Soon after the ascendancy of the Bl'taxu, something went very wrong for them. Precisely what is uncertain, but it may be said with certainty that it too, like their rise to power, involved the practice of blood magic. It is said that at the grandest festival, involving almost all the sorcerer-chiefs of the tribe and more sacrifices than had ever before been seen, something erupted from the earth, a great, faceless, ravening beast, all claws and teeth, dark red-brown like dried blood, and devoured slave and sorcerer alike.

Since that day the remnants of the Bl'taxu have hated and feared blood magicians of all kinds. Such sorcerers inevitably feature as the villains of their folk-tales, evil not so much for their tendency to sacrifice innocents but for the danger they always pose of unleashing terrifying creatures of savage power, hungry for blood.

The Bl'taxu never again achieved anything of great significance, and indeed were persecuted by surrounding tribes for many hundreds of years after their reign of terror was over. However, those tribes' traditions also provide some supporting evidence of the Bl'taxu traditions; to this day they speak of the Bl'taxu as the 'People of Blood,' blaming all local incidences of vampirism and lycanthropy on Bl'taxu evil.

From Arcane and Divine: A Comparative History of Magical Tradition
By Grand Loremaster Farvol Thukir



BLOOD MAGIC – AN OVERVIEW

It is said that blood magic is one of the oldest forms of arcane magic, based on the most primitive, but extremely powerful, rituals of spilling blood. To the savage, lifeblood is something that is clearly full of magical energy, for if you deprive anyone of it they grow weak and die, losing all their own life energy. Any magician who can access this energy must be powerful indeed, for he can tap into the secrets of life and death themselves.

The first blood magicians were primitive sorcerers, perhaps because the secrets of written language, and the wizardry based on it, were unknown in those days. Today many wizards also learn some blood magic, though sorcerers are still the most commonly met blood magicians. Something about its immediate and barbaric nature seems to appeal strongly to them, and their flexibility also means they can use the energy gained from human sacrifices more easily than can wizards, though of course not all practitioners of blood magic also engage in human sacrifice.

A great many philosophical systems have recognised the power in blood, likening it to the very force that animates living creatures. Blood magic also ties in with these ideas, and certain blood magicians approach it not so much from the perspective of the savage power it can offer, but in an attempt to discover more about the magical underpinnings of the world. Even these scholars sometimes find their lofty ambitions fallen by the wayside, as they delve a little too deeply into the practices of blood magic, discovering their own inner lust for power and sacrifice rather than any new insight into philosophy and science.

TYPES OF BLOOD MAGIC

The blood magician's most well-known area of expertise is that of bonds of blood, more commonly known as blood oaths – a primal means of solidifying any agreement, backed up by powerful magic from the dawn of time, written into the very laws of the universe themselves. As with other blood magic this is almost predominantly the province of arcane spellcasters, though many barbarian warriors and some more civilized soldiers also learn a blood bond or two, recognizing quite correctly that nothing brings comrades together quite so effectively as a vow of blood brotherhood.



Perhaps their most terrifying practice though is blood sacrifice, whereby a skilled blood magician can gain immediate magical energy by spilling another's lifeblood. Many a blood magician has done so in a time of necessity, for the blood of others is simply such a convenient and concentrated form of power. The magical 'rush' gained from blood sacrifice is almost irresistible, with very few practitioners managing to stop at that first, genuinely necessary sacrifice. . .

Other blood magic includes the creation of temporary magical animals from the caster's own blood, or making larger, more permanent blood creatures by binding the life energies of a number of sacrifices together. This can produce some truly horrific creatures, including the dreaded bloodless and powerful blood golems.

Certain blood magicians experiment with the transfusion of blood of power, such as demonic ichor or celestial blood, into the magician's own body or that of another subject. This can have a variety of effects depending on the type of creature and the quantity of its blood transfused.

Many of these practices, indeed all other than certain blood bonds, are regarded with fear and disgust by ordinary folk, though again primitives will be awed by a sorcerer who can turn his own blood into a graceful hawk or who has become part-demon through the addition of another creature's blood to his own. Human blood sacrifice is almost universally reviled other than by the most savage tribes, but the occasional supposedly civilised society also makes use of or even relies on it, whether to keep the populace in their place, punish criminals, or both. In such a place the blood magician's expertise may be welcomed, particularly when the authorities realise he can not only dispose of their unwanted citizens but also produce useful spells and other effects by so doing.

Most blood magic comes not in the form of spells but of bloodrites, which might be regarded as the primal ancestors of arcane spells – rather than codified, scholarly spells that call upon the powers of the universe for their effect, bloodrites always involve something of self-sacrifice, be it of lifeblood or one's very essence.

THE BLOOD PLANE

Some scholars of blood magic talk of a demiplane known as the blood plane. This is said to be much like an elemental plane but devoted to blood rather than one of the conventional elements, and is postulated as the source of blood magic and the home of the dreaded blood guardians.

However, more traditional practitioners of blood magic such as the tribal sorcerers tend to scoff at such an idea, having little patience for the codified systems of classifying the other planes. They prefer to consider anywhere which is not the material world to be the Otherworld, or the spirit plane, or some similar primitive concept. Even if one was to accept the scholars' codification of the other planes, they would be wary of categorising blood magic within any one such place, because they strongly believe it to be the primal magic that underpins the workings of the world itself. . .

In this instance the tribal sorcerers may be no less wrong than their civilised counterparts, since few scholars have ever attempted to travel to the blood plane, and if any have succeeded they have not returned. There has then been no proof that the blood plane exists at all, let alone that it is the source of the blood magicians' power.

PITFALLS OF BLOOD MAGIC

Blood magic, then, offers tremendous scope for gaining – and abusing – magical power. However, there are inevitable consequences. There are several perils and pitfalls that almost every practitioner of blood magic must face and overcome, if he is to reach the pinnacle of his art. The first is the tendency to get addicted to the enormous rush of magical power that comes from sacrifice. Even the most mild-mannered scholar can suffer from this, for the very first sacrifice he performs, be it an act of absolute necessity or a carefully considered scientific experiment using a state-provided condemned criminal as victim, could be the beginning of a dreadful, irresistible addiction. Many a blood magician has found the road to hell paved with the very best of intentions.



The second is that almost all blood magic risks attracting the attention of the strange class of creatures known to scholars as blood guardians. The sorcerer or wizard who uses blood magic too often, or too indiscriminately, or too ineptly, may attract the attention of these fabled guardians of blood magic, terrifying creatures who track down those who are not ready for the power of the bloody tradition and tear them to pieces.

The third danger is that those who readily open a vein for their magic will do irreparable physical harm to themselves. The body is simply not meant to take such abuse as being sliced apart on a regular basis. With the attentions of a good

healing expert or a cleric with plenty of curing spells, this can be avoided, but perhaps the best option is simply to use blood magic sparingly.

Fourthly and finally, those who prefer to practise their blood magic by torturing and sacrificing others, whether their fallen enemies or innocent victims, will soon find that civilised societies frown on such behaviour at best, and at worst actively hunt down and destroy its practitioners.

THE ARCANE AND THE DIVINE

Blood magic is exclusively practised by arcane spellcasters, usually sorcerers but sometimes wizards or others. Certain shamans, druids and evil clerics learn a similar magic, again based around sacrifice and magical oaths, but though related it is beyond the scope of this volume.

The greatest difference between the two approaches is the difference found between arcane and divine spellcasters everywhere: the former are largely concerned with either personal power or the advancement of science through experiment and discovery, whereas the latter are more interested in venerating a god or other higher power. The blood magic of each is tailored accordingly, and so the bloodrites and spells found in this volume relate for the most part to the concerns of arcane spellcasters, though in many cases a hangover from the more primitive origins of blood magic can be found, with bloodrites concerned with the maintenance of savage tribal structures and so forth.



THE BASICS OF BLOOD MAGIC

This chapter details the various different sorcerers, wizards, and occasional others who learn blood magic, as well as how a character might track a mentor down and persuade him to pass on vital knowledge. It also looks at the mechanics of learning and using blood magic.

FOLK OF BLOOD

Perhaps the most well-known practitioners of blood magic are sorcerers from the most primitive tribes, half-magician, half-witch doctor, barely worthy of the name ‘sorcerer’ at all. However these are not always the most likely blood magicians to teach others their art, and so it is possible the more savage sorcerers will eventually die out. Most are secretive in the extreme, passing on their knowledge only piecemeal to one or two chosen apprentices from their tribe, who must give up all thought of individuality and obey their master in every way.

Those more bookish wizards who first made a special study of blood magic often prove more willing and even eager to find students of their dark art, often because they are power-mad and feel the need to have minions to assist them in carrying out their apocalyptic plans of conquest. Though supposedly more civilised than their tribal sorcerer rivals, these brilliant but often crazed wizards are if anything far more malicious.

Some wizardly blood magicians refrain from the more dangerous, disreputable and powerful practices, such as human sacrifice, but they are scarce. Few can learn a great deal of blood magic without feeling the need to gain still more power from sacrifice, and those who give in to temptation in this regard rarely find themselves able to put the metaphorical genie back in the bottle – one sacrifice leads to another, until eventually whole

regions become depopulated, all for the power and bloodthirstiness of one wizard.

The more basic bonds of blood, such as blood brotherhood, also have a parallel tradition among barbarians and other traditional fighting-men of all kinds. These folk, who rarely have any true arcane knowledge or any ability to cast spells, are either continuing half-remembered primitive rituals or re-inventing blood magic from first principles. In any case the continued existence of this tradition seems to support the theories of those who regard blood magic as one of the most primal and ancient of magical paths.

Practitioners of blood magic are for the most part human, though certain tribal monsters such as orcs and hobgoblins occasionally learn a little, as of course do vampires. All arcane spellcasters can use blood magic, so long as they can find someone to teach them; the simpler rituals of blood bonding can also be learned by soldiers, warriors and other fighting-men, as described later in this volume.

FINDING A TEACHER

Blood magicians, especially the more advanced blood magicians, are by necessity secretive. They will always be feared, even in primitive lands, and right-thinking civilised folk will not merely fear them but actively attempt to destroy them. The blood magician who is open will likely attract the attention of whole chapter houses of paladins, as well as great mobs of commoners with torches and pitchforks. Those blood magicians who are sufficiently powerful as to laugh off such threats are perhaps too frightening to attract a great many apprentices, though those who do wish to be taught by such a practitioner are often sufficiently depraved that they no longer care if they are signing their very souls away to an eternity of servitude.

There are, then, several main paths to learning blood magic. Once a character has done any of the following, he is considered to have undergone basic training, so he may begin to learn the skills, spells and feats of blood magic:

† A sorcerer born into a primitive tribe may persuade the tribe’s chief sorcerer to teach him the secrets of blood magic.



THE BASICS OF BLOOD MAGIC

† A sorcerer or wizard of Good or Neutral alignment who can track down one of the few uncorrupted blood magic scholars may find said scholar willing to take on an apprentice.

† An Evil sorcerer or wizard, or one who is Neutral but cares little whether he later becomes Evil, may with similar difficulty find and persuade a less scrupulous blood magician to take him on as a minion. . .

† A fighter or other warrior who is part of an old-fashioned army, tribe or mercenary company may learn some of the basics of blood oaths by oral tradition from his fellows.

† As blood magic is such an intuitive and in some respects obvious path to power, it is possible for a character to teach himself through research, though this is a long, costly and potentially dangerous method.

Tribal Sorcerers

As with the practitioners of any primitive magical tradition, tribal sorcerers fulfil a social niche as important as their magical role. Often they are the only magic-worker, arcane or divine, the tribe has; in this case they will be expected to make pronouncements on spiritual and mystical matters whenever any such issue arises. In tribes which also have a shaman, druid or savage priest of some kind, the primitive sorcerer often operates far more on the fringes of society, perhaps occupying a small hut on the edge of the tribe's village, to which the locals come for charms and simple potions.

Another sorcerer born into such a tribe will quite commonly be expected to be taken on as an apprentice by the head sorcerer, though almost as

often the established sorcerer will see any others as rivals and potential threats, seeing to it that they are exiled from the tribe as soon as their talents are obvious. The Games Master should determine which case applied to the character by having him make a Charisma check (DC 14) to have been accepted at an early age. Success indicates that his former master will be reasonably open to the prospect of teaching him blood magic – usually in exchange for suitable services or gifts, of course, to a monetary value equal to $2d4 \times 100$ gp.

A character who was rejected by the tribal sorcerer for any reason will never be taught, even if he later returns to the tribe more powerful than ever before. However he may elect to challenge the resident sorcerer, whether to a formal magical duel of some kind or a more mundane battle. If he wins, he may be able to force the losing sorcerer to teach him blood magic or other secrets, and even if he had to slay the resident sorcerer he will at least inherit his magical paraphernalia, perhaps making it easier for him to research blood magic on his own (see pg 10).

Sorcerers whose powers do not manifest until relatively late in life, such as characters whose first class was not that of sorcerer but who later multi-classed, may also return to the tribe of their birth and attempt to convince the tribal sorcerer to take them on. They typically have a more difficult time of it than do those who were his apprentices – a tribal member who was not an apprentice wishing to persuade the tribal sorcerer to teach him blood magic must make a Charisma check (DC 18) to do so. Every 100 gp worth of gifts offered to the tribal sorcerer will give the character a circumstance modifier of +1 to the Charisma check.

Convincing Tribal Sorcerers to teach Blood Magic

Situation	DC	+1 Circumstance Bonus
Former apprentice to tribal sorcerer	14	
Late-developing sorcerer from tribe	18	Per 100 gp of gifts
Sorcerer from outside tribe	20	Per 500 gp of gifts
Wizard from outside tribe	22	Per 500 gp of gifts

A character from outside the tribe may also attempt to persuade a tribal sorcerer to teach him blood magic, making a Charisma check as above, but with a DC of 20 for a sorcerer or 22 for a wizard. Every 500 gp worth of gifts offered to the tribal sorcerer will give the character a circumstance modifier of +1 to the Charisma check – tribal sorcerers are far more wary of gifts from outsiders than from the members of their own tribe.

Scholars of Blood Magic

The very best, strongest willed blood magicians are able to retain a certain sense of scholarly scientific detachment, rather than getting sucked into an addiction to human sacrifice – or a worse fate. They tend to learn only blood magical rituals and spells other than those related to blood sacrifices, preferring the less dangerous bonds of blood and the creation of blood creatures, though a few also dabble in blood transfusions.

For a similarly scrupulous would-be blood magician, such a practitioner would be the perfect teacher, though they can be difficult to track down – even well-meaning scholars who claim to ‘study’ blood magic rather than practise it are often targeted by paladins and witch-hunters, for blood magic has a very bad name with the followers of most civilised religions. Thus the first task is to find the right teacher, usually through either personal contacts or covert questions in the right areas.

A Gather Information check at DC 25 will turn up rumours of a blood magician, if the questions are asked in the right place - for example a tavern frequented by sorcerers, or a wizardly college. The DC rises to 35 if not asked in the right place, or in a small town where there is no real ‘right place.’ Failure by twenty or more indicates that the character’s enquiries have come to the attention of a non-player character who strongly disapproves of blood magic – a cleric or similarly religious person, or an official authority such as a town watchman. This non-player character’s reaction could be anything from attacking or arresting the character to simply giving a two-hour moral diatribe against blood magic and similar arcane practices – this could almost be worse

than outright attack, particularly if the non-player character continues to keep tabs on the character.

At the Games Master’s discretion the rumours could be cryptic or fairly straightforward. Actually tracking down the blood magic scholar could prove an adventure in itself, or alternatively the character might find out a street address and contact name from the first person he asks.

Once a scholar of blood magic has been found, again it is up to the Games Master how willing he will be to take on an apprentice. Most will be delighted to find a fellow student of magical lore who shares their interest, but may become wary if it seems the character’s lust is for power, not for knowledge. The character may adopt one of two tactics at this point: either impress the scholar with his Knowledge (arcana) by discourse (DC 20), or Bluff his way through the conversation (DC 25). Success using either method will mean the scholar is willing to teach him.

Blood Magicians of Evil

Those who see blood magic as a means to an end, usually that of great personal power, may best be served by seeking out a similarly vile sorcerer or wizard, a process fraught with danger. A sufficiently powerful and evil blood magician will often be well-known in his local area due to simple notoriety, so he will be far easier to locate than the more cautious scholar of blood magic. Anyone the character asks about the blood magician will warn him to have no contact with one so diabolical.

Once such a blood magician has been located, he will usually test the character. Typical tests could include anything from a simple Charisma check or Knowledge (arcana) check, much as for dealing with shamans or scholars of blood magic (see above) to more commonly a practical test intended to see whether the character has the hard-heartedness necessary to become a true dark master of blood magic, such as capturing a former comrade or family member for sacrifice.

Anyone who fails this test, or demonstrates more basic failings (which are likely to be defined largely at the whim of the blood magician), will be taken captive and sacrificed. Blood magicians



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are nothing if not practical, and one of the reasons they are happy enough to test out prospective apprentices is that it provides a slow but steady stream of new sacrifices.

Those who pass will be taught blood magic, often all their master knows, but always at a price. Mere gold is not enough – the new apprentice will be required to enter into a formal blood contract with his master. Just how restrictive this contract is will vary from master to master, and can range anywhere between a simple two-way loyalty bond to a contract of indefinite servitude.

The Way of the Warrior

A fighter or other warrior who is part of an old-fashioned army, tribe or mercenary company may learn some of the basics of blood oaths by oral tradition from his fellows. In most cases this will cover only blood brotherhood, and occasionally blood tribes or blood drinkers. However, if the character is apt enough, this may be enough to assist greatly with learning other aspects of blood magic, as it is quite possible to deduce much of the rest from first principles once one knows a little.

Generally this route to knowledge of blood magic is not one that a character can deliberately quest or search for. Rather, he will run into it by chance, after he has already been part of the group for a while and demonstrated his loyalty, honour and reliability in a fight. The oldest, most experienced warrior of the group will not so much teach blood magic as supervise the rituals, and the other warriors if they so choose can attempt to learn from said rituals. In effect this is much like learning alone (see Blood Magic for One, below) with the advantage of regular exposure to at least some aspects of blood magic.

Blood Magic for One

Due to the primal, savage, and intuitive nature of blood magic, it is one of the easiest traditions for a character to teach himself, though the risks and costs of such a course of action are manifold. A character who does not have access to at least some hints about the basics is likely to spend several months of research before he can even begin to learn the bloody art, and may also put his very life in peril by inadvertently drawing the attention of one of the bizarre creatures

that safeguard blood magic from dabblers and interlopers.

Any character who can cast 1st level arcane spells may attempt to research the basics of blood magic. At the end of each month of research he makes an Intelligence check (DC 15). Each month of research and study costs 500 gp, and the would-be blood magician must inflict 1d6 damage on himself each month of research as he attempts to master and control the magic inherent in his own blood. This damage heals normally.

Success indicates the character has completed his basic training and can learn blood magic by spending experience points as usual (see Learning Blood Magic, below).

Failure usually has no particularly malign consequences. Unless the character fails severely, he suffers no ill effects other than the usual loss of hit points and gold, and may try again the following month if he so desires.

A failure by ten or more (i.e. a modified result of 5 or less) results in the character suffering 2d6 damage that month instead of 1d6. Furthermore he must make a Will save (DC 12 + damage sustained) or attract the attention of a random blood guardian (see pg 40).

Researching Blood Magic

Situation	Int Check Circumstance Modifier
Has observed at least one blood magic ritual	+2
Has participated in at least one blood magic ritual	+5
Has access to the paraphernalia of a blood magician	+3
For each book on the subject of blood magic owned and read	+1

Blood Magic: Spells and Bloodrites

As well as the more standard arcane spells, blood magic incorporates rituals known as bloodrites into its practice. Bloodrites are older, less formal dweomers than are spells, drawing their power directly from the wills and bodies of the participants rather than invoking elemental or extraplanar forces.

Bloodrites may be learned by any character who can find a teacher. The character does not need to learn the bloodrite in place of a spell, feat, or anything else; it is additional to all these things. There is an experience point cost to learn each bloodrite, however, and most also have an experience point cost to cast them. Usually a teacher will charge the character 1d4 x (XP cost to learn) in gold pieces to teach him the bloodrite. Bloodrites never take up ordinary spell slots when cast – rather, casting them always involves a more serious sacrifice, either in the form of hit points of damage or in the form of a loss of experience points.

Each bloodrite has the following entries:

Components: As with spells, all bloodrites have certain components, usually verbal and somatic though sometimes a material component or focus is also required.

Casting Time: This is the amount of time the bloodrite takes, and functions exactly like the casting time of a spell, except that all the characters involved in the bloodrite must also be involved in casting it, complete with Concentration checks if they become distracted. This includes the subject or subjects, if the bloodrite has any. If the casting time is interrupted for any reason, including a failed Concentration check, the bloodrite fails, but with no cost in either experience points or hit points.

Range: As for spell ranges (see *Core Rulebook I*).

Subject, Target, or Area: As for spells.

Duration: As for spells.

Saving Throw: As for spells. For purposes of determining saving throws and dispelling or counterspelling only, blood rites are treated as arcane spells of the highest level the caster is able to cast. For example, an 18 Intelligence, 7th level wizard casts all his bloodrites as though they were 4th level spells. His bloodrites have a saving throw of 18 (10, +4 Intelligence modifier, +4 spell level).

Knowledge (blood magic) Check: Most bloodrites require the ritualist to make a Knowledge (blood magic) check at the conclusion of the casting time. If the check fails, so does the bloodrite. A failed bloodrite has no effect and costs no experience points, though the usual hit points are lost.

Prerequisites: Rather like feats, most bloodrites have prerequisites, usually including a minimum level of Knowledge (blood magic) and often a certain degree of arcane spellcasting capability.

