**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.

**Spell List**

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| --- | --- | --- | --- |
| Spell | DL | Blood | Effects |
| A Piece of My Heart | ++++ | 6 | * Resurrects a newly dead corpse at the permanent cost of 1 Toughness point (and the accompanying hit point) * Blood immediately goes into the spent pool |
| Animate Corpse | ++ | 3 | * Animates a mammalian corpse as a zombie to serve the caster * Zombie lasts until dismissed, or destroyed * More powerful versions of this spell will exist with higher DL/Cost |
| Blood Arrow | +++ | 1/hit point | * Mage forms his blood into the shape of an arrowhead, or head of a spear * If the missile hits a target, damage is increased by the amount of blood expended |
| Blood for Blood | + | 1/hit point | * Caster stores blood in a vial that can be consumed by allies as a potion (1 round to consume) * Provides temporary hit points or heals target for amount stored * Blood remains in the active pool until temporary hit points are gone |
| Blood for Iron | + | 2 | * Caster stores blood in a talisman * Wearer of the talisman gains 1 AV * When activated, the talisman has an 8/12 chance of being destroyed |
| Blood Mask | +++ | 4 | * Caster mixes his blood and his target’s to create a potion * Once consumed, the user takes the features of the victim in a perfect disguise * The physical aspect of the disguise is flawless; the user can only be detected by magical means, or because of his actions * The effects wear off in a week |
| Curse | + | 2 | * Caster creates a totem by mixing blood and a personal effect from the target * Victim gains the ***cursed*** status effect * Lasts until the victim is dead, or the totem is destroyed |
| Divination | ++ | 6 | * Caster peers into a pool of blood to glimpse secret truths * Caster may ask the GM one question that has a very-short answer (GM’s discretion, no more than 5 words) * Once cast, the caster must fully heal before attempting another divination |
| Fortune’s Ichor | ++ | 1 | * Caster stores blood in a talisman * Anyone wearing the talisman can reroll their next failed saving throw, after which the talisman is destroyed |
| Homonculus | + | 2 | * Creates a small (2—3 foot tall) servant out of blood and clay * The servant can perform mundane tasks, carry 40 kilos of equipment * Will fight for the caster if asked, but stats are pretty weak |
| Lend Strength | + | 2 | * Caster stores blood (and stat points) as a potion * Caster can give up to two points of any stat to the user of the potion, determined at the time of creation * Lasts a week, or until dispelled by the caster * The mage cannot lend a stat where the base value is less than 10 |
| Phylactery | ++++ | 1 | * Requires a ritual lasting a week, in which the blood mage creates a vessel for his soul * In addition to blood, has a permanent cost of 1 Toughness point (and hit point) * Allows the caster to return to life 3 days after he is killed * If the phylactery is destroyed, the caster can no longer resurrect, until a new one can be created |
| Sanctify | ++ | 1 | * Weapon is soaked in the mage’s blood * Weapon becomes magical for the purposes of damaging creatures who are resistant to normal weapons |
| Slayer | ++ | 2 | * Weapon is soaked in the mage’s blood mixed with the blood of another * Weapon gains the slaying property against the target race/species * Slaying weapons are +1 to-hit, damage, and wound rolls against the appropriate targets * Lasts 1 week |