**Blood Magic**

Blood magic is ritual magic that uses the ritualist’s blood as a power source. This magic was banned in the time of the Elven Empire, but has since been reintroduced by Sarkan mages.

**Learning Blood Magic**

Blood magic may be taken during character creation. Taking the blood magic skill gives access to 4 starting spells. Additional spells may be learned by spending specializations on blood magic at the rate of 2 additional spells/specialization.

**Learning New Rituals**

Blood magic rituals are found in scrolls, inscriptions and spell books. A spell lore skill test is required to learn a new spell. The DL of the skill check is equal to the casting difficulty of the spell. Once a spell is learned, the spell book is no longer required, but most mages keep their books close at hand to assist in spell casting.

**Blood Pools**

Blood mages power their spells with their blood, represented by a reduction in their maximum hit points. Players should create two sections on their sheet representing their *Active Blood Pool*, and their *Spent Blood Pool*.

The *Active Pool* represents spells that are stored or have been cast and are active. When a spell is cast, its blood cost is placed into this pool. The caster’s max hit points are reduced by this amount. The blood cost remains in this pool until the spell is expended and/or its effects are ended, at which time the blood cost is moved from this pool to the *Spent Pool*.

The *Spent Pool* represents the physical toll that blood magic extracts from the mage. Blood in this pool reduces the mage’s current hit points (not the maximum hits), like any other injury. However, these points cannot be healed by any means other than rest.

Points in the Spent Pool return at a rate of 1/day. This is in addition to any healing the caster gets for his battle injuries. If the caster has no other injuries, his blood pool returns at a rate of 2/day.

**Casting Blood Rituals**

Casting a blood spell takes between 10 minutes and 1 hour, and requires a blood magic skill test where the DL is the difficulty of the spell. In addition, the blood price must be paid. If the spell is successfully cast, the blood price goes into the active pool. If the spell fails, the price ends up in the spent pool.

Blood rituals are typically cast in the sorcerer’s retreat, surrounded by his books and tools. Casting in the field, or without your books, is more difficult and such attempts are at a –2 penalty.

**Activating Blood Spells**

Many blood rituals store their power to be invoked at a later time. Activating a stored blood ritual takes a small amount of time based on the spell – usually between 0 and 1 combat round.