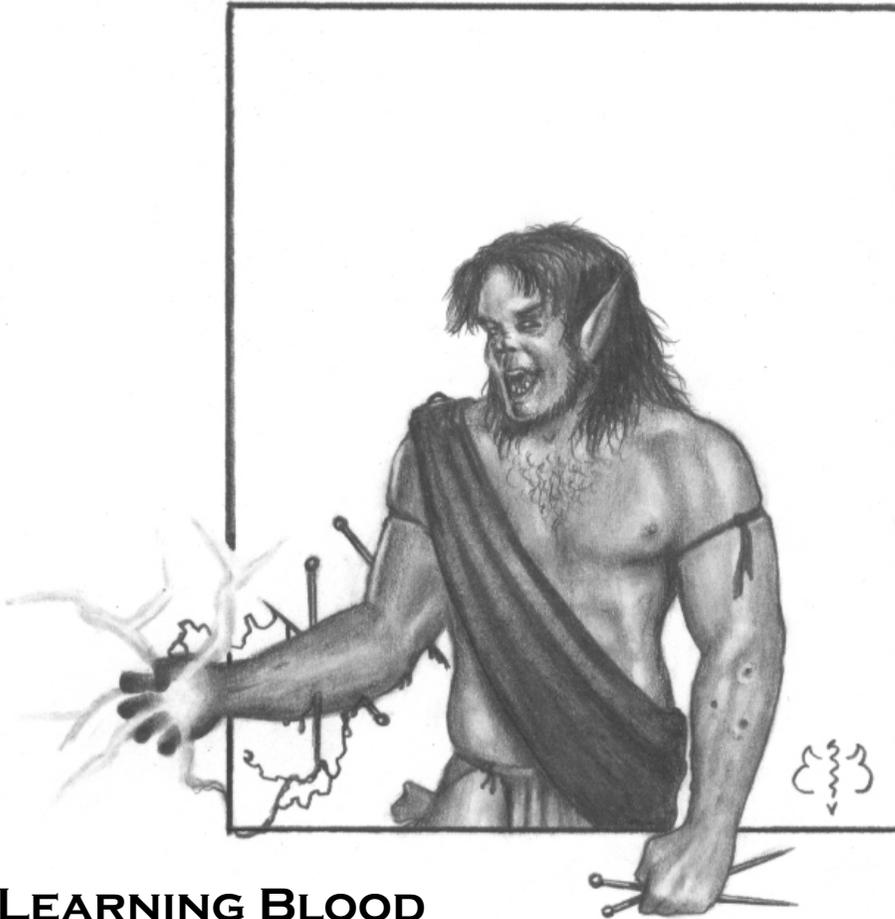
XP Cost to Learn: The experience point cost that must be paid by a character who wishes to learn the bloodrite.

XP Cost to Perform: The experience point cost that must be paid each time the ritualist wishes to perform the bloodrite. A bloodrite with an experience point cost to perform of 0 may be freely cast at any time, so long as the ritualist spills his blood to pay the hit point cost as usual.

Hp Cost to Perform: The amount of the ritualist's blood, measured in hit points, which must be spilled to activate the bloodrite. The hit points are always lost at the end of the casting time, just before the ritualist makes the Knowledge (blood magic) check (if any).

Note that as bloodrites are not spells, they are never affected by any spell resistance a creature might have. However, they can be counterspelled or dispelled as though they were arcane magic spells – see the Saving Throws entry, above, for determining the effective level of the bloodrite.





LEARNING BLOOD MAGIC

Once basic training has been completed, the character can learn Knowledge (blood magic) as a class skill (see sidebar). Furthermore he now has access to the other blood magic rituals, spells and feats listed in this book, subject to his meeting any prerequisites they may have as usual.

A character who has learned only a little about blood oaths, usually through learning from fighting-men rather than arcane spellcasters (see *The Way of the Warrior*, pg 10), may learn Knowledge (blood magic) only as a cross-class skill. In addition he may only learn the following bloodrites, and then only if his warrior group practises them: *blood brotherhood*, *blood tribe*, *bloody chalice*, and *blood vow*. However, if he is able to cast arcane spells, he may attempt to learn more blood magic by research or one of the other methods, as detailed earlier in this chapter.

Knowledge (blood magic)

This new skill is used both as a prerequisite for learning many of the various bloodrites, and to determine whether a character successfully casts a bloodrite. Furthermore, ranks in Knowledge (blood magic) indicate a character's general understanding of the theories behind blood magic and of the legends and origins of this powerful tradition.

Sample Knowledge (blood magic) uses and difficulty classes

Use	DC
Recognise a bloodrite being cast	15
Determine whether a creature touched is under the influence of a blood bond	20
Determine the nature of the bond affecting the creature touched	30

BONDS OF BLOOD

Almost every culture has tales of a barbarous rite in which two comrades slice open the flesh of the palms of their own hands, clasp them together to cement the bond of blood brotherhood. Usually fighting-men of some kind, and sometimes brought together after a period of initial adversity, they often swear blood brotherhood when facing a powerful

adversary or perilous mission from which one or both will likely never return. Blood brotherhood transcends all other loyalties, to country, friend, family and lover alike.

On the few occasions when both warriors do survive victorious, their bond of blood brotherhood is everlasting, and even if they part company for many years their first loyalty will always be to one another. If only one survives, part of the deal is usually that he carries the news of his comrade's death to any other concerned parties, before launching himself on a blood-feud to slay all who might have been even partially

It was almost noon, and both men were staggering, leaning on their battleaxes now rather than swinging them, glowering at each other over the shattered remnants of their shields. They seemed to be suffering as much from sheer exhaustion as from the many wounds each bore, for they had been battling since dawn. Their injuries were for the most part ugly, gaping hacks, none of them very deep but all messily oozing blood, though each man's right arm was also red and swollen from the sheer effort of wielding a heavy axe in combat for several hours.

'You have a . . . strong arm, and a . . . quick foot, Ragnar, but Thora. . . Thora is mine. You're in no . . . no state to go on. . . . Yield and go with honour. . . you have been a worthy foe.'

'Ha! You should take a . . . look in the mirror, Eirik. . . though with that . . . that slice out of your . . . brow you'd not see much. . . but your own blood in. . . your eyes. I will not give up Thora. . .'

Both men were aware now of approaching hoofs. Confident that the terms of their honour duel would be respected, neither looked aside as the shaken rider reined in. 'Eirik! Ragnar! Forget your battle! The farm is under attack, and Thora has been taken by the frost giants! They dragged her off, more dead than alive. . .'

The two former antagonists stared at one another for a moment longer, a flicker of understanding and agreement flashing between their eyes. Ragnar dropped his axe first, Eirik following suit a moment later. With a visible effort they stepped towards one another, drew their knives. Each man slashed his own palm. They clasped their right hands together.

'Blood brothers it is, then. . .'

'Some things, some few things are more important than love. . .'

'We go against the giants, then, once the priest has seen to our wounds?'

'Aye, and if only one of us returns. . .'

'Then our quarrel is over, and he will bury the other with honour; but if we both return, with Thora?'

'If we both return, Ragnar, we will let Thora choose, and we will still be blood brothers. . .'

'Always.'



BONDS OF BLOOD

culpable for that death. If both die, most traditions have it that they will ascend to whatever warrior's paradise they believed in together.

Blood brotherhood then is the most widely known and understood of the blood bonds. However, there are several others, all of a similar nature, and the creative practitioner of blood magic can create still more.

BLOOD BROTHERHOOD

Simple swearing of blood brotherhood can be done by anyone, whether they have formal blood magic training or not – even a non-spellcaster. Though this can create a strong bond, it is usually of a very simple nature and is also vulnerable to interference from someone who does have formal blood magic training, who might use the link created between the blood brothers to harm one by capturing and torturing the other, or any number of other vile practices (see pg 22, Abuse of Blood Bonds).

Two combat-oriented characters who might otherwise get married sometimes prefer to carry out the blood brotherhood ritual, becoming bonded far more deeply and fundamentally than would happen with a typical religious wedding.

Bloodrite: Blood Brotherhood

Components: S, F

Casting Time: Two rounds

Range: Personal, plus see below

Subject: Self, plus see below

Duration: Permanent

Saving Throw: None

Knowledge (blood magic) Check: No

Prerequisites: Will save +4 or higher

XP Cost to Learn: 100 XP

XP Cost to Perform: 500 XP

Hp Cost to Perform: 1d3

Blood brotherhood must always be performed by two ritualists simultaneously. Both must know the bloodrite, and pay the usual costs involved. If either bloodrite is interrupted by one ritualist having his concentration broken, both bloodrites automatically fail.

Once the ritual is complete, the two ritualists are now blood brothers. A creature whose blood brother is in an adjacent 5-foot square may use the aid another action (see *Core Rulebook I*), targeting his blood brother, once per round as a free action. In addition, whenever they are within sight of one another and both conscious, the two blood brothers each gain a +2 morale bonus to all Will saving throws. If either blood brother is ever reduced to 3 or less hit points in combat, his



blood brother may immediately go into a rage as a free action. This rage functions exactly as a barbarian's Rage class feature (see *Core Rulebook I*), though the character never gets the benefits of Greater Rage or not being winded after the rage, whatever his level.

If either blood brother attacks the other, the attacker immediately sustains 1d6+1 permanent damage to Charisma, and the blood brotherhood is ended. This occurs even if the attack was caused by a magical or other compulsion.

If either blood brother is killed, the remaining blood brother suffers a -2 morale penalty to all attack rolls, checks, and saving throws that are not directly relate to his efforts to avenge his slain blood brother until all who had any active hand in the blood brother's death are themselves dead.

No character can ever have more than one blood brother at a time. In addition, a character who is blood brothers with another may not join a blood tribe. If a character's blood brother is killed, he may not perform this bloodrite again for at least one year.

Focus: The ritualist's dagger, which is used to cut his hand.

BLOOD TRIBES

A lesser-known practice than standard blood brotherhood involves extending similar benefits to a small group, rather than simply two 'brothers.' In this bloodrite, all participants stand in a circle and slash open both their hands, then clasp them together with those on either side of them; in this way it is thought that all their blood flows together.

At one time it was common for all the male warriors of certain tribes to use such a ritual to bond together, though today the rite is more usually employed by small mercenary groups and similar fighting teams. It is still typically known as the creation of a blood tribe, and indeed those who undergo the ritual often feel far more like a tribe afterwards than a mere military unit.

As the *blood tribe* bloodrite only lasts for one year, it is usual for all the members of the tribe to gather once more at the end of the year to perform

it again. Depending on the tribe, this may be on some magically or spiritually significant day, or it may be simply a matter of convenience.

Bloodrite: Blood Tribe

Components: V, S, F

Casting Time: One minute

Range: Personal, plus see below

Subject: Self, plus see below

Duration: One year

Saving Throw: None

Knowledge (blood magic) Check: No

Prerequisites: Will save +3 or higher

XP Cost to Learn: 50 XP

XP Cost to Perform: 100 XP per member of blood tribe (for example, in a tribe of twelve, each must pay 1200 XP)

Hp Cost to Perform: 1d6

This bloodrite is always performed by all the proposed members of the *blood tribe* simultaneously. All must know the bloodrite, and pay the usual costs involved. If any ritualist's bloodrite is interrupted by one ritualist having his concentration broken, all the bloodrites automatically fail.

Once the ritual is complete, the all the ritualists are now members of the same blood tribe. Once per round, as a free action, a character may perform the aid another action (see *Core Rulebook I*) as a free action, so long as the target is a member of the character's blood tribe. In addition, whenever all the surviving members of the tribe are all within sight of one another, they each gain a +1 morale bonus to all Will saving throws.

No new creature can join the blood tribe until the duration is ended and the tribe is ready to renew its vows and perform the ritual once more.

If a character attacks a member of his own blood tribe, the attacker immediately sustains 1d4+1 permanent damage to Charisma, and is no longer a member of the blood tribe for any purposes. This occurs even if the attack was caused by a magical or other compulsion.

If a member of the blood tribe is killed, the remaining blood members suffer a -1 morale penalty to all attack rolls, checks, and saving



throws that do not directly relate to their efforts to avenge the slain blood tribe member, until all who had any active hand in the member's death are themselves dead.

No character may ever be a member of more than one blood tribe at a time. In addition, a member of a blood tribe may not have a blood brother.

Focus: The ritualist's dagger, which is used to cut both his hands.

DRINKERS OF BLOOD

Many secret societies create subtly powerful bonds between the entire group, by having all of them cut themselves, bleed into a cup or other vessel, and consume a portion of the combined liquid. The advantage of this from the leaders' perspective is that newcomers to the society do not necessarily realise quite how powerful this form of blood magic is, or indeed that it is magical at all, particularly if they originate from a civilised society. Those from a more tribal background will be very wary of such a practice, but in most cases they are not the type targeted by the society's recruiters anyway. Often a ritualist will convince the targets of the spell that what they are joining is a blood tribe. The *bloody chalice* bloodrite is the most common ritual of blood drinking.

Of course, vampires and certain other creatures also drink blood, for quite different purposes. In addition to the usual ill effects of having one's blood drunk by a vampire, a vampire who is also a blood magician may in addition use the *bloody tongue* bloodrite to create a blood bond with its victims. The main use of this bloodrite is to ensure there is a bond available for the vampire to cast one or other of the more conventional arcane spells listed later in this chapter, in the Abuse of Blood Magic section.

Bloodrite: Bloody Chalice

Components: V, S, F

Casting Time: One round per subject

Range: See below

Targets: Up to one creature per level in highest-level arcane spellcaster class

Duration: One month plus 1d6 days

Saving Throw: See below

Knowledge (blood magic) Check: DC 15

Prerequisites: Knowledge (blood magic) 6+ ranks, the ability to cast arcane spells of at least 2nd level

XP Cost to Learn: 250 XP

XP Cost to Perform: 50 XP per target

Hp Cost to Perform: 1d3, plus see below.

This bloodrite allows the ritualist to bind a number of other creatures to him, in the guise of a religious or tribal ritual. He cuts himself, usually on the forearm, bleeding into a cup. He passes this around each of the intended targets. If they are willing to cut themselves (also each sustaining 1d3 damage, just as the ritualist did) and mingle their blood with his in the cup, then take a sip from the resulting mixture, they will find themselves bound together in a similar manner to a blood tribe (see above), but with a more sinister consequence.

Each target that takes a sip is bound together with all the targets and the ritualist for one month, with the effect that whenever any of the targets is within sight of the ritualist the target gains a +1 morale bonus to all attack rolls.

In addition, each target must make a Will saving throw or become susceptible to the influence of the ritualist. Failure at the saving throw means the target suffers a -2 circumstance penalty to all Sense Motive checks opposed to the ritualist's Bluff checks, as well as a -1 circumstance penalty to all further Will saving throws against spells, bloodrites, supernatural effects or spell-like effects cast or activated by the ritualist. If the bloodrite is repeated before the end of its duration, and the same targets take sips from the cup and fail their saving throws again, the above circumstance penalties are increased by -2 and -1 respectively, lasting for the duration of the most recently cast *bloody chalice*.

For example, a ritualist casts *bloody chalice* on four targets. All four fail their saving throws. As a result, they all suffer a -2 circumstance penalty to their Sense Motive checks opposing the ritualist's Bluff checks, and a -1 circumstance penalty to their saving throws against his magic. A month later, the ritualist casts *bloody chalice* on the same four targets once more. This time, one of them succeeds even despite the -1 penalty, so he no longer suffers any penalties at all, though he still

gains the +1 morale bonus to attack rolls while in sight of the ritualist. The other three all fail, so for the next month their penalties are -4 and -2 respectively. Again they still gain the +1 morale bonus to attack rolls while in sight of the ritualist.

Focuses: An ornate cup or other vessel, costing at least 500 gp, plus a ritual dagger for bloodletting, costing at least 300 gp.

Bloodrite: Bloody Tongue

Components: S

Casting Time: 1 action

Range: Touch

Target: One creature from whom the vampire drained blood at some time in the previous 24 hours

Duration: One month

Saving Throw: Will negates

Knowledge (blood magic) Check: No

Prerequisites: Must be a vampire and have the ability to cast arcane spells of at least 2nd level

XP Cost to Learn: 500 XP

XP Cost to Perform: 25 XP

Hp Cost to Perform: None.

Bloody tongue allows the vampire to create a telepathic blood bond with one creature it has bitten. The vampire may communicate telepathically with the target for the duration of the spell, if it wishes, so long as the target creature has an Intelligence score of 6 or higher, exactly as though both were targeted by a *Rary's telepathic bond* spell.

BLOOD CONTRACTS

More complex bonds than mere blood brotherhood and its formulaic variants can involve detailed contracts, with specific, magically enforceable penalty clauses for specific breaches of contract. An experienced blood magician can draft a purpose-designed contract, in the mingled blood of all the parties to the contract, with various clauses and sub-clauses depending on the use to which the contract is to be put. Blood contracts are commonly used when creatures from the material plane wish to make a deal with creatures from one of the outer planes, though they can be used by anyone and can take a wide variety of forms, from a business partnership to the shared ownership of some object of power to a slave contract.

Some blood magicians write *blood contracts* exclusively for their own purposes, whereas others write them to order for a suitably high fee. In the latter case the fee is typically a minimum of 10 gold pieces per experience point lost (note that due to the specialist nature of blood contracts this is significantly higher than the usual cost for spells with an experience point lost), plus any material component costs required.

The sample contract given on pg19 costs 725 experience points to cast, broken down as follows: 2 x 50 = 100 XP for two subjects, plus 25 XP for clause 5, 5 x 50 = 250 XP for the 5th level spell in clause 6, plus 7 x 50 = 350 XP for the 7th level spell in clause 7. The ritualist will need to be capable of casting both *feblemind* and *finger of death*, and must expend a total of 12,000 gp in material components (5,000 gp for the 5th level spell, 7,000 gp for the 7th level spell).

More primitive blood magicians, who may be dealing commonly with folk who are not capable of reading and understanding something so complex as a blood contract, use a similarly primitive variation on the blood contract known as a blood oath.

Bloodrite: Blood Contract

Components: V, S, F, M

Casting Time: One hour

Range: See below

Subjects: Up to one creature per level in highest-level arcane spellcaster class

Duration: See below

Saving Throw: See below

Knowledge (blood magic) Check: DC 15 +1 per clause in the contract.

Prerequisites: Knowledge (blood magic) 8+ ranks, the ability to cast arcane spells of at least 5th level

XP Cost to Learn: 150 XP

XP Cost to Perform: 50 XP per subject, plus additional experience points for each penalty clause (see below)

Hp Cost to Perform: See below

Blood contract creates a formal, written contract that can be written as the ritualist desires, depending on the nature of the enterprise or business the signatories wish to agree to. In



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form it is typically written very much like a legal contract, so as to ensure that it is completely unambiguous. The terms can be anything the ritualist likes, so long as the signatories are willing to sign it.

Anyone who signs the contract is one of the subjects of the bloodrite. They may be willing or unwilling – the bloodrite makes no distinction, so long as they sign. The ritualist may be one of the signatories, or not, as desired. Each signatory to the contract must provide enough of his own blood to equal 1d4 hit points or as many hit points as there are pages in the contract, whichever is greater. The ritualist need only sustain damage and provide blood if he is one of the subjects himself.

As part of the terms of the contract, the ritualist may choose to include a variety of penalty clauses from the following list, or as devised by the ritualist with the agreement of the Games Master. Each penalty clause costs the caster additional experience points, as specified in the description of each penalty clause. Penalty clauses can relate only to specific breaches of the contract, or alternatively all relevant penalty clauses can be invoked at once for any breach whatsoever, as desired.

† The character who breaches the contract (hereafter referred to as the ‘breacher’) remains bound by the terms of the contract, but other signatories are no longer bound by the contract with regards to the breacher. Additional cost: 25 XP.

† The breacher sustains 1d3 temporary Wisdom damage per day until he is once more abiding by the terms of the contract and has made sufficient restitution to the injured party, as agreed by all other signatories. Additional cost: 100 XP.

† The breacher sustains 1d6 or more damage for each breach. In the case of an ongoing breach, he sustains a like amount of additional damage for each day beyond the first when he remains in breach of the contract. Additional cost: 25 XP per 1d6 damage, to a maximum of 1d6 damage per two caster levels.

† All signatories are automatically *teleported* into the presence of the ritualist, including the breacher, for an immediate and impromptu ‘court session’ at which they may decide the fate of the breacher. At the conclusion of the ‘court session’ as defined by the ritualist, all signatories are automatically *teleported* back to their previous locations. To add this penalty clause to a contract, the ritualist must be able to cast the spell *teleport*. Additional cost: 250 XP.

† The breacher is immediately targeted by one of the following spells, specified during the casting of the bloodrite: *suggestion*, *emotion*, *lesser geas*, *phantasmal killer*, *contagion*, *enervation*, *polymorph other*, *dismissal*, *feeblemind*, *geas*, *banishment*, *finger of death*, *maze*, *trap the soul*, *polymorph any object*, *imprisonment*, *energy drain*. To add this penalty clause to a contract, the ritualist must be able to cast the relevant spell. Any decisions that must normally be made on casting the spell must be made while casting this bloodrite, and incorporated into the finished contract. The spell may be activated any number of times, whenever an appropriate breach occurs. Additional cost: 50 XP per level of spell, plus any additional XP that must usually be expended on casting the spell, plus additional material components in the form of incense amounting to 1,000 gp per level of spell.

A blood magician who has become a signatory to a *blood contract* (whether or not he cast the bloodrite in the first place) and who knows the *blood contract* bloodrite can attempt to remove one of the penalty clauses from the contract. Each attempt to do so costs him 5 experience points for each experience point the original ritualist paid to include that clause; for example, a blood magician who had signed a contract including the teleportation clause must pay $5 \times 250 = 1250$ experience points to attempt to remove the clause. The attempt requires a Will saving throw, DC determined by the power of the original ritualist as usual for bloodrites (see pg 11). Success indicates that the desired clause, in its entirety, is permanently removed from the contract. Failure indicates that the blood magician expends the experience points, but to no avail. Note that it is common practice to include a penalty clause penalising any attempt to remove one or more penalty clauses from the contract!

Note that once the contract is written and the bloodrite cast, it is binding, whatever happens to the original, physical contract itself.

Material Component: A blank piece of parchment or paper for each subject. This is not destroyed during the bloodrite, but it is written on to form the final contract.

Focus: An inkpot and sharpened pen inlaid with rubies and red gold, to a value of at least 600 gp each.

