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BLOOD MAGIC



52-IN-52

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BLOOD MAGIC

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

HEMORRHAGE DESCRIPTOR

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

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

SPELL DESCRIPTIONS

BIT OF BLOOD

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

Casting Time 1 swift action

Components S

Range touch

Target willing creature touched

Duration 1 round/level

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

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

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

BLOOD BOLTS

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

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

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

BLOOD MIMIC

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

Casting Time 1 minute

Components V, S

Range touch

Target one creature's blood or one bloodstain

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

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

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

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

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

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

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

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

BLOOD OATH

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

Casting Time 10 minutes

Components V, S

Range touch

Targets you and one willing creature

Duration 1 day/level

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

Resistance yes (harmless)

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

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

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

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

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

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

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

BLOOD TO TAR

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration instantaneous

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

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

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

BLOODQUAKE

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

Casting Time 1 standard action

Components V, S

Range 30 ft.

Target cone-shaped burst

Duration instantaneous and 1 round; see text

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

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

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

BLOOD-SOAKED ARMAMENT

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

Casting Time 1 standard action

Components V, S

Range touch

Target one weapon

Duration 1 min./level

Saving Throw Will negates (harmless, object);

Spell Resistance no (harmless, object)

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

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

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

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

FLAVORLESS BLOOD

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

Casting Time 1 standard action

Components V, S

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Range touch

Target creature touched

Duration 10 min./level

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

Resistance yes (harmless)

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

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

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

MAGNETIZE BLOOD

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

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level (D)

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

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

SANGUINARY SHIELD

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

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round

Saving Throw Reflex negates; see text; **Spell**

Resistance no

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

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

SUMMON STIRGE

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

Casting Time 1 round

Components V, S

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

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

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

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

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

TOWERS OF GORE

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

Casting Time 1 standard action

Components V, S

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

Area 40-ft.-radius spread

Duration instantaneous

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

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

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

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

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

BLOOD MAGIC

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