Sample Contract

Baalzaak, Lord of the Kelzeen (hereinafter referred to as the ‘first party’), and Drakar, twenty-second (22nd) Baron of Lanchester (hereinafter referred to as the ‘second party’) hereby enter into agreement as follows:

1. The first party will provide the second party with worldly wealth, here defined as a minimum of one million (1,000,000) gold pieces as a lump sum, plus an additional sum not less than ten thousand (10,000) gold pieces per month. Said wealth may be in coinage of silver or more valuable metals, plate, bullion, gems cut or uncut, silks, satins, velvets, porcelain, spices, jewellery, magic items, or other medium to high value objects (here defined as worth a minimum of five (5) gold pieces per one (1) pound weight) of widely accepted worth (here defined as commonly exchangeable for their nominal gold piece value at a mercantile emporium, money-changers, or craftsman’s establishment in the city of Lanchester).
2. The first party will provide the second party with direct magical and physical assistance to defeat one (1) enemy, foe, or other threat embodied in the form of a single entity, once (1 time) per one (1) year.
3. The second party will sacrifice to the first party a minimum of seven (7) humans, elves, dwarves, half-elves, or gnomes to the first party each lunar month, on or within twenty-four (24) hours of the dark of the moon (as defined by the astrological ephemeris published by Loremaster Harponix Vansen of Lanchester or a similar authority to be substituted for said Loremaster as per an additional codicil to this contract to be signed by both parties in the event of any incapacitation, death, or other embarrassment of the Loremaster Vansen), each group of seven (7) sacrifices to include at least one (1) female virgin (here defined according to the moral strictures agreed upon by the Fourteenth (14th) Council of the Reformed Church of Mithras, Lanchester, on the seventeenth (17th) day of Windcreep, Year Five (5) after the assumption of the second party of the full title of Baron of Lanchester), all sacrifices to be carried out with the dagger provided to the second party by the first party or else with a mutually agreed substitute weapon of a suitably sharp nature.
4. Seven (7) full years (here defined by the aforementioned astrological ephemeris of Loremaster Vansen) after the date of this contract, at precisely midnight, the second party agrees to give himself up, body and soul, to the first party, without attempting resistance or hindrance by any of the following means or by any other means: melee combat, duels of honour, close-quarters fighting, wrestling, back-stabbing, gouging, punching, kicking, butting, elbowing, kneeling, stabbing, slashing, slicing, piercing, thrusting, lunging, cutting, swiping, hacking, crushing, bashing, smashing, natural weapons, unnatural weapons, manufactured weapons, mastercrafted weapons, magical weapons, improvised weapons or other deeds or implements of physical violence; magical spells, divine spells, bloodrites, wondrous items, wands, staves, staves, rods, sceptres, rings, potions, scrolls, relics, artefacts or other supernatural powers or objects; the intervention of any as-yet-unnamed third (3rd) party, fourth (4th) party, or any additional party, whether human, elvish, elven, elfin, eldritch, dwarven, dwarfen, dwarfish, dwarvish, orcish, gnomish, halfling and other fractional creatures, draconian, divine, celestial, elemental, diabolic, devilish, demonic, undead, unliving, quasi-dead, half-dead, or any other category of creature, alive, dead, or constructed, that has or has not yet been catalogued; trickery, roguishness, outlawry, immorality, bluff, deceit, falsehood, lies, untruths, half-truths or other fractions of truth, dissembling, fibs, tales, yarns, jackanapery, tomfoolery, pedantry,



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pettifoggery, pleading, whinging, begging, grovelling, girlish sobbing, or other obfuscatory or time-wasting behaviour; or by any other means.

5. If the first party should fail to fulfil either or both of points one (1) and two (2) of this contract, the second party will no longer be bound by the terms of this contract, though the first party will remain bound by all terms of the contract.

6. On a second or subsequent offence on the part of the first party, the first party will be afflicted with a *feeblemind* spell.

7. If the second party should fail to fulfil either or both of points three (3) and four (4) of this contract, the second party will be immediately afflicted with a *finger of death* spell; if this causes the death of the second party, the first party will be immediately entitled to collect the soul of the second party as defined in point four (4) of this contract.

Date: Second (2nd) day of Applefall, Year Seven (7) after the assumption of the second party of the full title of Baron of Lanchester.

Signed: Drakar X (tenth), 22nd (twenty-second) Baron of Lanchester, overlord of Presport, Bamberdale, Rivinley, and Redburn.

Signed: Baalzaak, Lord of the Kelzeen in Perpetuity

Bloodrite: Blood Oath

Components: V, S, F

Casting Time: One hour

Range: See below

Subjects: Up to one creature per two levels in highest-level arcane spellcaster class

Duration: See below

Saving Throw: See below

Knowledge (blood magic) Check: DC 14

Prerequisites: Knowledge (blood magic) 4+ ranks, the ability to cast arcane spells of at least 3rd level

XP Cost to Learn: 100 XP

XP Cost to Perform: 50 XP per subject

Hp Cost to Perform: 1d4

The *blood oath* is traditionally used by barbarian tribes and other savages to solidify an agreement that would not fall into one of the categories covered by the other blood bonds. This could be anything from a business deal to a marriage contract. All the participants must slash their arms, spilling 1d4 hit points' worth of their blood onto the bloodrite's focus, a gold arm-ring.

In general a *blood oath* is treated very similarly to a *blood contract*, but its terms must be a great deal simpler, so that it can be defined in at most 100 words. Penalty clauses need not be discussed

as part of this 100-word limit, because all *blood oaths* share the same penalty clause. Likewise the participants' names need not be included, as any who spill their blood on the bloodrite's arm-ring focus are considered to swear the oath.

Any who break their side of the deal immediately begin to lose face within the community, as well as losing their own self-confidence. The oath-breaker suffers 1d4 temporary Charisma damage per day until he can make suitable recompense to the satisfaction of all other participants. This Charisma damage is not recovered, and cannot be healed by any means, until the recompense is made.

The duration of a blood oath must be defined in terms that are reasonably easy for all its participants to comprehend and abide by. Typical durations are: 'until the sun's rays dawn once more,' 'until the next new moon,' 'until first frost of the coming winter,' 'until the summer solstice,' or similarly simple, seasonally tied timescales.

Note that unlike the *blood contract* spell, the ritualist may never himself be involved in swearing the *blood oath*. It is crucial that the ritualist retain neutral status with regard to the

oath and its participants, for he may be called upon later to resolve any disputes that are too minor to be considered breaches of the bloodrite.

Focus: A gold arm-ring retained by the ritualist, weighing one pound and worth at least 1,000 gp. Each arm-ring can be used to swear up to twelve blood oaths.

BONDS OF DEATH

Among warrior cultures and primitive tribes, blood feuds are one of the best-known pieces of blood magic, along with the aforementioned blood brotherhood ritual. By declaring a blood feud, the ritualist makes a firm commitment to devote his life to slaying a particular individual. He will do nothing that is not totally dedicated to that end until it is achieved. This is very common among many tribes or savage countries as a means of achieving revenge for a slain kinsman or close comrade.

The inclusion of a blood feud among other blood bonds may seem curious, though it is as strong a bond as any other, even that between two blood brothers. Once the ritualist declares a blood feud, he is irrevocably bound to the target of the bloodrite, until that target is dead. Note that this can lead to some intriguing possibilities when it comes to exploitation of the blood bond (see Abuse of Blood Bonds, pg 22).

Scholars attempting to categorise bloodrites typically classify the *bleeding test* rite along with the *blood feud* as Bonds of Death. The bleeding test is well-known among the barbarian tribes and even in many civilised villages. It is useful in any place in which there are few possible suspects for a murder, since it would hardly be practicable to test every inhabitant in a large city. By exploiting the blood bond that inevitably exists between a murder victim and his killer, it allows the experienced blood magician to prove who committed the murder.

Bloodrite: Blood Feud

Components: V, S, F
Casting Time: One minute
Range: See below
Target: One creature
Duration: One day

Saving Throw: No
Knowledge (blood magic) Check: None
Prerequisites: Will save +7 or higher
XP Cost to Learn: 50 XP
XP Cost to Perform: 500 XP
Hp Cost to Perform: 2d6

The ritualist must declare one creature the target. Traditionally this should be someone who has done him great wrong; if, at the Games Master's discretion, this is not the case, the ritual will automatically fail, but the hit point and experience point costs will still be paid. In addition, the *blood feud* should be cast as soon as possible after the target does the ritualist a great wrong, or at least as soon as possible after the ritualist discovers it; again it will simply fail if this is not the case.

When in combat with the target, the ritualist gains a +4 morale bonus to his melee attack rolls, and +1d6 damage to each melee attack he makes.

If the ritualist does not slay the target before the spell's duration ends, he may cast *blood feud* again, at half the usual costs in experience points and hit points. This only applies if at the Games Master's discretion the ritualist made every effort to find and kill the target throughout the spell's duration, otherwise the usual costs apply to any recasting. If he elects not to cast *blood feud* again, or if the target of the spell is killed by some other means rather than by the ritualist, the ritualist loses one full level, just as if he had been raised by a *raise dead* spell.

Focus: The ritualist's dagger, which is used to cut his arms and chest.

Bloodrite: Bleeding Test

Components: V, S, F
Casting Time: One round
Range: Touch
Target: One creature/rank in Knowledge (blood magic)
Duration: One round/rank in Knowledge (blood magic)
Saving Throw: No
Knowledge (blood magic) Check: DC 15
Prerequisites: The ability to cast at least one arcane magic Divination spell of 2nd level or higher
XP Cost to Learn: 100 XP



BONDS OF BLOOD

XP Cost to Perform: 0 XP

Hp Cost to Perform: 1d3

It is said that if a murderer touches the corpse of his victim, the corpse will begin to bleed once more, as though recognising its slayer. The basis of this old superstition is, of course, the *bleeding test*, which can be a powerful tool for any investigator or tribal law-speaker.

When this bloodrite is cast, the ritualist touches one or more murder suspects. If the targets then touch the murder victim one at a time, it will begin to bleed in an obvious manner as soon as the murderer (if any) touches it. This occurs however the victim was killed, even if slain indirectly or by magic. Furthermore, even if he was somehow drained of all blood he will bleed nonetheless.

Of course it is usually necessary to use other means to compel the suspect or suspects to touch the murder victim, but in most cases a refusal to co-operate on the part of the suspect can be taken as a reasonably clear indication of guilt. Whether or not this indication is enough to secure a conviction or punishment is very much dependent

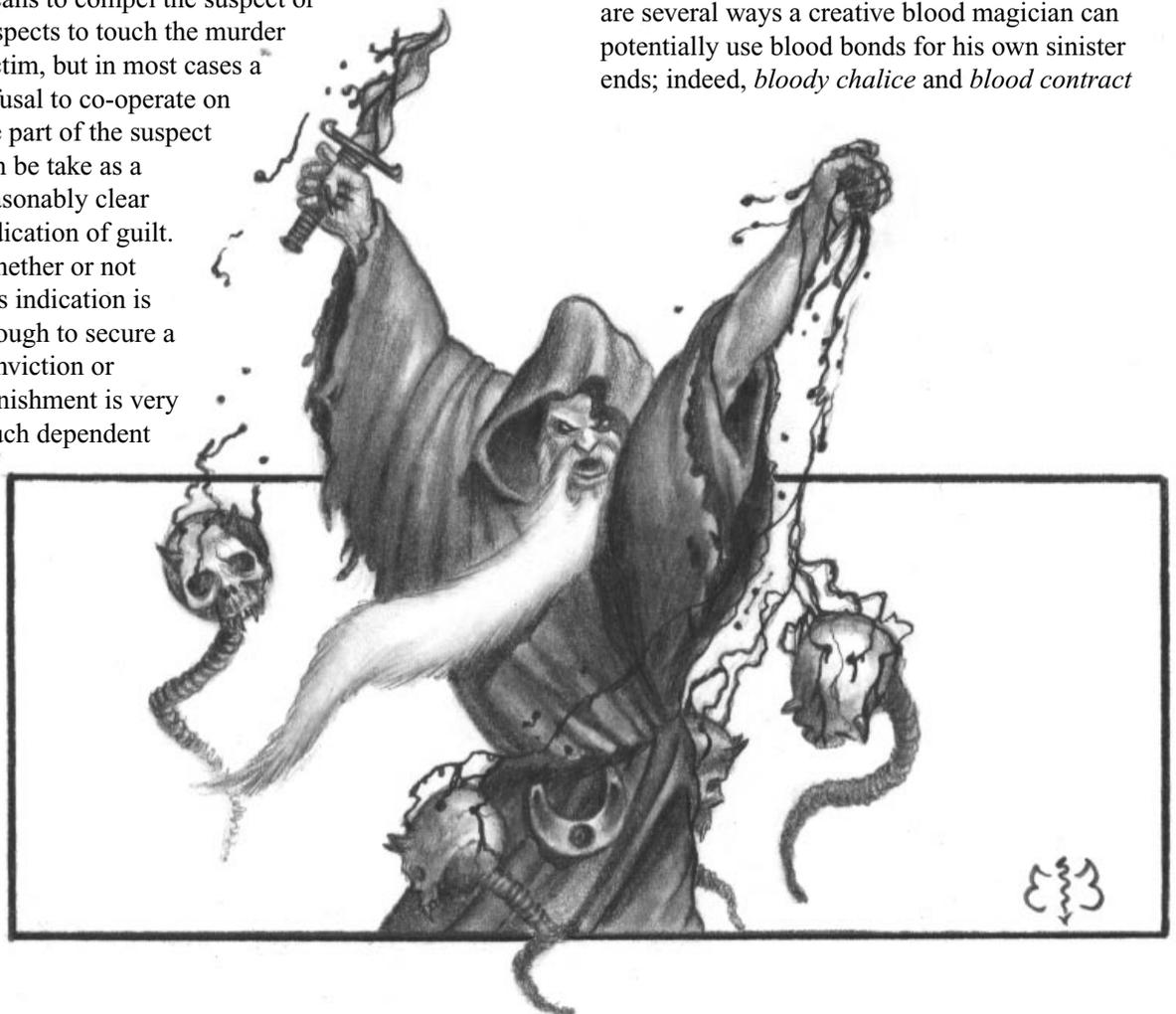
on the nature of the court or other authority in the community – in the more primitive tribes it is quite common for the tribal shaman's word to be very nearly law in any case.

Note that for purposes of the various spells listed in the Abuse of Blood Bonds section, this bloodrite does not establish a connection between the ritualist and any of the suspects, or bond the suspects to one another. Rather, it exploits an already existing blood bond which connects every murderer with their victim.

Focuses: The ritualist's dagger, which is used to cut his arms and chest.

ABUSE OF BLOOD BONDS

As will have been seen earlier in this chapter, there are several ways a creative blood magician can potentially use blood bonds for his own sinister ends; indeed, *bloody chalice* and *blood contract*



almost seem designed with abuse in mind. In addition, it is possible for an experienced blood magician to make use of the ‘magical link’ which connects together any creatures that are affected by the same blood bond.

This is done through the use of various spells, as follows. Note that these are all conventional arcane magic spells, not bloodrites.

Blood Doll

Necromancy

Level: Sorcerer/Wizard 3

Components: V, S, F

Casting Time: One hour

Range: See below

Target: One creature

Duration: One day

Saving Throw: See below

Spell Resistance: Yes

In this variation on traditional ‘voodoo dolls,’ ‘corn dollies,’ or ‘poppets,’ the ritualist makes use of the living body of one of the participants in a blood bond to injure or otherwise harm another one of the participants.

While a *blood doll* spell is in effect, any hit point damage or ability damage sustained by the spell’s focus is also sustained by the target, who may attempt a Fortitude saving throw for half damage. Note that diseases or poisons affecting the focus will not directly affect the target, except for any ability damage they may cause. Thus such spells as *neutralise poison* or *remove disease*, or use of the Heal skill to treat disease or poison, will not affect the target, though they would have the usual effect if used on the focus.

Focus: One creature, who must have a blood bond of some kind with the target (a blood bond is defined as any of the bloodrites listed in this chapter).

Blood Summoning

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 2

Components: V, S

Casting Time: 10 minutes

Range: See below

Target: One creature of 7 or fewer Hit Dice

Duration: See below

Saving Throw: Will negates

Spell Resistance: Yes

A blood summoning places a magical command on a creature to begin immediately travelling towards the caster at its best possible speed. The creature must have 7 or fewer HD and the caster must share a blood bond with the target. This blood bond can be any of the bloodrites listed in this chapter.

The summoned creature moves as fast as is reasonably possible, not necessarily forced marches, but not travelling in any other direction or stopping longer than is needed to rest briefly. If the subject is prevented from travelling towards the caster for a whole day, he suffers a -1 penalty on each ability score. Each day, another -1 penalty accumulates, up to a total of -5. Ability scores are not reduced below 1. The ability penalties end 1 day after the character resumes travelling towards the caster.

A blood summoning (and all ability penalties) can be removed by a remove curse, limited wish, wish, miracle, or break enchantment spell. As soon as the subject gets within 10 ft. of the caster, the blood summoning ends.

Greater Blood Summoning

Enchantment (Compulsion) [Mind-Affecting]

Level: Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 hour

Range: See below

Target: One creature

Duration: See below

Saving Throw: Will negates

Spell Resistance: Yes

A greater blood summoning works exactly as a blood summoning, except that there is no limit on the target hit dice. Furthermore it may only be removed with a limited wish, wish, or miracle spell.



BLOOD SACRIFICE

Blood is a rich source of magical energy, with the blood of great heroes being richest of all. It is quite common for blood magicians to sacrifice animals or humans to raise magical energy. Various feats can be learned that allow a spellcaster to tap into such sacrifices to draw magical energy directly from living blood, enhancing their spells or even providing sufficient power to cast a completely new spell. Blood magicians almost always sacrifice sentient humanoids by preference, finding that the energy

from such creatures is of far higher quality than that of the lower animals or non-humanoid monsters of various kinds.

Note that creatures with no blood of their own can never be used in a blood sacrifice. This includes all undead, plants, constructs, oozes, and elementals, and may at the Games Master's discretion include other creatures which seem unlikely to have blood.

SACRIFICE

Any blood magician can spill blood from other creatures to enhance the power of his magic. Every time blood is spilled from a sacrifice, the blood magician gains +1 caster level to any one arcane spell he casts by the end of the following round. No feat is required to do this, but it cannot be done in standard melee combat – the victim must be helpless or willing before you can start gaining magical power by spilling their blood, and it takes a full-round action with a bladed weapon. This deals the victim 1d10 points of damage. For those who wish to make a habit of sacrificing others to gain magical power, it is worth considering selecting the Blood Sacrifice feat.



SELF-SACRIFICE

It is also possible for a blood magician to spill his own blood as a means of drawing directly on the power of blood magic to enhance his magic. This is risky and damaging, and so for obvious reasons is generally only done in extremis. Every time the blood magician does this, he gains +1 caster level to any one arcane spell he casts by the end of the following round. A blood magician may gain magical power by spilling his own blood as a full-round action, so long as he has a bladed weapon in hand. He suffers 1d8 points of damage every time he attempts

this. No feat is required to gain magical power by spilling one's own blood, and no feats other than Blood of Power provide any benefit to doing so.

rites of sacrifice

The following bloodrites are concerned with sacrifice and self-sacrifice.

Bloodrite: Blood Vow

Components: V, S, F

Casting Time: One hour

Range: Personal

Subject: Self

Duration: One or more days

Saving Throw: See below

Knowledge (blood magic) Check: No

Prerequisites: Will save +3 or higher

XP Cost to Learn: 250 XP

XP Cost to Perform: 200 XP or more, but see below.

Hp Cost to Perform: 1d6 or more

The *blood vow* bloodrite is a little like *blood feud* (see pg 21), but rather more versatile in that the ritualist need not have a particular enemy in mind when he swears it. Rather, a *blood vow* can relate to almost anything he wishes to achieve, from recovering a lost family heirloom to rescuing a friend from captivity. A trivial or silly intent (as defined at the discretion of the Games Master) will result in the bloodrite failing automatically, with the usual loss of hit points and experience points.

The ritualist declares his intent, and vows to achieve it. At the same time he slices open his body, pouring his blood onto the earth. He decides how much blood to spill, either 1d6, 2d6, or any number of d6s worth of hit points up to his Base Attack Bonus. For example, a 7th level wizard, with a +3 base attack bonus, could spill anywhere between 1d6 and 3d6 of his blood.

He gains a +1 morale bonus to all skill checks per 1d6 of his blood spilled, and a +1 morale bonus to his attack rolls per 2d6 hit points of his blood spilled. These bonuses only apply while he is actively working towards achieving the terms of his *blood vow*. They last for 24 hours after the bloodrite is cast, then are reduced by +1 each day, until the bonus to attack rolls is reduced to +0 at which point the bloodrite ends. Again using the example of the 7th level wizard, if he spills the full 3d6 hit points' worth of blood, he gets +3 to skill checks and +1 attack bonus for the first day, +2 and +0 respectively for the second day, +1 and +0 for the third day, and nothing on the fourth day.

The experience point cost of a *blood vow* is 200 XP per 1d6 of the ritualist's blood that is spilled. However, if he achieves his *blood vowed* intent before the spell's duration ends, he regains all the experience points that the bloodrite initially cost him; if he fails, the experience points remain lost.

Focus: The ritualist's own dagger, which is used to slash his chest.

Blood Sacrifice and Encyclopaedia Arcane: Demonology

As is mentioned in *Encyclopaedia Arcane: Demonology*, any blood sacrifice of chicken size and upwards can be used to add +1 to a Control check when attempting to control a demon (see page 23 of that volume). This assumes that the demonologist has no particular expertise with blood sacrifice, such as the feats and bloodrites listed in this book.

For a character who knows both blood magic and demonology (and they are certainly complementary disciplines), other enhancements to demonology are possible as follows:

Any one blood sacrifice which is made using the Blood Sacrifice feat can add +1 to a single Control check for every 12 effective hit points the sacrificed creature had, with a minimum of +1 and a maximum of +3.

The bloodrite *bloody calling* can be used to add a bonus to any Summoning check, instead of its more standard use. For each sacrificial victim used as a material component (see below) the *bloody calling* gives a +1 bonus to the ritualist's next Summoning check, to a maximum of +1 per three levels of the ritualist.



BLOOD SACRIFICE

Bloodrite: Bloody Calling

Components: V, S, F, M

Casting Time: See below

Range: Close (25 ft. + 5 ft./level in highest-level arcane spellcaster class)

Target: One elemental or extra-planar creature

Duration: One day

Saving Throw: See below

Knowledge (blood magic) Check: No

Prerequisites: Blood Sacrifice, the ability to cast the following spells: *magic circle*, *lesser planar binding*

XP Cost to Learn: 500 XP

XP Cost to Perform: 50 XP

Hp Cost to Perform: 0

This bloodrite allows the ritualist to enhance his ability to call upon a demonic or other extraplanar creature with more conventional arcane spells, by sacrificing one or several victims to more easily gain the attention of the creature.

As part of the casting of a *lesser planar binding*, *planar binding*, or *greater planar binding*, the ritualist may cast this bloodrite. For each sacrificial victim used as a material component (see below) the *bloody calling* raises the DC of the summoned creature's Will save against the relevant spell by +1, to a maximum of +1 per three levels of the ritualist.

Focus: A sacrificial dagger worth at least 500 gp.

Material component: One or more sacrificial victims, who must be humanoid creatures of Small size or larger and with 3 or more intelligence.

Bloodrite: Exsanguinate

Components: V, S, F

Casting Time: One action

Range: Close (25 ft. + 5 ft./level in highest-level arcane spellcaster class)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude halves

Knowledge (blood magic) Check: No

Prerequisites: Blood Sacrifice, the ability to cast arcane spells of 3rd level

XP Cost to Learn: 500 XP

XP Cost to Perform: 0 XP

Hp Cost to Perform: 1d6

This bloodrite sucks blood from a victim's body at a distance, so as to be used instantly to power more blood magic or other arcane spells. The target suffers 1d6 damage per caster level (maximum 10d6). If this kills the target, the ritualist may consider him to have been sacrificed for purposes of the Blood Sacrifice feat, immediately gaining appropriate benefits based on the number of hit points the target had before he was *exsanguinated*. He never gains additional benefits for the Tormented Sacrifice or Bleed Dry feats, though a target who had the Blood of Power feat in life will have his hit points counting double as usual.

The stolen blood simply bursts out of the target's body through every orifice and pore, often ruining his garments in spectacular fashion. Any creature of 5 or fewer Hit Dice within 30 feet of the spell's target at the time is affected as though by a *cause fear* spell cast by the ritualist.

Focus: The ritualist's dagger, which is used to slash his own arm.

FEATS OF SACRIFICE

The following feats are intended to allow characters to become more proficient and effective when sacrificing the fallen, either for purposes of blood magic or for enhancing the power of other magical effects.

Bleed Dry (special)

Through long practice and a gruesome understanding of the best ways to bleed a victim, you can spill every last drop of blood from anyone you sacrifice, leaving them not merely dead but bled out like a stuck pig.

Prerequisites: Blood Sacrifice, Knowledge (blood magic) 10+ ranks, must have undergone basic blood magic training.

Benefit: Any time you use the Blood Sacrifice feat to sacrifice a victim, you treat them as having +10 hit points more than they actually had, solely for purposes of gaining magical power of whatever sort from the sacrifice. In effect you are gaining power not just from the hit points they have left, but from the additional hit points between -1 to

-10 that they would lose if they died more slowly and gradually.

Special: If you sacrifice a creature that has the Blood of Power feat (see below), the +10 effective hit points gained from Bleed Dry is doubled as usual by the Blood of Power, to +20.

Blood of Power (special)

Your very blood is filled with magical power, far more so than any ordinary human.

Prerequisites: Knowledge (blood magic) 12+ ranks, must have undergone basic blood magic training.

Benefit: Any time you cast a bloodrite, you need only expend half as many hit points' worth of blood,

rounded down, as are rolled according to the bloodrite description (to a minimum of 1 hp). If you ever spill your own blood to enhance a spell, as described in the Self-Sacrifice section (see pg

24), you likewise need only suffer half as much damage as usual.

Special: Another blood magician can also potentially make use of your powerful blood, by spilling it in sacrifice. Any time your blood is used to fuel blood magic, even if not by you, it is twice as effective as ordinary blood. Thus a blood magician who sacrifices you will gain benefits as though you had twice as many hit points than you actually did at your time of death.

Blood Sacrifice (special)

You have been trained to ritually kill a helpless opponent, spilling their blood to gain magical energy for your own ends.

Prerequisites: Base attack bonus +1 or higher, Knowledge (blood magic) 6+ ranks, must have undergone basic blood magic training.



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Benefit: If you attempt a coup de grace on a helpless character or creature (see *Core Rulebook I* Chapter 8), the victim gets a -2 circumstance penalty on his Fortitude save to avoid dying. In addition, if you kill your victim with the coup de grace attack, you gain magical energy from his death – you may do any one of the following:

† For each full 10 hit points the victim had (before subtracting any he lost while you inflicted the coup de grace) you gain +1 caster level to any one arcane spell you cast by the end of the following round. This option is only available if the victim was a Small or larger humanoid creature whose Intelligence score was at least 3.

† Immediately cast an arcane spell that you know and that usually takes one action or less to cast, as a free action and without expending a spell slot, to a maximum spell level equal to (hit points victim had before subtracting any he lost while you inflicted the coup de grace) divided by six, rounded down. This option is not available to wizards or to other characters who need to prepare their spells in advance.

† Use his own blood in place of your own in a bloodrite. For every full 5 hit points the victim had (before subtracting any he lost while you inflicted the coup de grace), reduce your own hit point expenditure for a spell or bloodrite by 1, to a minimum of 1 hp. You must begin to cast the bloodrite in question by the end of the following round.

If you do not do one of the above options, the magical energy gained from sacrificing that particular victim is wasted.

Example use of the Blood Sacrifice feat: Karel Dvorak, an 8th level sorcerer, has his minions subdue and tie up Hans, a 3rd level cleric of a god whose followers have been particularly antagonistic towards Dvorak recently. Hans has 14 hit points and a Fortitude saving throw of +3. Karel, being something of a traditionalist, likes to use a sickle for his sacrifices. He attempts a coup de grace on Hans, automatically hitting and doing a critical hit (x2 damage). Though he inflicts only 8 points of damage, not enough to finish Hans outright, Hans must make a Fortitude saving throw against DC 18 (10 + 8 for the damage inflicted).

Hans has a -2 circumstance modifier on his save due to Karel's expertise with sacrificial victims. He rolls a 14, +3 for his saving throw bonus, -2 for Karel's Blood Sacrifice feat, for a total of 15 – less than the 18 required, so he dies instantly. Because Hans had 14 hit points, Karel may now have any one of the following bonuses:

† Gain +4 caster level on an arcane spell he casts before the next round (14/3 = 4)

† Cast a 2nd level arcane spell without expending a spell slot (14/6 = 2)

† Cast a bloodrite which usually requires the caster to cut himself, and avoid 4 hit points' worth of damage by using Hans' blood instead of his own. (14/3 = 4)

Opportunistic Sacrifice (special)

You are somewhat more warlike than the typical esoteric blood magician, and have learned how to declare almost any opponent you have killed to be a sacrifice, drawing magical energy directly from his dying and your great spilling of his blood, even if you slew him in combat rather than in the more traditional ritualistic manner.

Prerequisites: Base attack bonus +5 or higher, Blood Sacrifice, Knowledge (blood magic) 8+ ranks, must have undergone basic blood magic training.

Benefit: Any time you kill an opponent in by using a piercing or slashing weapon in melee combat, you may gain the benefits of the Blood Sacrifice feat, just as though you had killed them in accordance with that feat.

Special: Opportunistic sacrifices cannot be improved with either the Tormented Sacrifice or Bleed Dry feats, as there is simply not sufficient time for such complexity in the heat of melee combat.

Tormented Sacrifice (Special)

You may draw a huge quantity of magical energy from a creature by painstakingly sacrificing it over a period of time. It is said that many sorcerers of the North do this by a process called the Blood Eagle, whereby the victim's ribs are cut through

and drawn out through his back, resembling bloody wings. Other spellcasters may have other methods of performing the sacrifice, but the point is to maximize the energy gained from a single ritual sacrifice, by drawing out the process, relying on the creature's pain and suffering to enhance the quality of its blood.

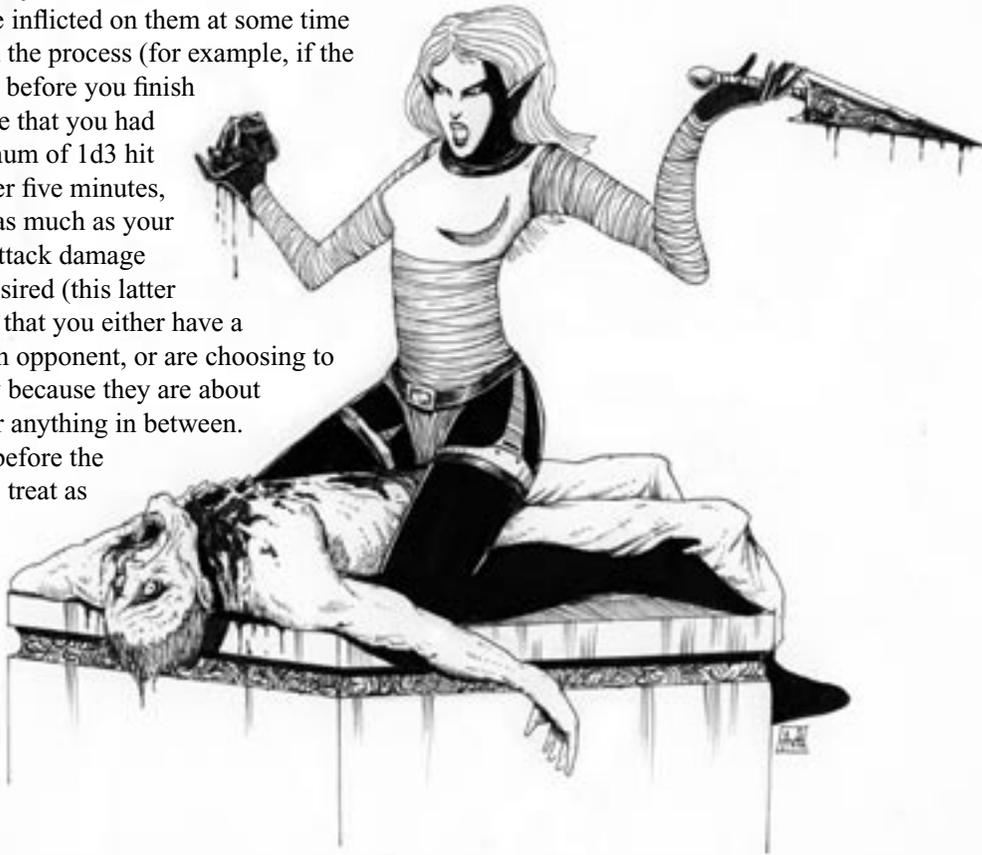
Prerequisites: Blood Sacrifice, base attack bonus +2 or higher, Knowledge (blood magic) 8+ ranks, Profession (torturer) 4+ ranks, must have undergone basic blood magic training.

Benefit: If you take at least fifteen minutes to torture a victim to death in a ritualistic manner, when they eventually die their blood is twice as effective for purposes of the Blood Sacrifice feat – that is, note the hit points they had at the start of the process, double it, and then calculate what you can do with the energy gained. If you are able to spin the process out for an hour or more, you gain magical energy as though they had triple the amount of hit points at the start of the torture. The victim must be bound or otherwise helpless. If for some reason you need to know how much damage you have inflicted on them at some time part way through the process (for example, if the victim is rescued before you finish them off), assume that you had to inflict a minimum of 1d3 hit points damage per five minutes, but could inflict as much as your standard melee attack damage every round if desired (this latter damage assumes that you either have a particularly tough opponent, or are choosing to kill them quickly because they are about to be rescued), or anything in between. If you kill them before the 15 minutes is up, treat as a standard Blood Sacrifice with no additional benefits for this feat.

Special: If you also have the Bleed Dry feat, when you sacrifice a victim using Tormented Sacrifice you double or triple the effect of Bleed Dry from +10 to +20 or +30 effective hit points, depending on how long you took to perform the sacrifice. If you use Tormented Sacrifice to sacrifice a victim who had the Blood of Power feat, you gain sacrificial effects as though the victim's hit points were tripled (because a doubled double benefit always counts as a triple benefit), or quadrupled if you spun the process out for an hour or more; in such a case, if you also have Bleed Dry the effect of Bleed Dry is also tripled or quadrupled, to +30 or +40 effective hit points.

FESTIVALS OF SACRIFICE

Perhaps the most feared practice of blood magicians who engage in human sacrifices are the indiscriminate orgies of slaying they call Festivals of Sacrifice. Here, a blood magician puts dozens or even hundreds of victims to the sword, all in the name of gaining increased magical power for himself. In most cases he will have either the



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backing of his entire tribe, or a number of minions, so as to capture all the intended sacrifices and ensure they remain subdued or otherwise helpless during the festival.

Preparing a Festival of Sacrifice

To make a true festival of sacrifice, the blood magician needs to have a minimum of 100 sentient victims ready to slay within at most one day. If the festival is to last more than a single day, it must be built up to a climax; every day beyond the first must have at least ten more killings than the previous day. The blood magician can have assistants slaying some of the victims, so long as all the killers possess the Blood Sacrifice feat. When it comes to determining number of sacrifices, the more the merrier – that is, the greater the number of sacrificial killings that can be performed during the festival, the more power raised and the more likely it is that the blood magician will achieve something truly great, truly unique.

The blood magician must have an ornate sacrificial dagger, grand stone altar, podium, robes and other regalia costing a minimum of 10,000 gp. Furthermore any assistants he uses must have similar but slightly less grand equipment costing a minimum of 5,000 gp. These items may be reused at future sacrifice festivals. In addition, incense must be burnt and other consumables expended to a total cost of 10 gp per sacrificial victim.

Benefits of Sacrifice Festivals

At the conclusion of the festival, the blood magician may select one of the following benefits to apply:

† He may enhance the next spell he casts as follows. The duration is increased to one day per day the festival lasted. If the festival lasted at least three days, the spell is Empowered, as the metamagic feat. If the festival lasted at least six days, the spell is in addition Maximised, as the metamagic feat. Furthermore the caster level for all purposes is increased by one for each full day of the festival. The spell must be cast within one day after the conclusion of the sacrifice festival, and must be the first spell the blood magician casts after the end of the festival.

† Every creature under his command (including allies, minions, followers gained by Leadership, paid mercenaries and anyone else who takes orders from him in battle) gains a +1 morale bonus to all attack rolls, damage rolls, checks and saving throws. These benefits last for one day for each day the sacrifice festival lasted. For each four days beyond the first that the festival lasted, this bonus is increased by +1, so a festival that lasted five to eight days would give a +2 bonus, a festival that lasted nine to twelve days +3, and so on.

† He may put the energy raised towards any one magical item or other magical construction. Used in this way, each day of sacrifice provides the equivalent of 1,000 XP as a contribution towards the creation of any magical object that has an XP cost. Under no circumstances may the blood magician gain the XP to add directly to his own XP. The crafting of the item must begin within one day of the conclusion of the sacrifice festival.

† He may simply release the energy in a great blast of magical force. This can be used to target any point within 1000 feet, and affects every creature, structure or other object within 200 feet of the target point. For each day of the sacrifice festival, 1d20 damage is done, or one Structure Point of damage is done to an object with Structure Points (if using Structure Point rules from such books as *Seas of Blood* from Mongoose Publishing). The blood magician selects the damage type from either fire, cold, or electrical. Anything affected may attempt a saving throw, DC 10 + 1 per day of the festival of sacrifice. This magical blast of energy must be released within one minute of the conclusion of the festival of sacrifice, and the blood magician may not cast any spells in the meantime. For this reason this option is typically only selected if the blood magician's forces are besieging a town or castle, or in a similar situation when mass battle is to be expected and the blood magician has an opportunity to choose the time and place of combat.

† If the blood magician has some form of extraplanar sponsor such as a devil or demon lord, he may attempt to use a festival of sacrifice to tear open a semi-permanent *gate*-like rift between

the material plane and the sponsor's home plane. The blood magician must know and be capable of casting the *gate* spell himself. At the conclusion of the festival of sacrifice, he makes a Will saving throw (DC 40), with a circumstance bonus of +1 per full day of the festival. If he succeeds, he tears open the dimensional rift, which works much like a *gate* spell of permanent duration. If he fails, he loses one full level, just as though he had died and been the subject of a *raise dead* spell. The special *gate* may never be dispelled or otherwise countered, except by slaying the blood magician and using a *wish* or *miracle* spell to finally close the *gate*. This use of a sacrifice festival is typically employed by only the most megalomaniac of blood magicians, who desire to give their sponsor dominion over the material plane as well as his home plane.

SACRIFICE ADDICTION

Every time a blood magician sacrifices a victim, he experiences a drug-like 'rush' of pleasure, better than the finest wine, better than the strongest opium, better even than the truest love. This is far stronger if the victim was sentient, as the spilling of blood also involves the death of a soul. Even the very first time a blood magician sacrifices a sentient creature, this can cause him to become addicted to the sensation, unless he is quite strong-willed.

After every sacrifice, the blood magician must make a Sacrifice Addiction Save.

Sacrifice Addiction Save

Will saving throw, DC = 10 + number of sentient victims sacrificed so far + 1/10 number of non-sentient creatures sacrificed so far.

Example of Sacrifice Addiction: When Karel Dvorak spills Hans's blood on the earth, that is the seventh sentient being he has sacrificed so far in his salubrious career; for a +7 to the DC of his Sacrifice Addiction Save. In the early days of his apprenticeship in blood magic, he also did in some 19 assorted dogs, cows, and other domesticated animals, for a further +1 (19/10 = 1.9, rounded down to 1) to the save. To avoid becoming addicted when he sacrifices Hans, he immediately makes a Will save with a DC of 18 (10 + 7 + 1). As an 8th level sorcerer his base Will saving throw

is +6, but Karel's Wisdom is a little low (as might be expected of someone who makes a career out of sacrificing the innocent) at 9, so he has a -1 modifier to Will saves for a total of +5. He rolls a 14, +5 is 19, so he is safe this time – but probably not for very much longer, especially now he seems to have a taste for slaying. . .

Note that it is very common for blood magicians to begin sacrificing non-sentient creatures, decide he is not vulnerable to sacrifice addiction, and try out sacrificing a sentient – with no real idea as to just how much more addictive sacrificing sentients can be.

Sentient Creatures

For purposes of calculating sacrifice addiction and its effects, a sentient creature is defined as any creature with an Intelligence score of 3 or higher, regardless of its appearance, shape, other ability scores, or any other factors. For example, a familiar of any kind, with its minimum Intelligence of 6, is classed as a sentient creature even though the basic animal it is derived from is not.

Effects of Sacrifice Addiction

A character who has become addicted to human sacrifice must sacrifice at least one sentient being per week, or acquire a -1 morale penalty to all attack rolls, checks, and saving throws. This penalty is increased by one for each further week the character does not sacrifice a sentient. If he begins sacrificing once more, he may reduce the penalty by one for each sentient sacrifice he performs.

Of course, a character addicted to sacrifice should be roleplayed as though he is becoming more and more addicted over time. The one sacrifice a week is a bare minimum to stave off the pangs of addiction, but a serious addict will certainly want to sacrifice more often than that!

Curing Sacrifice Addiction

Sacrifice addiction can be removed by a *miracle*, *limited wish*, or *wish* spell. However, doing so does not affect the character's sacrifice addiction saving throw in future, so a previously addicted character will likely revert to his addiction if he ever performs another sacrifice.



CREATURES OF BLOOD

A sufficiently advanced blood magician can create creatures of his own devising from his living blood, by opening a vein and mentally shaping the blood into a particular form. These act a little like temporary familiars, as they have a telepathic link with their creator. For this reason they are most often used for scouting or carrying messages, particularly where a conventional familiar might be put to great risk, as there is no penalty to the caster if his blood creature is slain other than temporary disorientation.

Blood creatures rapidly decay, reverting back to simple spilt blood. A variety of different forms of blood creature are available, usually based on ordinary creatures in shape, most of them small enough that providing the blood does not weaken the creator overmuch.

More complex blood creatures, usually involving the spilled blood of a great many creatures, are an additional possibility – some of these can be effective in combat, and are quite terrifying to behold. Furthermore certain blood creatures, known as blood guardians, are occasionally created or summoned inadvertently by the use of excessive amounts of blood magic.

BLOOD CREATURE BLOODRITES

The following bloodrites relate to creating blood animals, other blood creatures, and similar effects.

Bloodrite: Lesser Creature of Blood

Components: V, S, F

Casting Time: One full round

Range: 0 ft.

Effect: One blood animal of Tiny size or smaller

Duration: 10 minutes/level in highest-level arcane spellcaster class

Saving Throw: None

Knowledge (blood magic) Check: DC 12

Prerequisites: The ability to cast 1st-level arcane spells

XP Cost to Learn: 100 XP

XP Cost to Perform: 0 XP

Hp Cost to Perform: 1d3 hit points for a Fine creature, 1d4 hit points for a Diminutive creature, or 1d6 hit points for a Tiny creature

This bloodrite conjures one basic blood creature from the Blood Creatures section of this chapter. The creature conjured may be any animal of Tiny size or smaller, with the blood animal template applied to it. Vermin and dire animals may not be conjured. The ritualist may only conjure a blood animal based on an animal he personally has encountered and observed.

For example, a ritualist who grew up in a nobleman's household will have practised a little falconry with a variety of hawks, and ridden on horses and ponies. He may later have owned a pet cat and at some point encountered crows and badgers. Therefore with this bloodrite he may conjure a blood hawk, blood cat, blood crow or blood badger – horses and ponies are too large to conjure as blood animals with this bloodrite, though it could be done with a more powerful bloodrite.

The creature is under the ritualist's control for the duration of the spell, and may act as normal for such a creature. The ritualist shares an empathic link with the creature to a distance of up to one mile – he may communicate telepathically with it, though its low Intelligence will restrict the effectiveness of such communication. At the end of the bloodrite's duration, the blood creature dissolves into blood once more.

Focus: The ritualist's dagger, which is used to cut his arm.

Bloodrite: Create Blood Pool

Components: V, S, F, M

Casting Time: See below

Range: Touch

Effect: One blood pool

Duration: Instantaneous

Saving Throw: None

Knowledge (blood magic) Check: DC 22

Prerequisites: The ability to cast 6th-level arcane spells, must not have Necromancy as an opposed school, Blood Sacrifice, Bleed Dry

XP Cost to Learn: 600 XP

XP Cost to Perform: 300 XP

Hp Cost to Perform: 1d6, plus see below.

Create blood pool enables the ritualist to make a non-sentient creature called a blood pool. A blood pool is more or less a static fixture, used generally to protect a blood magician's home rather like a living trap, though occasionally it will be more of a centrepiece used to enhance the terror others feel for the owner. In this latter case some blood magicians actually take commissions, creating blood pools for temples to demonic gods or other places of great evil.

The blood pool is initially created by sacrificing a dozen victims and draining their blood into an ornate pool, along with 1d6 hit points' worth of the ritualist's own blood, but at this point it is not fully alive. To complete it, the caster must spend a further two weeks during which he sacrifices an additional creature of Small size or larger and with a minimum Intelligence of 3 every day, and lets its blood join that already in the blood pool. In addition, each day of those two weeks he must spill a further 1d4 hit points' worth of his own blood into the pool. At the end of the two weeks, he spends an hour completing the casting of the bloodrite, at which

point the blood pool is awakened, alive, and complete.

A blood magician can have any number of blood pools at any one time. However, he is never able to control any of them, since they are in any case non-sentient. His own blood pools will not attack him, but he will need to take care not to allow anyone else near them, save for purposes of becoming a sacrifice.

A blood magician can use a blood pool he has created as a means of sacrificing other creatures. In this case he may either gain the usual benefits



CREATURES OF BLOOD

for the sacrifice, or contribute its magical energy to enlarging the blood pool. For every four humanoids of Small size or larger and each with a minimum Intelligence of 3 that are sacrificed to a fully completed blood pool, it grows by 1 HD.

Focus: A sacrificial dagger worth at least 1,250 gp, which is used both to slash the ritualist's arm and to provide the various sacrificial victims the blood pool must be fed with for the first two weeks of its existence.

Material Components: An ornate pool, bath, or fountain, at least 10 feet in diameter and costing at least 1,500 gp to construct. Though it must be ornate, it need not have any obviously man-made features once the blood pool is within it, if desired – some blood magicians prefer a relatively subtle blood pool below floor level, so that an unwary adventurer may simply assume it is a puddle of blood and step into it. A further material component is required, the blood from at least twelve humanoids of Small size or larger and each with a minimum Intelligence of 3.

Bloodrite: Create Bloodless

Components: V, S, F, M

Casting Time: One full round or more per bloodless created

Range: Touch

Effect: Up to one bloodless/level in highest-level arcane spellcaster class

Duration: Instantaneous

Saving Throw: None

Knowledge (blood magic) Check: DC 18

Prerequisites: The ability to cast 4th-level arcane spells, must not have Necromancy as an opposed school, Blood Sacrifice, Bleed Dry

XP Cost to Learn: 400 XP

XP Cost to Perform: 200 XP (irrespective of the number of bloodless created)

Hp Cost to Perform: 1d3 per vial used (see below).

This bloodrite creates the undead creatures known as the bloodless. They are made by sacrificing intelligent humanoids, draining all the blood from their bodies, and animating the resultant desiccated corpses. Some of the drained blood is used to fill a specially prepared vial or vials, to which the caster adds a small quantity of his

own freshly spilled blood. Bloodless created by this bloodrite are under the ritualist's command, much as would be other undead as created by the *animate dead* spell. However this control is more limited and tenuous, revolving as it does around the ritualist's physical ownership of the vials used to hold the bloodless' blood. Blood magic scholars have hypothesised that this creates a blood bond between vial and bloodless, though as usual the more practical blood magicians could not care less how the bloodrite works.

The ritualist must keep the vials of any bloodless he controls on his person at all times. If he ever loses a vial, the bloodless whose blood is in it instantly becomes free-willed, and can never be brought under control again (other than by an evil cleric's command undead class feature or similar means of undead control). A free-willed bloodless always turns on its creator, though being intelligent it may plan its moment carefully.

A bloodless that is still under the control of the ritualist may be given complex orders if desired, and by holding the vial and concentrating for a full round, the ritualist can communicate telepathically with the bloodless across any distance, giving it new orders and receiving updates on its situation. This telepathic communication does not quite give the capability to see through the bloodless's eyes, but it can certainly describe its surroundings as well as it could have done in life.

A bloodless vial can hold blood from as many bloodless as the ritualist desires, because only a tiny, almost symbolic quantity of blood is needed. This has advantages and disadvantages over the practice of using one vial per bloodless. Essentially, bloodless whose blood is retained within the same vial have the same personality and even mind, for the blood itself holds most of their remaining intelligence, along with, so it is said, the original creature's very soul.

A ritualist who uses a multi-bloodless vial to telepathically communicate with his bloodless minions not only can but must communicate with them all at once, giving them identical orders. If they communicate back to him, this communication will inevitably be slightly less clear than that from only a single bloodless, for he will be receiving several slightly different

viewpoints simultaneously. This can be highly confusing, particularly if the bloodless are separated from one another by considerable distances for any reason. Furthermore if at any point the vial is lost, the ritualist will face several free-willed bloodless, all bent on his destruction.

On the other hand, having several bloodless tied to the same vial saves on both money and the ritualist's own blood during casting. In addition the simultaneous communication can be a distinct advantage, particularly in fast-moving situations such as combat, because the ritualist can give orders to several bloodless with one full-round action, rather than taking several rounds to communicate with them on an individual basis.

Most blood magicians then decide whether to tie one bloodless or several to each vial depending on their planned uses for the creatures. Many prefer to have a mixture, perhaps choosing the most promising victims in life for use as 'solo' bloodless and banding the others together in groups. This can allow for a good deal of flexibility in deploying and utilising their minions.

No matter how many times the character uses this bloodrite, the character can control only 2 HD worth of undead creatures per caster level. If the character exceeds this number, the newly created creatures fall under the character's control, and any excess undead from previous castings become uncontrolled (the character chooses which creatures are released). Any zombies or skeletons created by the animate dead spell count towards the same limit, so for example a 12th level wizard could have up to 24 HD of undead at a time, made up perhaps of six 1 HD bloodless, six 2HD zombies, and six 1 HD skeletons.

Focus: A vial, worth at least 75 gp, to store a portion of the material component's blood. Only one vial is needed, however many bloodless are to be created, though some blood magicians prefer to use more than one (see above).

Material Component: At least one living creature, Small or Medium-size and with an Intelligence score of at least 3, which is sacrificed as part of the bloodrite. If more than one bloodless is required, a like number of creatures must be sacrificed.

Bloodrite: Creature of Blood

Components: V, S, F

Casting Time: One full round

Range: 0 ft.

Effect: One blood animal, Medium-size or Small; or 1d2+1 Tiny, 1d2+3 Diminutive, or 1d2+5 Fine blood animals

Duration: 20 minutes/level in highest-level arcane spellcaster class

Saving Throw: None

Knowledge (blood magic) Check: DC 16

Prerequisites: The ability to cast 3rd-level arcane spells, *lesser creature of blood*

XP Cost to Learn: 300 XP

XP Cost to Perform: 0 XP

Hp Cost to Perform: 1d8 hit points for a Small creature, or 1d10 hit points for a Medium-size creature, or 1d12 hit points for a group of Tiny or smaller creatures

Creature of blood is exactly identical to *lesser creature of blood*, except that the creature conjured may be any Medium-size or Small animal with the blood creature template applied to it. Alternatively, the bloodrite may be used to conjure a number of Tiny or smaller blood creatures. Vermin or dire animals of an appropriate size and with the blood creature template applied may be conjured with this bloodrite, unlike with *lesser creature of blood*.

Focus: The ritualist's dagger, which is used to cut his arm.

Bloodrite: Greater Creature of Blood

Components: V, S, F

Casting Time: One full round

Range: 0 ft.

Effect: One blood animal, Huge or Large; or 1d4+6 Medium-size blood animals, or 1d4+11 Small blood animals, or 1d4+16 Tiny blood animals, or 1d4+21 Diminutive blood animals, or 1d4+26 Fine blood animals.

Duration: 1 hour/level in highest-level arcane spellcaster class

Saving Throw: None

Knowledge (blood magic) Check: DC 20

Prerequisites: The ability to cast 5th-level arcane spells, *creature of blood*

XP Cost to Learn: 500 XP

XP Cost to Perform: 0 XP



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Hp Cost to Perform: 2d8 hit points for a Large creature, or 4d8 hit points for a Huge creature, or 6d8 hit points for a number of Medium-size or smaller creatures

Greater creature of blood is exactly identical to *lesser creature of blood*, except that the creature summoned may be any Huge or Large animal with the blood creature template applied to it. Alternatively, the bloodrite may be used to conjure a number of Medium-size or smaller blood creatures. Vermin or dire animals of an appropriate size and with the blood creature template applied may be conjured with this bloodrite, unlike with *lesser creature of blood*.

Focus: The ritualist's dagger, which is used to cut his arm.

Bloodrite: River of Blood

Components: S, F

Casting Time: One action

Range: 100 ft. + 10 ft./level in highest-level arcane spellcaster class

Effect: Torrent of blood (5 ft. wide, 5 ft. high) emanating out from the character to the extreme of the range

Duration: One round

Saving Throw: See below

Knowledge (blood magic) Check: DC 14

Prerequisites: The ability to cast 2nd-level arcane spells, *lesser creature of blood*, Blood Sacrifice, must have sacrificed at least 12 sentient creatures at some time during his life.

XP Cost to Learn: 200 XP

XP Cost to Perform: 0 XP

Hp Cost to Perform: 1d6

Though it does not strictly speaking create a blood creature, this bloodrite is generally classed among the various creature of blood bloodrites, since it gives new form to the ritualist's own blood. In this case the new form is that of a torrent, gushing out from the ritualist's sliced arm, knocking over and potentially terrifying all in its path. Of course the ritualist could not lose such a great quantity of blood and survive; rather, he uses the ancient Law of Sympathy to draw upon a greater source of blood, said to be located on the blood plane itself.

When this bloodrite is cast, a torrent of blood spurts out from the ritualist out to the limits of the

range. Any creature in its path must make a Reflex saving throw or be knocked prone and covered with blood. In addition, any creature which has been knocked over must make a Will saving throw or suffer 1d3 points of temporary Charisma damage and be shaken. Creatures of 5 or more Hit Dice are unaffected by the shaken effect, though they still suffer the Charisma damage.

New Feat: Blood Creature Adept (special)

You are an expert at creating blood creatures.

Prerequisites: Wis 13+, must know the *creature of blood* spell.

Benefit: Whenever you cast *lesser creature of blood*, *creature of blood*, or *greater creature of blood*, you may elect to double the number of creatures you create.

Special: When you use this feat to enhance one of the blood creature creation spells, the amount of blood required for the material component of the spell is also doubled.

BLOOD CREATURES

A variety of blood creatures can be created by blood magic, either carefully and deliberately or quite accidentally.

BLOOD ANIMAL

Blood animals are the most basic blood creatures, formed from the caster's own blood, then shaped by his knowledge of more mundane animals and his magic. They are a little more intelligent and strong-willed than the animals whose form they take, being made from the blood of a higher creature, and possess have an almost preternatural agility, but otherwise are very similar to the originals.

CREATING A BLOOD ANIMAL

Blood animal is a template that can be added to any creature of animal, vermin or beast type (referred to hereafter as the 'base creature'). The creature's type changes to 'magical beast.' It uses all the base creature's statistics and special abilities except as noted here.



within range who witness the action may become frightened or shaken. Frightful presence affects only opponents with fewer Hit Dice or levels than the blood animal has. An affected opponent

can resist the effects with a successful Will save with a DC of $10 + \frac{1}{2}$ blood animal's HD + blood animal's Charisma modifier. An opponent who succeeds at the saving throw is immune to that blood animal's frightful presence for one day. This is an extraordinary ability.

Special Qualities: A blood animal retains all the base creature's special qualities and gains the immunities listed below.

Immunities (Ex): Blood animals are immune to poison and disease.

Saves: Same as the base creature

Abilities: A blood animal gains +2 to Intelligence, +2 to Dexterity, and +4 to Charisma.

Skills: Same as the base creature

Feats: Same as the base creature, plus Iron Will

Climate/Terrain: Any

Organization: Solitary or pack (2-20)

Challenge Rating: Same as the base creature +1 (or increased to $\frac{1}{2}$ if base creature less than $\frac{1}{2}$, or increased to 1 if base creature $\frac{1}{2}$ or more but less than 1)

Treasure: None

Advancement: Same as the base creature

SAMPLE BLOOD ANIMAL

This example uses a hawk as the base animal.

Blood Hawk

Tiny Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +4 (Dex)

Speed: 10 ft., fly 60 ft. (average)

AC: 18 (+2 size, +4 Dex, +2 natural)

Attacks: Claws +7 melee

Damage: Claws 1d4-2

Face/Reach: 2 ft. by 2 ft./0 ft.

Special Attacks: Frightful presence

Hit Dice: Increase to d10

Initiative: Same as the base creature

Speed: Same as the base creature

AC: Same as the base creature

Special Attacks: A blood animal retains all the base creature's special attacks.

Frightful Presence: A blood animal's very presence is unsettling to foes, due to its uncanny appearance and deathly aura. Frightful presence takes effect automatically when the blood animal performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents

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Special Qualities: Immunities

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 6, Dex 19, Con 10, Int 4, Wis 14, Cha 10

Skills: Listen +6, Spot +6*

Feats: Weapon Finesse (claws), Iron Will

Climate/Terrain: Any

Organization: Solitary or pack (2-20)

Challenge Rating:

Treasure: None

Alignment: Always neutral

Blood hawks closely resemble conventional hawks in appearance, though they are the colour of bright fresh arterial blood all over, even their eyes and claws. This marks them out as the product of dark and old magic, and is likely to terrify ordinary creatures and anyone other than true heroes.

Blood hawks are commonly encountered wherever practitioners of primitive magic abound, as they make superbly effective spies, messengers and scouts for blood magicians, yet are far more expendable than a hawk familiar.

Combat

Blood hawks attack with a dive much like a charge, then swoop back to the skies to prepare another attack. In most cases their creator will only order them to attack at all in extremis, as they are clearly better suited to other duties than combat.

Frightful Presence (Ex): A blood hawk's very presence is unsettling to foes, due to its uncanny appearance and deathly aura. Frightful presence takes effect automatically when the blood hawk performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Frightful presence affects only opponents with less than 1 HD. An affected opponent can resist the effects with a successful Will save with a DC of 10. An opponent who succeeds at the saving throw is immune to that blood hawk's frightful presence for one day. Skills: *Blood hawks gain a +8 racial bonus to Spot checks in daylight.

Blood Golem

Large Construct

Hit Dice: 6d10 (31 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 10 (+1 Dex, -1 Size)

Attacks: Slam +8 melee

Damage: Slam 1d4+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, swallow whole, blood drain

Special Qualities: Magic immunity, construct, darkvision, damage reduction 25/+1

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 21, Dex 13, Con -, Int -, Wis 11, Cha 1

Skills: None

Feats: None

Climate/Terrain: Any land or underground

Organisation: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large), 7-18 HD (Huge), 19-54 HD (Gargantuan), 55+ HD (Colossal)

A blood golem appears like a large, bulky humanoid formed entirely of living, flowing, pulsing blood. Logic would suggest that such a quantity of blood could not remain in a coherent shape without skin or bone to support it, but somehow it does. Despite this it is still liquid, and still amorphous enough to engulf an opponent entirely into its body.

Blood golems are magically created creatures, formed from the blood of dozens of sacrifices by the will and arcane knowledge of a blood magician. They are believed to be held together by an entity from the Blood Plane, trapped within the blood golem's body.

Construction

A minimum of sixty live humans, or other creatures of at least Small size and at least 3 Intelligence, must be sacrificed to provide the raw materials (that is, around 500 pints of fresh blood) for the blood golem, but the animating spark must also be attracted from the blood plane, which requires further similar creatures with at least

200 hit points' worth of blood to be sacrificed. Creatures sacrificed using the Tormented Sacrifice feat, having the Blood of Power feat, or both, count double or triple, as usual. See the Blood Sacrifice chapter for more about sacrificing and its requirements. Furthermore the creator must provide 3d6 hit points' worth of his own blood – sacrifices may not under any circumstances be substituted for this, as it is necessary to create the magical bond between creator and blood golem.

A blood golem costs 30,000 gp to construct, including 300 gp for the construction of the body. Constructing the body requires a successful Knowledge (blood magic) check (DC 13).

The creator must be 14th level and able to cast arcane spells. He must have the Blood Sacrifice feat. Completing the ritual drains 750 XP from the caster and requires the bloodrite *greater creature of blood* and the spells *geas*, *greater blood summoning*, *limited wish*, and *polymorph any object*.

Combat

A blood golem attacks by simply rolling over its opponents, engulfing them in its body, and reshaping itself to absorb their essence. Its damage resistance and spell immunities add to the formidable nature of this foe, and its capability to grow larger and stronger by incorporating the blood of its victims into its own body means that a blood golem left unchecked in a city or other densely populated area can soon become very dangerous indeed.

Blood Drain (Ex): A blood golem can drain blood from a living victim that it has absorbed, simply sucking the blood out through the skin and incorporating it into its own body. Once it has absorbed the foe, it drains blood, inflicting 1d4 points of permanent Constitution drain each round the pin is maintained, plus 2d6 damage. A blood golem that reduces ten or more Small or Medium-size creatures, or five or more Large or larger creatures, to zero Constitution using its blood drain ability, immediately grows by 1 HD. The non-blood remnants of any drained creatures are left behind as the blood golem moves, a thin trail of desiccated flesh, bone, and other superfluous tissues and organs.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Frightful Presence (Ex): A blood golem's very presence is terrifying to foes – it is clear to all who see it that this is a huge quantity of animated blood. Frightful presence takes effect automatically when the blood golem performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Frightful presence affects only opponents with than less 3 HD. An affected opponent can resist the effects with a successful Will save with a DC of 9. An opponent who succeeds at the saving throw is immune to that blood golem's frightful presence for one day.

Improved Grab (Ex): If the blood golem hits with its slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than the blood golem. The blood golem has the option to conduct the grapple normally, or simply use its body to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks. A successful hold does not deal any additional damage. When a blood golem gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The blood golem is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Magic Immunity (Ex): A blood golem is immune to all spells and spell-like effects except as follows: any spell which cures hit points functions as a *slow* spell for a number of rounds equal to the spell's level; and a *heal* spell functions as a *hold monster* spell for 1d4 rounds.

Absorb Whole (Ex): The blood golem can absorb opponents it holds (see Improved Grab, above). If it makes a second successful grapple check after a grab, it absorbs its prey. The



CREATURES OF BLOOD

opponent can be up to one size category smaller than the blood golem. An absorbed creature is subject to the blood golem's blood drain attack (see above).

Blood Guardian

Large Outsider

Hit Dice: 4d8 (18 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 60 ft, burrow 5 ft.

AC: 23 (+6 natural, +7 Dex)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 1d6+6, bite 1d8+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Sneak attack +2d6, blood drain, shred armour, fear aura, spell-like abilities

Special Qualities: Darkvision, blindsight, scent

Saves: Fort +4, Ref +11, Will +7

Abilities: Str 22, Dex 25, Con 11, Int 8, Wis 17, Cha 20

Skills: Climb +13, Hide +17, Jump +13, Listen +18, Move Silently +18, Spot +18, Wilderness Lore +10

Feats: Weapon Finesse (claws), Weapon Finesse (bite), Improved Initiative

Climate/Terrain: Any land or underground

Organisation: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large), 9-16 HD (Huge)

Blood guardians are a featureless black in appearance, other than bright crimson eyes. Their claws and teeth are as black as their bodies, but with an overlaid stain of dried blood. They are shaped somewhat like massive humanoid jaguars, but both their claws and jaws are massively exaggerated. However they are constantly in motion, and it is rare that an observer will get a good look at a blood guardian unless it has reached its target and is pausing for a moment to slay him.

For all blood magicians, the most feared fate is to have the ill luck to summon a blood guardian. These creatures appear when a particularly enormous or botched blood sacrifice or other bloodrite takes place, seeking out the blood magician who instigated it and tearing him to

pieces. Once their victim is dead, they vanish as rapidly as they appeared.

The origins and motives of blood guardians are unknown, but it is speculated that they are an ancient safeguard against the abuse of blood magic, either created accidentally or deliberately by the first blood magicians, or an integral, primal part of blood magic itself. Most scholars of blood magic believe blood guardians to come from the blood plane, if it exists, though it seems equally possible that they are from a quite different and as yet unknown plane.

Combat

Once a blood guardian has chosen a target, it does not stop until that target is dead. They are notorious for simply tearing through almost any defences the target may have, using their adamantine-hard claws to shred guards, companions, armour, shields, and even stone walls in their relentless efforts to destroy their enemy. Once they have begun to rip him apart they can rarely be stopped until he is dead, for they concentrate single-mindedly on destroying him, ignoring all other targets and even massive physical damage to themselves.

Blindsight (Ex): Using a combination of hearing, scent, and sensitivity to vibration, the blood guardian is able to operate effectively in complete darkness out to 60 ft.

Blood Drain (Ex): A blood guardian that holds a blood magician in its mouth (using its Improved Grab attack) can suck blood from the living victim, inflicting 1d4 points of temporary Constitution damage each round the hold is maintained. For purposes of blood draining, a blood magician is defined as any character with at least one rank in the Knowledge (blood magic) skill, and a blood guardian is not able to drain blood from any other creature than a blood magician. Furthermore the blood draining process enables the blood guardian to instantaneously heal itself of twice as many hit points damage as it drained Constitution points, as a free action.

Burrow (Ex): A blood guardian can use the superhuman strength and hardness of its claws to burrow right through stone, dirt, and even metal. Its burrowing will leave behind a hole, but in most

materials this will rapidly collapse back in on itself unless propped up.

Fear Aura (Su): The very presence of the blood guardian, even unseen, operates continuously to afflict all nearby creatures with a dreadful, overwhelming fear. The closer the blood guardian gets, the more overwhelming this fear becomes. Any creature within 90 feet of the blood guardian must make a Will saving throw (DC 17) or become shaken. Any creature within 60 feet of the blood guardian must make a Will saving throw (DC 17) or become frightened. Any creature within 30 feet of the blood guardian must make a Will saving throw (DC 17) or become panicked.

Improved Grab (Ex): If the blood guardian hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents at least one size category smaller than the blood guardian. The blood guardian has the option to conduct the grapple normally, or simply use its mouth to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks and cannot use its bite attack against another foe. A successful hold does not deal any additional damage. When a blood guardian gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The blood guardian is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Scent (Ex): A blood guardian can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The blood guardian can detect opponents by sense of smell within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges. The blood guardian detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the blood guardian

can pinpoint that source. The blood guardian can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Blood guardians tracking by scent ignore the effects of surface conditions and poor visibility. Blood guardians can identify familiar odours just as humans do familiar sights. Water, particularly running water, ruins a trail for blood guardians. False, powerful odours can easily mask other scents. The presence of such an odour completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Shred Armour (Ex): Any time the blood guardian hits the same opponent with both claw attacks, it may immediately make a shred armour attempt as a free action. The blood guardian targets either its opponent's armour or shield. The armour or shield makes a Fortitude saving throw (DC = $\frac{1}{2}$ blood guardian's HD + blood guardian's Strength modifier, for a typical DC of 18). If it fails, it is destroyed.

Sneak Attack (Ex): Any time the blood guardian's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the blood guardian flanks the target, the blood guardian's attack deals extra damage. The extra damage is +2d6. Should the blood guardian score a critical hit with a sneak attack, this extra damage is not multiplied. A blood guardian can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The blood guardian must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The blood guardian cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. A blood guardian that has more than four hit dice gains an additional +1d6 to its sneak attack bonus for every two full hit dice above four.



CREATURES OF BLOOD

Spell-like abilities: A blood guardian has the following spell-like abilities: *confusion* 3/day, *darkness* at will, *dimension door* 3/day, *invisibility* 3/day, *plane shift* (targeting self only) 3/day.
Skills: Blood guardians have a +4 racial bonus to Hide and Move Silently, and a +8 racial bonus to Spot and Listen.

Blood Pool

Large Ooze

Hit Dice: 3d10+15 (31 hp)

Initiative: +2 (Dex)

Speed: 5 ft

AC: 12 (+2 Dex)

Attacks: Slam +6 melee

Damage: Slam 1d6+4 and 1d2 acid

Face/Reach: 10 ft. by 5 ft./10 ft.

Special Attacks: Blood poisoning, acid

Special Qualities: Blindsight, ooze, tied to place, regeneration

Saves: Fort +3, Ref +3, Will -3

Abilities: Str 18, Dex 14, Con 15, Int -, Wis 1, Cha 1

Climate/Terrain: Any land or underground

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: Large (4-6 HD), Huge (7-12 HD)

A blood pool is an artificially created ooze, formed from the blood of both its maker and a number of sacrificed victims. It is always magically tied to the vessel in which it was created, usually an ornate pool but sometimes a fountain, bath, trough or similar object. In appearance it usually looks like a flat pool, but it can form a bloody pseudopod and use this to lash out at anyone nearby. It is always hungry for more blood.

A blood pool will never attack its maker, as it can sense their deep kinship, for the two are of one blood.

Combat

Blood pools must wait for victims to come to them, given their limited mobility with regard to the pool they are tied to. If the pool is at least partially concealed, so that for example the top of the pool is level with the floor and the blood pool

resembles a simple puddle of gore, it will typically show no signs of movement or life until someone steps in it.

Acid (Ex): A blood pool is mildly acidic, so that anyone touching it or being attacked by it sustains 1d2 damage. This acid dissolves only flesh, and is used by the blood pool to gradually digest any creature thrown or dragged into it.

Blindsight (Ex): Using a combination of hearing, scent, and sensitivity to vibration, the blood guardian is able to operate effectively in complete darkness out to 60 ft.

Blood Poisoning (Ex): Because every part of the blood pool is mutable, it can force its way through the very pores of its victim's skin, where it begins to poison their blood. Any creature hit by a blood pool in combat, or immersed within it, must make a Fortitude check (DC 13) or sustain 1d2 initial damage to Constitution. If this is failed, one minute later a further save must be made to avoid 1d4 secondary damage to Constitution.

Ooze (Ex): A blood pool is immune to poison, *sleep*, paralysis, stunning, and *polymorphing*; not subject to critical hits or flanking; and immune to all mind-influencing effects.

Regeneration (Su): A blood pool that is in its ornately carved pool, bath or fountain has regeneration 1, that is, it regenerates one hit point of damage per round.

Tied to Place (Su): Every blood pool is tied to the place of its original creation, usually an ornate pool or other large stationary vessel. Although it may slowly move from this place, a blood pool cannot go beyond 100 feet from it. It may only spend one minute outside its place at a time, after which it must make a Fortitude saving throw each minute or sustain 1 hp damage. This damage can be regenerated normally once it returns to its pool.

Bloodless

Medium-size undead

Hit Dice: 1d12 (6 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 13 (+2 natural, +1 Dex)

Attacks: 2 claws +1 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, frenzy

Special Qualities: Undead

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 1

Skills: Climb +4, Hide +5, Intimidate -1, Jump +4, Listen +4, Move Silently +5, Spot +4, Tumble +5

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organisation: Usually pack (6-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: None

The bloodless are undead creatures, created by sacrificing humans or other sentient humanoids and draining all their blood, then casting a *create bloodless* ritual. They appear much as they did in life, but with an utterly pallid skin and whatever wounds were inflicted on them during their death still visible. Their fingernails continue growing after death, becoming hardened and razor-sharp, so that they are highly effective natural weapons. As might be expected, their hair also continues to grow, so a bloodless that has survived for several years will be crowned with a great mass of tangled, dreadlocked greying hair, giving them a deeply unsettling appearance.

All bloodless are controlled by their creator, and remain linked to him by the vial of their blood he carries. If a bloodless's vial is destroyed or opened and their blood spilled on the earth, the bloodless itself is instantly destroyed, crumbling into dust.

Bloodless are as intelligent as they once were in life, and are capable of cunning and tactical behaviour. If the situation warrants it they will lay ambushes, feign flight only to fight back on territory of their own choosing, and use similar stratagems to deal with their opponents. Generally their two aims are to be released from their tormented, trapped-between-life-and-death existence, and to revenge themselves on their creator and controller. Unless said creator is careless, this will never happen, but if a bloodless ever gets free, slaying the one who trapped him

in this undead form will be a priority. Their carelessness with their own lives is responsible for the wild abandon with which they fight.

Combat

Bloodless usually attack in packs. They are intelligent enough to have a good idea who the most dangerous opponent is, and they will tend to swarm him, with the first one or two bloodless to reach him grappling him with their improved grab attack and the remainder slicing their now immobilised opponent with their claws. Any who cannot reach the first opponent will either attack a second if they have the numbers to do so, or simply attempt to keep all other opponents at bay and prevent any rescue while their own compatriots finish off their first victim.

Frenzy (Ex): For the first round of any combat a bloodless attacks savagely and without thought for its own safety, gaining a +2 to its attack roll and +2 to damage at the cost of -2 to its AC.

Improved Grab (Ex): If the bloodless hits with both its claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents of Medium-size or smaller. A bloodless must then conduct the grapple attack normally.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.



BLOOD TRANSFUSIONS

After blood sacrifice, perhaps the one aspect of blood magic which is whispered of in the most terrified and hushed tones is the practice of transfusing a demon or devil's blood into one's own. It is said that those who do this become part-demon or part-devil themselves, irrevocably taking on certain qualities of these extraplanar evils.

Leaving behind one's humanity forever is not a step to be taken lightly, and inevitably those who take it are regarded as beyond redemption, worthy only of a swift death, by most civilised religious authorities. Even ordinary people will never look upon a magician with demon's blood as anything other than a menace, and so the practitioner who taints his blood in this manner must look forward not only to legions of paladins and clerics nigh-on crusading for his death, but great bands of peasants with torches and pitchforks out to burn down his workshop and send him to the Hells or Abyss to which he now belongs.

For those already hated, reviled and hunted for their practice of human sacrifice on a grand scale, though, adding a little extraplanar blood to the mix is a hardly a great concern. Might as well be hanged for a demonic sheep as a sacrificial lamb, after all. Blood transfusions are not the exclusive domain of evil blood magicians, though, as many more detached scholars of blood magic also experiment with the practice, sometimes simply for the sake of advancing scientific knowledge, sometimes in the hope of making a new humanity more morally elevated than the old by bringing a transfusion of celestial blood to the most depraved criminals of the land.

SOURCES OF TRANSFUSION

The received wisdom among blood magicians considers that only blood from the following classes of creature provides any benefit when transfused into a mortal:

† **Outsiders:** Entities from the outer planes are highly prized as sources of blood for transfusions, for their natural magic is sufficiently powerful that even a small quantity of their blood is often enough to provide significant benefits, particularly for those who plan to either travel to the home plane of the entity or summon similar creatures to the material plane. Demons, devils, and celestials are the preferred outsiders for most blood magicians, though in theory any dweller in the outer planes can be used, so long as it has blood running through its veins. Magicians from the Eastern desert lands often conjure djinn, jann and efreet for just this purpose, though most other outsiders with an elemental subtype are unsuitable due to their composition. The more minor outsiders, such as mephits, provide few benefits and are rarely used as donors.

† **Fey:** Taking a free-running creature of the woodlands, tying it down, and draining its blood to enhance one's own is a practice generally enjoyed only by the most unpleasant of blood magicians, though again the supposed scholars have been known to do the same in the name of science. As might be expected, the benefits of such a transfusion are unpredictable and generally ephemeral, much like the fey themselves.

† **Dragons:** The most feared creatures of the material plane can be hard to capture alive, but for the blood magician who achieves it, the rewards are manifold. One of the legends sorcerers like to spread concerning their origins is that they are all descended from dragons, but many wizardly blood scholars consider this to be a simple memory of the first sorcerers' use of dragon blood to fortify themselves and enhance their magic.

A few blood magicians have experimented with transfusing blood from other creatures, but generally with no success, or at best only very limited success. Such transfusions are beyond the scope of this volume, but the Games Master may allow characters to experiment with them if desired.

In most cases, of course, none of the above classes of creature will be in the least bit willing to give up their lifeblood or any other of their bodily fluids, however noble (or otherwise) the cause! Most will need to be unconscious or otherwise

helpless before any transfusion begins. The pieces of equipment known as harness couches (see below) are useful for restraining unwilling creatures, though generally you will still need to subdue them somehow to get them to lie on the couch in the first instance. Certain demons or other outsiders may agree to a transfusion as part of a pact of some kind but will expect huge concessions on the side of the other party to the pact and demand enshrinement of the deal with a *blood contract* or similarly binding agreement. The *dominate monster* spell may also prove useful to the aspiring demon-blooded magician.

LABORATORY APPARATUS

It is impossible for a blood magician to perform any transfusions unless he has the appropriate laboratory apparatus. For most, this will mean going to a specialist alchemists' suppliers and having suitable glassware blown, scalpels forged, flexible leather tubes sewn, and syringes made. Those from a more primitive background are more likely to take a less technological, more magical approach, constructing their own apparatus from wood, bamboo, gourds, flint, horn and so forth. Either way, the results are much the same, though because of the personalised nature of the primitive transfusion apparatus it must be supervised by its creator personally rather than a different blood magician.

Laboratory Transfusion Apparatus: This tangle of glassware, piping, leather bellows and pumps, and sharp piercing implements is designed to render blood transfusions easy for the skilled

operator, whether for reasons of extraplanar magical power, scientific exploration or medical practice. The apparatus weighs 100 pounds, though if it is to be safely packed down for transport another 20 pounds of blankets and other cushioning will be necessary. All standard blood transfusion procedures can be carried out using the laboratory transfusion apparatus.

Primitive Transfusion Apparatus: Any blood magician can attempt to construct his own primitive transfusion apparatus, expending 500 gp in materials costs and taking a full week to do so. A Knowledge (blood magic) check at DC 20 is required, with failure indicating that the materials and time were wasted. If successful with the check however the blood magician has constructed a perfectly functional primitive transfusion apparatus, and expends 1,000 XP in so doing. The apparatus weighs 100 pounds, but does not especially need any additional packaging material for transport, as it is all constructed of sturdy natural materials. All standard blood transfusion procedures can be carried out using the primitive transfusion apparatus.

Harness Couch: Harness couches are available in a variety of sizes and strengths, though all share similar characteristics, each being essentially very similar to a well-padded bed but with the addition of sturdy leather or even flexible steel restraints and harnesses, so as to securely hold the creature lying upon it. The restraints are designed to be extremely easy to operate, with a Use Rope check (DC 10) required to close them, though no particular benefit is gained if an expert in Use Rope is used to secure the restraints as

Equipment	Cost	Str Check DC
Laboratory Transfusion Apparatus	7,500 gp	
Primitive Transfusion Apparatus	500 gp	
Harness Couch, Small	400 gp	20
Harness Couch, Medium	500 gp	22
Harness Couch, Medium, Extra-Strong	1,000 gp	25
Harness Couch, Large	2,000 gp	25
Harness Couch, Large, Extra-Strong	4,000 gp	27
Harness Couch, Huge	8,000 gp	27
Harness Couch, Huge, Extra-Strong	16,000 gp	30





Creatures smaller than the size of the harness couch can also be restrained on it, but gain a +2 circumstance bonus to all Escape Artist checks for every size class they are smaller than the size of the harness couch.

SPELLS AND BLOODRITES OF TRANSFUSION

The following dweomers are useful and sometimes (particularly in the case of *blood transfusion*) essential to those who intend to do blood transfusion magic.

Purify Blood

Conjuration (Healing)

Level: Sorcerer/Wizard 6, Healing 5

Components: V, S, M

Casting Time: One full round

Range: Touch

Subject: One creature

Duration: Instantaneous

Saving Throw: See below

Spell Resistance: Yes

Purify blood instantly forces all impurities out of the subject's blood, including any blood transfused therein from other creatures not of the same species as the subject, but also including such things as injury poisons, drugs in the bloodstream such as alcohol, and other impurities. In many cases the creature will not wish to resist but if it does, a Will saving throw will negate the spell entirely.

Though the subject will find the result refreshing once the spell is over, the actual process of forcing the impurities out through every pore and orifice is uncomfortable at best and extremely painful at worst – if the subject's blood had any significant impurities such as those listed above, he must make a Fortitude saving throw or sustain 2d6 temporary Constitution damage and fall prone with the shock.

Material Component: A sprig of spearmint.

they are far less flexible than rope. Any creature enclosed in a harness couch can escape with an Escape Artist check (DC 30) or a Strength check (variable DC, depending on the size and strength of the harness couch). Each harness couch has a size classification, which indicates the largest size creature the couch is capable of restraining.

Retain Blood

Conjuration (Healing)

Level: Sorcerer/Wizard 3

Components: V, S, M

Casting Time: One hour

Range: Touch

Subject: One creature

Duration: One month/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the subject to retain any unusual blood he may have acquired through blood transfusion or a similar effect. The blood does not get broken down in the body until the spell duration has expired.

Material Component: A leather tourniquet.

Bloodrite: Steal Blood

Components: V, S, F

Casting Time: One action

Range: Close (25 ft. + 5 ft./level in highest-level arcane spellcaster class)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Knowledge (blood magic) Check: No

Prerequisites: *Exsanguinate*, *transfuse blood*

XP Cost to Learn: 500 XP

XP Cost to Perform: 400 XP

Hp Cost to Perform: 1d6

Like *exsanguinate*, *steal blood* sucks blood from a victim's body at a distance, but instead of simply dissipating, the blood is immediately transfused into the ritualist's body. The target suffers 1d6 damage per caster level (maximum 10d6). This is always enough to provide a Taint of the target's blood as a transfusion, and may be sufficient to provide a great deal more. If the target lost 25% to 49% of its usual maximum hit points due to *steal blood*, this provides as much blood as to be a Partial Transfusion for a creature of similar size. 50% to 99% would be a Half Transfusion, and 100% (presumably killing the victim) would be a Full Transfusion. For targets of different size to the ritualist, the Games Master will need to refer to table on pg 48 and scale up or down accordingly to determine how much of a transfusion the ritualist receives.

Focus: The ritualist's dagger, which is used to slash his own arm. As the target's blood flows into the ritualist, his own blood flows out, possibly in quite some quantity if he does enough damage to the target.

Bloodrite: Transfuse Blood

Components: V, S, F

Casting Time: 5 rounds

Range: Touch

Target: Two creatures

Duration: Instantaneous

Saving Throw: Will negates

Knowledge (blood magic) Check: See below

Prerequisites: Must be capable of casting arcane spells of 5th level or above.

XP Cost to Learn: 500 XP

XP Cost to Perform: 250 XP

Hp Cost to Perform: 0

Casting this bloodrite takes five rounds and initially causes 1d3 damage to each party (1d4 damage if primitive apparatus is used), because major blood supplies must be cut to get sufficient flow. A Knowledge (blood magic) check (DC 20) and a Heal check (DC 15) are required to ensure the apparatus is connected correctly and with minimum damage to the two parties involved – failure on the former means the first attempt fails, though normal damage is sustained, and failure on the second check inflicts double damage but in itself does not cause the attempt to fail.

Once *transfuse blood* has been cast, the process of transfusion begins (see The Process of Transfusion, below)

Focus: Transfusion apparatus of some sort.

THE PROCESS OF TRANSFUSION

Once both parties to the transfusion are willing or restrained, the blood magician can begin to attach the transfusion apparatus to them. This requires the use of the *transfuse blood* bloodrite (see above).



BLOOD TRANSFUSIONS

When blood has begun flowing from the donor to the recipient, the blood magician should decide how much blood he wishes to transfuse – either a token amount, known as a Taint; a major part of the recipient’s blood, known as a Partial Transfusion; around half the recipient’s blood, known as a Half Transfusion; or more or less all of the recipient’s blood, known as a Full Transfusion. In the case of anything other than a Taint, the process also involves ‘bloodletting’ from the recipient of the transfusion, which causes a further 1d3 or 1d4 damage, and once more requires a Heal check at DC 15 to avoid the damage being doubled.

The table below gives the amount of time required to transfuse a Partial Transfusion of blood from the donor to the recipient. In cases where the recipient is larger than the donor, a Partial Transfusion must be transfused in several smaller doses, to allow the donor time to recover. This is indicated in the table by a multiplier, so for example the entry 8 x 1 hour (for transfusing from a Medium-size donor to a Large recipient) shows that the donor will need to donate blood in eight separate sessions of one hour each. One day will completely regenerate sufficient blood to allow

more blood to be donated. Large donors may sometimes be able to donate more than one Partial transfusion without needing to recover in between – see the Maximum Donation Time row of the table.

A donor may be ‘pushed’, donating more blood than is entirely safe. Donating twice as much as the usual maximum requires a Fortitude check (DC 20) or 1d6 temporary Constitution damage is suffered. For three times as much as usual, the DC rises to 25, and so on. A donor who dies during this process is no longer useful – the blood must be from a living donor to have any effect (other than, potentially, as a blood sacrifice).

A Half Transfusion or Full Transfusion must be made as several Partial transfusions, so as to allow both parties to recover in the meantime. Two Partial Transfusions is equivalent to a Half Transfusion, and four Partial transfusions to a Full Transfusion.

During any blood transfusion, the process must be supervised by a character with at least four ranks in each of Knowledge (blood magic) and Heal. If the supervisor is also either the donor or recipient, eight ranks in each of those two skills are required,

Time to Transfuse a Partial Transfusion of Blood

Recipient Size	Donor Size								
	Fine	Diminutive	Tiny	Small	Medium-size	Large	Huge	Gargantuan	Colossal
Fine	1 second	1 second	1 second	1 second	1 second	1 second	1 second	1 second	1 second
Diminutive	8 x 1 second	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds
Tiny	60 x 1 second	8 x 8 seconds	1 minute	1 minute	1 minute	1 minute	1 minute	1 minute	1 minute
Small	–	60 x 8 seconds	8 x 1 minute	8 minutes	8 minutes	8 minutes	8 minutes	8 minutes	8 minutes
Medium-size	–	–	60 x 1 minute	8 x 8 minute	1 hour	1 hour	1 hour	1 hour	1 hour
Large	–	–	–	60 x 8 minutes	8 x 1 hour	8 hours	8 hours	8 hours	8 hours
Huge	–	–	–	–	60 x 1 hour	8 x 8 hours	3 days	3 days	3 days
Gargantuan	–	–	–	–	–	60 x 8 hours	8 x 3 days	3 weeks	3 weeks
Colossal	–	–	–	–	–	–	–	–	6 months
Maximum Donation Time	1 second	8 seconds	1 minute	8 minutes	1 hour	8 hours	3 days	3 weeks	6 months

and a Concentration check (DC 25) must be made. If these requirements are not met, the transfusion process automatically fails.

A dash (–) indicates that the recipient is too large to ever get a Partial transfusion of blood out of the donor. Even allowing for the possibility of multiple transfusion sessions and ‘pushing’ the donor, the recipient will have rid himself of the donor’s blood before ever receiving more than a Taint of blood.

Example: Arcani the Magnificent is a Medium-size human blood magician. He wishes to have a full transfusion of dragonic blood from an adult blue dragon (Huge size). He has it dominated, but secures it in an extra-strong Huge harness couch anyway. Fortunately his minion Hadric has sufficient ranks in Heal and Knowledge (blood magic) to supervise the process, so Arcani can relax as the new blood is pumped into his veins. The process will require four separate transfusions (each transfusing one portion of blood) to complete, which must be staggered over four days (well within the duration of dominate monster, fortunately for Arcani). Each transfusion will take one hour.

REJECTION

Although blood transfusions from fey and dragons to humanoids do not generally cause problems of rejection, a character who receives a transfusion from an outsider of very different alignment from his own risks serious problems.

Every time a transfusion is received, the recipient must make a Fortitude saving throw or gain no benefit from the blood, and instead sustain 1d6 temporary damage to Constitution as the blood explosively leaves his body. The base DC for the Fortitude saving throw is 10. The following modifiers can raise the difficulty however:

Donor: Chaotic Outsider
Recipient is neutral good, true neutral, or neutral evil: +5 DC
Recipient is any lawful alignment: +10 DC

Donor: Evil Outsider
Recipient is lawful neutral, true neutral, or chaotic neutral: +5 DC

Recipient is any good alignment: +10 DC

Donor: Good Outsider
Recipient is lawful neutral, true neutral, or chaotic neutral: +5 DC
Recipient is any evil alignment: +10 DC

Donor: Lawful Outsider
Recipient is neutral good, true neutral, or neutral evil: +5 DC
Recipient is any chaotic alignment: +10 DC

The above modifiers are all cumulative, so a chaotic evil recipient having a transfusion from a lawful good donor must make a Fortitude save at DC 30.

BENEFITS OF BLOOD TRANSFUSION

The benefits of blood transfusion vary, depending on the amount transfused and the donor creature’s species and type.

Generally, a Taint of blood is just that – the character will acquire a faint ‘aura’ of the donor. Similar creatures to the donor are likely to be well disposed to him (+1 to Charisma checks and Charisma-based skill checks). On the other hand, creatures generally opposed to the donor (such as celestials, if the donor were a demon) will treat the recipient with suspicion (-1 to Charisma checks and Charisma-based skill checks). His scent will also change subtly – this may be detected by creatures with the Scent special quality. A Taint of blood lasts for only one week before the character’s system breaks down the foreign blood and the character returns to normal.

A Partial Transfusion of blood is far more significant, with the character taking on at least one of the qualities of the donor. Bonuses and penalties to checks similar to those for a Taint apply, but the effects are doubled. Furthermore, a character receiving a Partial Transfusion gains a benefit depending on the donor creature, as per the table on pg 50. A Partial Transfusion lasts for one month before the character’s system breaks down the foreign blood and the character returns to normal, losing all the benefits of the transfusion.



BLOOD TRANSFUSIONS

A Half Transfusion often causes the character to start to take on something of the appearance of the donor creature, perhaps just a flash of fire about the eyes or an unusual skin tone. Bonuses and penalties to checks similar to those for a Taint apply, but the effects are tripled. Furthermore, a character receiving a Half Transfusion gains a benefit depending on the donor creature, as per the table below. A Half Transfusion lasts for six months before the character's system breaks down the foreign blood and the character returns to normal, losing all the benefits of the transfusion.

A character receiving a Full Transfusion always alters physically, in a manner decided by the Games Master, so as to appear . Bonuses and penalties to checks similar to those for a Taint apply, but the effects are quadrupled. Furthermore, a character receiving a Full Transfusion gains a benefit depending on the donor creature, as per the table below. A Full Transfusion is permanent, short of a *purify blood* spell.

Partial, Half, and Full Transfusion Benefits

Donor Creature	Partial Transfusion	Half Transfusion	Full Transfusion
Archon, Hound, Lantern, or Trumpet; Astral Deva; Ghaele; Planetar; Solar	Electrical Resistance 5	Damage Reduction 2/; Electrical Resistance 10; becomes Outsider	Damage Reduction 5/; Electrical Resistance 20; becomes Outsider
Arrowhawk ; Djinni	Acid Resistance 5	Acid Resistance 10; becomes Outsider	Acid Immunity; becomes Outsider
Avoral; Barghest; Bebilith; Greater Barghest ; Rakshasa; Titan	Damage Reduction 2/magic	Damage Reduction 3/; becomes Outsider	Damage Reduction 4/; becomes Outsider
Balor; Glabrezu; Hezrou; Marilith; Nalfeshness; Succubus; Vrock	Damage Reduction 2/ magic; +2 to saving throws against poison; Electrical Resistance 10	Damage Reduction 5/ magic; +4 to saving throws against poison; Fire Resistance 5; Cold Resistance 5; Acid Resistance 5; Electrical Resistance 20; becomes Outsider	Damage Reduction 10/ magic; +6 to saving throws against poison; Fire Resistance 10; Cold Resistance 10; Acid Resistance 10; Electrical Immunity; becomes Outsider
Barbazu; Cornugon; Erinyes; Gelugon; Hamatula; Kyton; Osyluth; Pit Fiend	+2 to saving throws against poison; Fire Resistance 10; Cold Resistance 5; Acid Resistance 5	Damage Reduction 2/ magic; +4 to saving throws against poison; Fire Resistance 20; Cold Resistance 10; Acid Resistance 10; becomes Outsider	Damage Reduction 5/ magic; +6 to saving throws against poison; Fire Immunity; Cold Resistance 20; Acid Resistance 20; becomes Outsider
Efreeti; Hell Hound	Fire Resistance 10	Fire Resistance 20; becomes Outsider	Fire Subtype; becomes Outsider

Janni	Elemental Endurance, 2 hours; Fire Resistance 5	Elemental Endurance, 8 hours; Fire Resistance 10; becomes Outsider	Elemental Endurance, 48 hours; Fire Resistance 30; becomes Outsider
Dragon, Black, Copper, or Green	Acid Resistance 5	Acid Resistance 10	Acid Immunity
Dragon, Blue or Bronze	Electrical Resistance 5	Electrical Resistance 10	Electrical Immunity
Dragon, Brass, Gold, or Red	Fire Resistance 5	Fire Resistance 10	Fire Subtype
Dragon, White	Cold Resistance 5	Cold Resistance 10	Cold Subtype
Dragon, Silver	Cold Resistance 5, Acid Resistance 5	Cold Resistance 10, Acid Resistance 10	Cold Subtype, Acid Immunity
Lillend	Fire Resistance 5	Fire Resistance 10; becomes Outsider	Fire Resistance 20; becomes Outsider
Night Hag	Fire Resistance 10; Cold Resistance 10	Fire Resistance 10; Cold Resistance 10; becomes Outsider	Fire Immunity; Cold Immunity; Immune to Charm, Sleep and Fear effects; becomes Outsider
Tojanida	Fire Resistance 5; Electrical Resistance 5	Fire Resistance 10; Electrical Resistance 10; becomes Outsider	Fire Resistance 20; Electrical Resistance 20; becomes Outsider

Dangers of Blood Transfusion

Other than the chance of rejection, blood transfusion is relatively safe, physically speaking. However, there are a couple of other risks that should be kept in mind by those who see it as a quick and easy route to power:

† Altering one’s type to outsider can close more doors than it opens, since Protection from Evil/Good/Law/Chaos and similar spells will be fully effective against such a character.

† Many outsiders have some form of social structure which means that lost members of the species will be missed and searched for. For example, a blood magician who leaves any evidence of having drained the blood from a celestial – including leaving the celestial alive as a witness – risks being hunted down by other celestials and subjected to some divine justice. . .

† An opponent who knows the *purify blood* spell can ruin your whole day!

LORD OF BLOOD

The most powerful vampire blood magicians often become lords of blood. A lord of blood enhances the various powers he gains from his vampiric nature with an unparalleled understanding of blood magic. Seriously adept at draining the blood of others for their own evil ends, lords of blood can be truly dangerous foes for even the most experienced of adventurers. They are especially feared for their ability to drain the blood from their enemies at range.

Lords of blood are almost always sorcerers or wizards, though occasionally a bard will follow the path of the blood lord.

Hit Die: d12.

Requirements

To qualify to become a lord of blood, a character must fulfil all the following criteria.

Alignment: Chaotic evil.

Template: Vampire



BLOOD TRANSFUSIONS

Feats: Blood Sacrifice, Bleed Dry, Opportunistic Sacrifice

Skills: Knowledge (blood magic) 8 ranks.

Spellcasting: Ability to cast 4th level arcane spells.

Bloodrites: Must know *bloody tongue*, *creature of blood*, and *exsanguinate*.

Class Skills

The lord of blood's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (blood magic) (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the lord of blood prestige class.

Weapon and Armour Proficiency: The lord of blood gains no new weapon, armour or shield proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: For each level gained in this prestige class, the lord of blood gains an additional level of arcane spellcasting ability. To determine the number of spells the lord of blood can cast and his caster level, add his levels in this prestige class to his levels in his other arcane spellcasting class. For example, a 9th level sorcerer/4th level lord of blood prepares and casts spells as a 13th level sorcerer.

Bloody Fangs: Whenever a lord of blood slays an opponent by reducing his Constitution score to 0 using his blood drain attack, he gains all the benefits he would have gained had he sacrificed the victim, including those benefits derived from the Bleed Dry feat. This is a form of Opportunistic Sacrifice, and is an exception to the usual rule about being unable to combine the benefits of the Opportunistic Sacrifice and Bleed Dry feats. This is an extraordinary ability.

From 5th level onwards, the Constitution damage dealt by the vampire's blood drain attack increases to 1d6 per round, and at 10th level to 1d8 per round. He is able to use his mastery of blood to force the blood out of the victim's body and into his fangs far faster than a typical vampire could.

Exsanguinator: A 2nd level lord of blood is able to control the blood of others – even when it is still in their bodies. Every time he uses the *exsanguinate* bloodrite, he also drains blood directly from the victim into his own body. This acts exactly like a blood drain attack, including the additional benefits gained from the Bloody Fangs class feature, but acting at range against the target of the *exsanguinate* bloodrite. This is a spell-like ability and occurs as a free action every time the lord of blood uses *exsanguinate*.

From 4th level the lord of blood's *exsanguinate* bloodrite has an area effect rather than targeting a single creature. All creatures in a 10 feet by 10 feet area are affected by the bloodrite. From 8th level this increases to 20 feet by 20 feet. This is a spell-like ability.

A 6th level lord of blood only ever loses 1 hit point when slashing himself to provide blood for the *exsanguinate* bloodrite. This is an extraordinary ability.

At 10th level, the lord of blood gains his most fearsome power. Casting the *exsanguinate* bloodrite is now so much a matter of second nature to him that he may do so as a free action up to three times per day. This is an extraordinary ability.

Blood Children: Every time a lord of blood of 3rd level or higher uses his children of the night special attack, he may spill 1d4 hit points' worth of his own blood to apply the blood creature template to all the summoned creatures. This is a supernatural ability.

Blood Spawn: From 7th level onwards, a lord of blood is considered to have the *bloody tongue* bloodrite in constant operation with regard to anyone he has a blood bond with, especially his vampire spawn. This is a spell-like ability.

Bloody Vapour: A lord of blood of 9th level or higher may take on a variant gaseous form, similar in appearance to the usual gaseous form but with a strong tinge of blood-red to the colour of the gas. A lord of blood in bloody vapour form is treated as a vampire in gaseous form except that he can still cast bloodrites of all kinds. He is still unable to use other spell-like or supernatural

abilities, however. Assuming bloody vapour form is a supernatural ability and may be done up to three times per day for up to three rounds on each occasion. When the three round duration expires, the lord of blood transforms to any of his other permissible forms at his discretion, as a standard action.

The Lord of Blood

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells/day
1	+0	+0	+0	+2	Bloody Fangs	+1 level of existing class
2	+1	+0	+0	+3	Exsanguinator	+1 level of existing class
3	+1	+1	+1	+3	Blood Children	+1 level of existing class
4	+2	+1	+1	+4	Exsanguinator (10 ft. x 10ft. area effect)	+1 level of existing class
5	+2	+1	+1	+4	Ritual Fangs (1d6 drain)	+1 level of existing class
6	+3	+2	+2	+5	Exsanguinator (1 hp lost)	+1 level of existing class
7	+3	+2	+2	+5	Blood Spawn	+1 level of existing class
8	+4	+2	+2	+6	Exsanguinator (20 ft. x 20 ft. area effect)	+1 level of existing class
9	+4	+3	+3	+6	Bloody Vapour	+1 level of existing class
10	+5	+3	+3	+7	Exsanguinator, Ritual Fangs (1d8 drain)	+1 level of existing class



BLOOD MAGIC ITEMS

A number of magical items are associated with the practice of blood magic, including two unique magical artefacts of great power.

SICKLE OF SACRIFICE

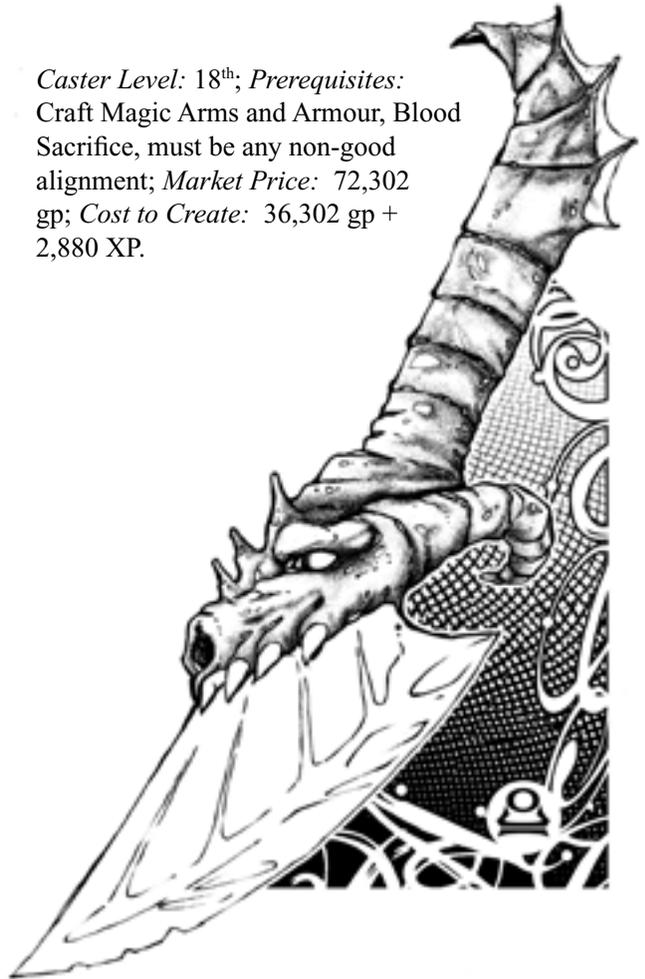
This is a +2 *keen* magical sickle. It functions as a *bane* weapon against humans. When it is used to perform a coup de grace, its critical multiplier increases to x4. Furthermore, any creature sacrificed (using the Blood Sacrifice feat) with the *sickle of sacrifice* may never be returned from the dead with a *raise dead* spell, *resurrect* spell, or any other means unless a *wish* or *miracle* spell is first used. Finally, whenever it is successfully used to sacrifice a sentient victim, the sickle of sacrifice bestows 1d6 temporary hit points on its wielder.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armour, Blood Sacrifice, must be any non-good alignment, *keen edge*; *Market Price:* 50,306 gp; *Cost to Create:* 15,306 gp + 2,000 XP.

OBSIDIAN DAGGER OF THE FESTIVAL

An obsidian dagger is crafted from sharp volcanic glass, and when found will almost always be stained a rusty reddish-brown from the blood of countless victims. It functions as a +4 dagger of *wounding*. The *dagger of the festival* has the additional property that when used during a festival of sacrifice, so long as the first day of the festival involves the deaths of a minimum of 150 victims rather than the usual 100, the length of the festival is doubled for purposes of determining the resultant effect. For example, a blood magician using the obsidian dagger could have a three-day festival during which he slays 150 victims on the first day, 160 on the second and 170 on the third, and at the end of it get a magical effect as though the festival had lasted six days rather than three.

Caster Level: 18th; *Prerequisites:* Craft Magic Arms and Armour, Blood Sacrifice, must be any non-good alignment; *Market Price:* 72,302 gp; *Cost to Create:* 36,302 gp + 2,880 XP.



ODINN'S OATH-RING

This arm-ring of thick gold can be used to swear any number of *blood oaths*. Furthermore, oaths sworn with it carry a heavier penalty than those sworn on an ordinary oath-ring. Anyone breaking the oath suffers the usual penalty of 1d4 temporary Charisma damage per day to begin with, but once their Charisma is reduced to 0 they begin instead to suffer 1 point of permanent Constitution damage per day, until dead. If killed in this manner, they cannot be *resurrected*, *reincarnated* or brought back to life by any other means unless a *wish*, *limited wish* or *miracle* spell is used first.

Caster Level: 17th; *Prerequisites:* Craft Wondrous Items, *geas/quest*, *blood oath*, must be any non-chaotic alignment; *Market Price:* 26,000 gp; *Cost to Create:* 13,500 gp + 1000 XP.

PRIMAL BLOOD

Primal blood is created by the sacrifice of a demon or other being of immense power, and is filled with highly concentrated magical energy. By

spilling a vial of primal blood on the ground as a standard action, the character may immediately cast any one arcane spell he knows, to a maximum of 8th level. If a sorcerer, the spell is cast without using up a spell slot. If a wizard, the spell must be one that he had memorized that day, but may be cast whether or not that spell had already been cast and again without using up a spell slot.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Items, Brew Potions, Blood Sacrifice, must be any non-good alignment, must sacrifice a creature of the outsider type and of CR 12 or higher; *Market Price:* 8,000 gp; *Cost to Create:* 4,000 gp + 320 XP.

SCALPEL OF A THOUSAND CUTS

The *scalpel of a thousand cuts* is too small to be used as a weapon in either melee or ranged combat, but as a torture implement there is nothing to match it. It gives a +5 enhancement bonus to all Profession (torturer) checks and if brandished gives a +2 enhancement bonus to all Intimidate checks. When used with the Tormented Sacrifice feat to sacrifice a victim, it doubles the effective hit points of the victim. As usual a doubled doubling is a tripling, so a standard fifteen-minute torture as part of the sacrifice triples the effective hit points, rather than the usual doubling for the Tormented Sacrifice feat, and a character who can spin the death of a victim out for an hour using the scalpel gains benefits as though the victim had quadruple his hit points rather than triple.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Items, Tormented Sacrifice, *fear*, must be any non-good alignment; *Market Price:* 21,000 gp; *Cost to Create:* 11,000 gp + 800 XP.

BLOOD MAGIC ARTEFACTS

Two artefacts are believed to be associated with blood magic, the *Apparatus of Transh* and the *Keystone of the House of Blood*. Both are currently located in whereabouts unknown, and spoken of in hushed tones by blood magic practitioners, for they offer staggering power to anyone who can return them to the known world and put them to use once more.

APPARATUS OF TRANSH

This legendary laboratory apparatus is designed to facilitate gathering blood from an unwilling third party. Arch-Loremaster Transh created it as part of his sequence of experiments in transfusing blood from a variety of extraplanar creatures into condemned criminals provided for him by the Overlord of the decadent City of Lask. When Lask was absorbed into the Zelban Empire, Transh's experiments were outlawed and the Arch-Loremaster himself fled into the Blackwitch Mountains.

One of his apprentices, Barto, is said to have killed him and stolen the powerful *Apparatus of Transh*, using it both for its original purposes and to torture his various sacrifices as he built up his power. Barto transfused a demon's blood into his own and as 'Bloody Bart' began a reign of terror over the few miners, prospectors and fugitives who made the Blackwitch Mountains their home. Unlike his former master, he had no qualms about using and abusing blood magic as fully as he could, being more concerned with power at any price than with mere knowledge. Barto was finally destroyed by a blood guardian, at the climax of a vast ritual of sacrifice with which he had planned to construct a blood golem. What happened to the *Apparatus* is unknown.

It is now believed that the *Apparatus* contains the souls of both Transh and his erstwhile apprentice Barto, thus combining perhaps the greatest blood magic theorist and its greatest practitioner of the last several hundred years. Anyone who could recover it and get it functioning again could perhaps learn all the secrets of blood magic, as well as the *Apparatus's* more obvious uses as an instrument of both torture and blood transfusion.

Appearance of the Apparatus of Transh

The *Apparatus* looks very much like a typical blood transfusion apparatus, though the quality is exceptionally high. Along with the usual assortment of tubes, flasks, cauldrons and so on, all apparently made from unbreakable crystal or adamantine, the apparatus incorporates two black leather harness couches, one Large, one Medium-size, with plenty of restraints and straps. The harnesses on the couches are all composed of a thick, rough, black, leathery material far stronger



BLOOD MAGIC ITEMS

than any earthly leather, said to be tanned from the hides of demons. The harnesses are secured by means of small but extremely solid padlocks of adamantine.

Powers of the Apparatus

The *Apparatus* can fulfil all the functions of a laboratory transfusion apparatus, and the two attached harness couches work much like standard harness couches of Medium-size and Large size respectively except that they have a DC of 30 to break out of by a Strength check, and a DC of 40 to escape from using an Escape Artist check. Furthermore, the harness couches of the *Apparatus* radiate a constant *antimagic field*. This *antimagic field* does not have the usual 10 feet radius, but affects only the creatures strapped into each couch, and only so long as they are strapped in – breaking out, or wriggling out with an Escape Artist check, immediately frees the creature from the effects of the *antimagic field*. In addition, a ritualist who knows the *transfuse blood* bloodrite may cast it at only half the normal XP cost while he is using the *Apparatus* as a focus.

The *Apparatus* can also be used as a torture device, giving a +10 enhancement bonus to all Profession (torturer) checks and Intimidate checks, so long as the target of the check is held in one of its harness couches. If it is used to torture any creature to death by draining all its blood out, the torturer gains benefits as though he had the Blood Sacrifice, Tormented Sacrifice and Bleed Dry feats, even if he does not have them himself.

The *Apparatus of Transh* is indeed possessed by both its creator and Barto, though as might be expected the two do not exactly agree on most matters these days. In effect, the *Apparatus* can be treated as an intelligent magic item, but with a special rule to reflect the fact that it has two separate, often warring intelligences. Before determining if the owner of the *Apparatus* is dominant over it at any particular time, it is necessary to determine which of Barto and Transh is currently dominant. This is done by an opposed Ego check between the two of them (Ego + 1d20). The winner of the opposed Ego check is the personality that must be overcome (in the usual way, by making a Will saving throw against either Barto's or Transh's ego) for the *Apparatus*'s owner to be dominant.

Depending on which one of Barto and Transh is currently dominant over the other, an additional special power becomes available. This occurs irrespective of whether the owner of the *Apparatus* is currently dominant over the two intelligences.

Barto has an Intelligence of 19, Wisdom of 10, Charisma of 17, and Ego of 21. It can communicate by speech or telepathy. Its special power is the capability to allow the owner to cast *exsanguinate* three times per day, with no expenditure of hit points.

Transh has an Intelligence of 18, Wisdom of 14, Charisma of 8, and Ego of 21. It can communicate by speech or telepathy. Its special power is the capability to allow the owner to cast *retain blood* once per day and *purify blood* once per day, with no expenditure of hit points or XP.

KEYSTONE OF THE HOUSE OF BLOOD

In legend, the *House of Blood* was built by the evil sorcerer Lokkotenn, who dwelt among men in the great city of Habor. Over several years, a great many whores, vagabonds, cutpurses and other scoundrels vanished from the Thieves' Quarter of Habor. These were largely ignored by the Council and the City Watch whose wages they paid, though the poor were well aware that going out at night had become even more hazardous than usual – no longer was the greatest risk that you might finish up beaten senseless in an ally or floating face down in the Little Hable Canal, but that you might disappear entirely. . . Matters came to a head only when the Chief Councillor's wife, Lady Nanu, went missing in the Thieves' Quarter. Unknown to her husband and family, Lady Nanu had taken to wandering the streets as a whore to titillate her jaded sensibilities.

Lokkotenn rented her for an evening, as was his wont, and cut her throat as a sacrifice, feeding the *House* once more. It is said that the *House of Blood* was partly alive itself, and Lokkotenn's sacrifices were not merely about enhancing his own power but also intended to placate the deadly *House*. Certainly when the Captain of the Watch finally broke into the *House* at the head of the largest force of Watchmen ever assembled in Habor, they discovered blood staining every

inch of the interior of that dwelling, from door to wall and back again. Strange creatures lurked in its corners, apparently formed from blood themselves. Hidden pools of blood, disguised as mere puddles, swallowed up a good many of the Watchmen. By the time the Captain confronted and killed Lokkotenn, most of his men were dead, and only three staggered out of that dread *House* at his side.

The *House of Blood* was dismantled, the very stones of its construction being scrubbed clean, then purified and blessed by the local temple, then pounded into gravel and sand. Yet the *Keystone* somehow escaped being taken to the clerics – legend has it that the mason who had been given the task of demolishing the *House* took a fancy to the great *Keystone*, and kept it to incorporate into the home he was building for himself. As the *Keystone* began to work its magic on its new owner, the denizens of the Thieves' Quarter started to think that the Blood Beast had not been caught after all. . .

Appearance of the Keystone of the House of Blood

This is a large, solid and bulky piece of stone, somewhat resembling marble in its smoothness and shine. Disturbingly, it is extremely. . . red, with an underlying scabby russet colour shot through with brighter reds, crimsons, and greenish-blues, giving it the appearance of a great glossy bloodclot with odd 'veins' and even 'arteries' running through it.

In size the *Keystone* is approximately 1 foot wide, 1 foot deep, and 18 inches tall, and weighs 255 pounds. A keystone is of course intended to fit into an archway; it is the final, wedge-shaped stone that completes the arch, and is regarded as the key to the integrity of the structure. It will be obvious to anyone who makes a Craft (stone) check (DC 15) or a Profession (builder) check (DC 10) that the stone is intended as a keystone, and would be suitable either for an arch over either a fireplace or a doorway.

Powers of the Keystone

The *Keystone* must be incorporated into a structure to gain the maximum benefit from its powers.

Unless so incorporated, its only power is the ability to cast a *suggestion* spell up to three times per day as though cast by a 20th-level sorcerer. Almost invariably this *suggestion* will be used in an attempt to have the *Keystone* incorporated into the target's house.

The *Keystone* may be built into an existing house or other structure by making a Profession (builder) check (DC 25), or used in the construction of a completely new house (DC 15). Its powers depend to some extent on whether it is used as the keystone of an arched doorway or fireplace, or merely incorporated into the wall of the structure.

Once it is part of a building, the *Keystone* extends its magic over the entire structure, doubling the hit points of said structure though not affecting the Hardness. From this point onwards the structure is known as the *House of Blood*, whether it is a house or some other building. Any brick, stone, or other part of the *House* which is separated from the rest no longer gains the benefits of this hit point doubling. All bloodrites cast by any creature within the *House* are at +4 caster level.

The builder of the *House* controls some powers of the *Keystone*, though he may transfer this control to another creature if the other creature buys the *House* from him. Any such transaction must incorporate at least one coin, of any value, or the builder remains the controller of the *Keystone*.

The controller may cause the *Keystone* to create up to four blood pools (see pg 32) in various parts of the *House*, as well as blood golems. Neither blood pools nor blood golems may ever leave the *House*. However, the usual number of victims must be sacrificed for any such creation, though their blood is simply spilled onto the *Keystone* rather than used in bloodrites of whatever sort. Furthermore, any sacrifice made to the *Keystone* in this way immediately causes the controller to suffer from sacrifice addiction (see pg 31), with any sacrifices made to stave off said addiction having to be made to the *Keystone* itself. As long as the controller has made at least one sacrifice to the *Keystone*, he may cause a *blood river* spell to be cast in any part of the *House* as a standard action and at no cost or penalty to himself.



HELP FOR GAMES MASTERS

For the most part, blood magic should fit into an existing campaign with little trouble. It can be powerful, but all the most powerful aspects of it have serious prerequisites or other drawbacks.

This chapter gives hints on integrating blood magic with your game as seamlessly as possible, with particular reference to ensuring that game balance is preserved by emphasising the risks inherent when practising blood magic.

DANGERS OF BLOOD MAGIC

To some extent the Games Master can pick and choose which of the following pitfalls of blood magic to make use of in his campaign. All are presented to aspiring blood magicians as significant risks, as is Sacrifice Addiction. It seems to make more sense for the mechanic for the latter to be reasonably well-known to blood magicians, which is why it is found not in this section but on pg 31.

Permanent Damage and Scarification
This should only be an issue if a character is using a particular bloodrite more than once every week or so, and letting the damage heal naturally rather than using magic. In this case he may start to cut into the same areas on his body before the previous damage is fully healed up. For each casting of the same bloodrite (assuming it is a bloodrite that requires the caster's own blood) within a one week period, he must make a Fortitude save (DC = 10 + number of times the bloodrite has been cast in the week) or he will find that 1d3 points of the damage from the latest bloodrite cannot be healed except by use of the *heal* spell, or by using a *miracle*, *limited wish* or *wish* to have them begin to heal normally.

Even if he avoids this long-term hit point loss, the experienced blood magician will soon become notable for the network of scars that criss-cross much of his body. A Spot check (DC 20) is required for an observer to notice these scars, but once noticed they are extremely distinctive, and the observer may even take a guess as to what bloodrites the magician has performed and approximately when, if he knows a little about blood magic himself (Knowledge – blood magic check, DC 25).

BLOOD GUARDIANS

Blood guardians are very occasionally attracted to a complete newcomer trying to find out more about blood magic, as detailed on pg 40. This simulates the idea that blood magic generally falls into the category of 'things man was not meant to know.' However, once a character has learnt the basics, he should not be at great risk from blood guardians again until he begins to overstep the mark a little. . .

Blood guardians are attracted not to spilt blood in general, but to blood that is spilled for purposes of blood magic. Careful use of blood magic, with appropriate safeguards, can reduce the risk. This is simulated by taking



into account the character's ranks in Knowledge (blood magic). The Games Master should make a Knowledge (blood magic) check for the blood magician every month in which he practises blood magic, with the DC depending on the amount of hit points' worth of blood the character spilled for his blood magic that month. Failure indicates that a blood guardian targets the character, usually either during or immediately after his most active use of blood magic. This is why festivals of sacrifice (see pg 29) are regarded as the most dangerous blood magical practice.

Hit points' worth of blood spilled in blood magic	DC
1-10	10
11-20	12
21-50	15
51-100	17
101-200	20
201-500	22
501-1000	25
1001-2000	27
2001-5000	30
Etc	Etc

SOCIAL RISKS

Much blood magic is inherently immoral, or at best amoral. Using other creatures' blood to power your magic is not exactly acceptable behaviour in most religions, or even in more secular civilised societies. Unless the blood magician is extremely secretive, or practises far from civilisation, he must expect to be noticed and hunted down by representatives of the major moral forces of the civilisation.

This should not be a regular occurrence – human foes, even religious fanatics, should not be portrayed as another bunch of orc-like monsters, attacking in waves, fit only to be waded through. Rather, such opponents should be used sporadically, occasionally planning their assault for several months, occasionally taking advantage of a sudden vulnerability of the blood magician.

In the former case, they will use rogues and other informants to build up a modus operandi of their target, perhaps also 'casing the joint' of his home or other stronghold, then attack tactically and carefully from several sides at once, with suitable

magical preparation. Sometimes they will be assisted by a mob of peasants with torches, but if so will time the arrival of the mob to shortly after their own attack, so as to avoid giving the game away. In the case of a sudden vulnerability on the part of the blood magician, they may not have so much time to plan, but as soon as they hear of it they will mobilise and attack with all the resources they can muster.

The other social risk, of course, is simply that of acquiring the status of pariah. A blood magician may find family and friends alike turning their backs on him, and though he may not seem to care, this social isolation is likely to tell, one way or the other. This is the time when most blood magicians either give up the practice entirely, or immerse themselves in it completely, soon becoming completely corrupted. . .

VAMPIRES AS BLOOD MAGICIANS

Vampires can make the ideal blood magicians, having a built-in method of acquiring blood bonds, sacrificing victims, and generally fooling around with blood. The one area in which they are notably deficient is blood transfusions. Being undead, they can neither benefit from nor be donors in the practice of blood transfusion. However, vampire blood magicians can still make extremely powerful foes, and blood magic is also suitably atmospheric for the masters of darkness. Having their characters encounter a vampire blood magician can be an excellent introduction to this new style of magic for the players, allowing them to gradually piece together hints about blood magic before going off to search for a teacher.

Perhaps more chilling still, a secret society or primitive tribe of vampire blood magicians could make a worthy adversary to base an entire campaign around, particularly if you can keep this book out of your players' hands for long enough!



DESIGNER'S NOTES

With *Encyclopaedia Arcane: Blood Magic*, I wanted to ensure that the feel of the book was suitably gory and visceral. That in mind, there are no punches pulled here; if you dabble in blood magic, you are going to have to get your hands dirty. . .

In legend and story alike, the idea of magic derived from one's own or others' blood is inextricably intertwined with that of sacrifice. For this reason, the blood magic presented here does not for the most part use standard spell slots, but rather requires the sacrifice of one's lifeblood, or experience points, or both. Thus it makes a handy addition to any spellcaster's repertoire, but in most cases will only be used in extremis, either when all the spells for that day have been cast or when blood magic is the only way to achieve the ends desired.

There were several inspirations for the magic in this book. Blood bonds are influenced in part by Norse mythology and religious practice, in part by tacky Hollywood movies (as all great magic systems should be) and in part by the idea of the 'magical link' in Western occult thought. The idea of cutting a vein and having a blood animal spring out is borrowed fairly directly from Zelazny's *Amber* series, itself an acknowledged influence on first edition *AD&D*, though most of the other beasties in the Blood Creatures chapter are pure horror B-movie again! Blood transfusions as a road to magical power are a modern take on that ancient idea of devouring the powerful to become more like them – I think perhaps the concept of temporarily acquired demonic blood is probably from the *Hellblazer* comic, though. As for the Blood Sacrifices chapter, the core of this book, many of the mechanics are derived ultimately from the *Sláine RPG of Celtic Heroes* and given a more traditional fantasy d20 spin, though large chunks of it are more like Aztec religious practices than Celtic. Bits of the flavour text were inspired by my dim memories of reading part of an excellent book on human sacrifice called *The Highest Altar*, author unknown, some years back, which I think

may have been the first I saw that connected mountains, gods, and blood sacrifices.

Take the above ideas, chuck 'em into the blender, spice with a liberal dose of neo-classic American Gothic horror acquired from reading the superb novel *House of Leaves* a few weeks ago, and you have *Encyclopaedia Arcane: Blood Magic*.

Incidentally, the Blood Transfusions chapter has a fair few numbers to crunch. I'm not going to apologise too much for this, because it should generally be something that happens only occasionally and in downtime, much like spell research and similar activity. However if you like to use *steal blood* a lot and always have a different victim's blood flowing around in your veins, you may find yourself having to refer to tables and do a few calculations.

Thanks as ever to Bridie & Kyle for inspiration & stabilisation. Thanks this time to the Alabama 3, whose excellent CD *Power in the Blood* provided the inevitable soundtrack for writing *Blood Magic*. Thanks to David Rietti, one of the twenty-first century's leading thinkers on matters of magic and ritual, for inspiring me with some of his ideas about the origins of blood sacrifice. Finally, thanks to you for buying the book – hope you have a bloody good time with it!

In other news, my Granny died while I was writing *Encyclopaedia Arcane: Blood Magic* – not, thankfully, by being sacrificed by an evil sorcerer, but of old age, as octogenarians are wont to do. This book is dedicated to her. I will remember her not as the tired, ill, scatter-brained and bad-tempered old lady she was over the last few years, but as the much-loved grandmother who read me her favourite book, *The Hobbit*, when I was seven years old, and bought me the first volume of *The Lord of the Rings* for my eighth birthday. The grandmother who rolled up as an *AD&D* character a noble Scottish hero named Lochinvar, and played through several dungeons of my own devising, at a time when the rest of my family showed no real interest in my then-new hobby. Here's to you, Granny Beth.

Ian Sturrock

The Crimson Book of Keddah takes a more general approach, postulating that blood magic was the first act of magic, performed by the first sorcerers throughout the known lands, not just among the Bl'taxu. This manual gives detailed formulae for the correct employment of various blood magical rituals, including sacrifices, bonds and the creation of blood creatures. The author claims that in the days before even the gods existed, the first sorcerers recognised the power inherent in lifeblood, and spilled it on high mountaintops, identifying those places with themselves. The descendants of those first sorcerers continued their forefathers' traditions, slaying more, giving blood to empower the mountains, which they now called by the names of their ancestors, the first sorcerers. After sufficient sacrifices had been made so that all the local folk remembered was that the mountain was hungry, and demanded innocent lives, it is written that these mountains became the first gods.

Though this is clearly an addled fancy on the part of the author, the frightening thing about it is not only the startling similarities with the Bl'taxu tales, but also the parallels with the earliest myths of many of the world's foremost religions. Such a large number of these have similar stories, but with their own gods as the heroes who, at the dawn of time, swept away an earlier race of evil, bloodthirsty gods, doing away with the old, evil ways.

Those who continue to worship the old gods – a few druids, for the most part – have their own divine magic use for human sacrifice, apparently parallel to the arcane magical path of blood magic, though such sects are secretive and I have ascertained very little about it for certain. Similarly certain evil clerics of blood-gods appear to follow similar traditions of sacrifice, though whether they worship primal old gods, or those of the new gods that preferred the old ways out of active evil rather than simple reverence for the past, is unclear.

Could it be that the gods themselves have only ever been powerful sorcerers, making themselves more powerful still by enticing others to sacrifice to them? For even the second wave of gods, as depicted in ancient myth, seem to have once been thirsty for innocent blood, though to their credit they are usually portrayed as having rapidly evolved beyond that stage and made war on those gods who still demanded sacrifice. Taking the following factors together, the greatly increased effects of blood sacrifices performed on the highest mountaintops, along with the presence of many of the most holy sites for the oldest religions in high places and the tendency of primitive religions to view the afterlife as somehow 'higher' than the present life, before our modern understanding of the varied planes of the multiverse, would seem to support this, as would the Bl'taxu traditions and the Crimson Book.

The above, then, is the core of the Elder Blood Hypothesis, as put forward by Royal Sages Bax and Glawker in by far the best of their works, The Bloody Origins of Religion, shortly before they and their library were burned to the ground by a mob apparently composed of leading worshippers from all the main contemporary religions.

In any event, it is perhaps better not to give too much credence to the Crimson Book of Keddah. Certain recent scholarship, in particular the inspired works of the High Inquisitor-Theologian of Narlak, indicate the Crimson Book to be of relatively recent date, a simple apology for the vile practices of blood magic, written but a scant few hundred years ago. It would seem inadvisable to argue with his penetrating analysis of the situation.

From *Arcane and Divine: A Comparative History of Magical Tradition*
By Grand Loremaster Farvol Thukir



RULES SUMMARY

Convincing Tribal Sorcerers to teach Blood Magic

Situation	DC	+1 Circumstance Bonus
Former apprentice to tribal sorcerer	14	
Late-developing sorcerer from tribe	18	Per 100 gp of gifts
Sorcerer from outside tribe	20	Per 500 gp of gifts
Wizard from outside tribe	22	Per 500 gp of gifts

Researching Blood Magic

Situation	Int Check Circumstance Modifier
Has observed at least one blood magic ritual	+2
Has participated in at least one blood magic ritual	+5
Has access to the paraphernalia of a blood magician	+3
For each book on the subject of blood magic owned and read	+1

Time to Transfuse a Partial Transfusion of Blood

Recipient Size	Donor Size								
	Fine	Diminutive	Tiny	Small	Medium-size	Large	Huge	Gargantuan	Colossal
Fine	1 second	1 second	1 second	1 second	1 second	1 second	1 second	1 second	1 second
Diminutive	8 x 1 second	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds	8 seconds
Tiny	60 x 1 second	8 x 8 seconds	1 minute	1 minute	1 minute	1 minute	1 minute	1 minute	1 minute
Small	–	60 x 8 seconds	8 x 1 minute	8 minutes	8 minutes	8 minutes	8 minutes	8 minutes	8 minutes
Medium-size	–	–	60 x 1 minute	8 x 8 minute	1 hour	1 hour	1 hour	1 hour	1 hour
Large	–	–	–	60 x 8 minutes	8 x 1 hour	8 hours	8 hours	8 hours	8 hours
Huge	–	–	–	–	60 x 1 hour	8 x 8 hours	3 days	3 days	3 days
Gargantuan	–	–	–	–	–	60 x 8 hours	8 x 3 days	3 weeks	3 weeks
Colossal	–	–	–	–	–	–	–	–	6 months
Maximum Donation Time	1 second	8 seconds	1 minute	8 minutes	1 hour	8 hours	3 days	3 weeks	6 months

Partial, Half, and Full Transfusion Benefits

Donor Creature	Partial Transfusion	Half Transfusion	Full Transfusion
Archon, Hound, Lantern, or Trumpet; Astral Deva; Ghacle; Planetar; Solar	Electrical Resistance 5	Damage Reduction 2/; Electrical Resistance 10; becomes Outsider	Damage Reduction 5/; Electrical Resistance 20; becomes Outsider
Arrowhawk ; Djinni	Acid Resistance 5	Acid Resistance 10; becomes Outsider	Acid Immunity; becomes Outsider
Avoral; Barghest; Bebilith; Greater Barghest ; Rakshasa; Titan	Damage Reduction 2/magic	Damage Reduction 3/; becomes Outsider	Damage Reduction 4/; becomes Outsider
Balor; Glabrezu; Hezrou; Marilith; Nalfeshness; Succubus; Vrock	Damage Reduction 2/ magic; +2 to saving throws against poison; Electrical Resistance 10	Damage Reduction 5/ magic; +4 to saving throws against poison; Fire Resistance 5; Cold Resistance 5; Acid Resistance 5; Electrical Resistance 20; becomes Outsider	Damage Reduction 10/ magic; +6 to saving throws against poison; Fire Resistance 10; Cold Resistance 10; Acid Resistance 10; Electrical Immunity; becomes Outsider
Barbazu; Cornugon; Erinyes; Gelugon; Hamatula; Kyton; Osyluth; Pit Fiend	+2 to saving throws against poison; Fire Resistance 10; Cold Resistance 5; Acid Resistance 5	Damage Reduction 2/ magic; +4 to saving throws against poison; Fire Resistance 20; Cold Resistance 10; Acid Resistance 10; becomes Outsider	Damage Reduction 5/ magic; +6 to saving throws against poison; Fire Immunity; Cold Resistance 20; Acid Resistance 20; becomes Outsider
Efreeti; Hell Hound	Fire Resistance 10	Fire Resistance 20; becomes Outsider	Fire Subtype; becomes Outsider
Janni	Elemental Endurance, 2 hours; Fire Resistance 5	Elemental Endurance, 8 hours; Fire Resistance 10; becomes Outsider	Elemental Endurance, 48 hours; Fire Resistance 30; becomes Outsider
Dragon, Black, Copper, or Green	Acid Resistance 5	Acid Resistance 10	Acid Immunity
Dragon, Blue or Bronze	Electrical Resistance 5	Electrical Resistance 10	Electrical Immunity
Dragon, Brass, Gold, or Red	Fire Resistance 5	Fire Resistance 10	Fire Subtype
Dragon, White	Cold Resistance 5	Cold Resistance 10	Cold Subtype
Dragon, Silver	Cold Resistance 5, Acid Resistance 5	Cold Resistance 10, Acid Resistance 10	Cold Subtype, Acid Immunity
Lillend	Fire Resistance 5	Fire Resistance 10; becomes Outsider	Fire Resistance 20; becomes Outsider
Night Hag	Fire Resistance 10; Cold Resistance 10	Fire Resistance 10; Cold Resistance 10; becomes Outsider	Fire Immunity; Cold Immunity; Immune to Charm, Sleep and Fear effects; becomes Outsider
Tojanida	Fire Resistance 5; Electrical Resistance 5	Fire Resistance 10; Electrical Resistance 10; becomes Outsider	Fire Resistance 20; Electrical Resistance 20; becomes Outsider



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ENCYCLOPEDIA
ARCANE

BLOOD MAGIC

OATHS AND SACRIFICE

The ancient practice of blood magic has been outlawed in many civilised societies, for though it allows access to staggering levels of magical power the price can be very high. Savage tribes often respect blood magic, though even they tend to fear and avoid it where possible – its power is the stuff of legend, to be invoked only by those who expect to achieve great things or die in the attempt. A few warriors of the old school will swear blood brotherhood or other blood oaths but learning much more than that is generally the province only of primitive sorcerers or the most vile and despicable wizards. Those who go into blood magic with good intentions often find themselves seduced by its savage power, and soon want more – at whatever cost, up to and including dozens or hundreds of innocent lives.

The power inherent in sentient blood has been recognised by many of the great philosophers and sages throughout history, both religious and secular. Whether spilling his own blood to fuel his spells, creating a ritual to bond two comrades in blood brotherhood, or sacrificing enemies for magical power, the practitioner of blood magic is drawing upon that ancient, primal force, and must take great care that he can control it, and not vice versa.

Inside You Will Find:

- | | |
|---------------------------|--------------------|
| Blood Magic – An Overview | Blood Sacrifice |
| The Basics of Blood Magic | Creatures of Blood |
| Bonds of Blood | Blood Transfusions |
| | Blood Magic Items |

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