

Six Blood Spells

By Derek Holland

Many believe blood magic is solely the purview of necromancers and sorcerers, but these wizards were not the first to use it: nature priests understood for far longer that life comes from death. The ancient spells below, provided in the “Basic” *Labyrinth Lord* format, will help fill out a setting and provide some minor use for player characters. All require an animal sacrifice and will not work if a person or monster is killed instead, unless the *Labyrinth Lord* decides otherwise.

Blood Harvest

Level: 1 **Duration:** 24 hours **Range:** Touch

By sacrificing an animal during a *Blood Harvest* ritual, a spellcaster can cause fields and orchards to yield crops. For every Hit Die slain, one acre of grains, vegetables, or trees produce their maximum bounty 24 hours later. A particular field or orchard can only be forced this way once per calendar season. Many Druids conduct this ritual in midwinter to supplement food stocks, killing livestock that was to be eaten anyway.

Blood Spawn

Level: 2 **Duration:** Variable **Range:** Touch

Where *Blood Harvest* brings bounty to plants, *Blood Spawn* does the same for animals. For every three Hit Dice sacrificed, a healthy calf, kid, or lamb will be born after a normal gestation period. These young will grow larger and produce more milk, wool, and/or meat than normal.

Butcher's Cure

Level: 1 **Duration:** Instantaneous **Range:** Touch

Hunters and butchers with some minor magic abilities use this spell to heal wounds. For every Hit Die slain, one hit point will be restored. In cities where this ritual is practiced, the poor congregate around slaughterhouses to be healed. *Expel Disease* is a 2nd level version that cures one disease for every 5 Hit Dice sacrificed.

Cleanse the Water

Level: 5 **Duration:** Variable **Range:** 100'

Fishermen use this spell to clean their fishing grounds and draw more fish. Most commonly, fish are sacrificed but some people use whales, seals, or even squid. For every 10 Hit Dice slain, five miles of river, one small lake, or an area of ocean three miles in diameter will be cleaned of pollution for one month. A larger sacrifice will affect a larger area. If 50 hit dice of animals are used, the effect lasts an entire year.

Death Brings Life

Level: 4 **Duration:** Variable **Range:** Touch

This spell causes eggs to hatch or offspring to be born, and ages these young animals by one week per Hit Die slain. For every animal sacrificed, the ritual will affect one young mammal, a dozen bird or reptile eggs, or a score of amphibian or fish eggs.

Egg Sacrifice

Level: 2 **Duration:** Instantaneous **Range:** Touch

This spell turns the potential of an egg directly into life energy. One egg can be affected per caster level. A person or creature can consume one egg per week (more is wasted). For that week, the recipient does not need any other source of food.



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By Derek Holland & the Skirmisher Game Development Group

Skirmisher Publishing LLC

499 Mystic Parkway
Spring Branch, TX 78070

Email: d20@skirmisher.com

Website: <http://www.skirmisher.com>

d-Infinity Online: <http://www.d-Infinity.net>



Editor/Layout & Design: Michael O. Varhola

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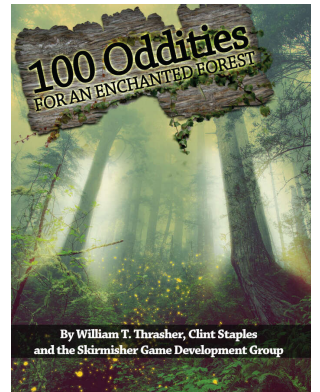
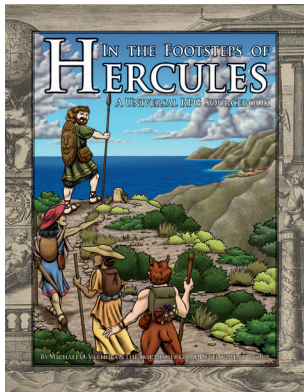
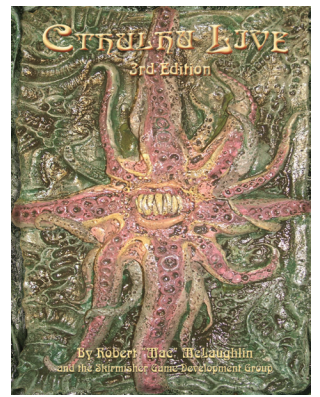
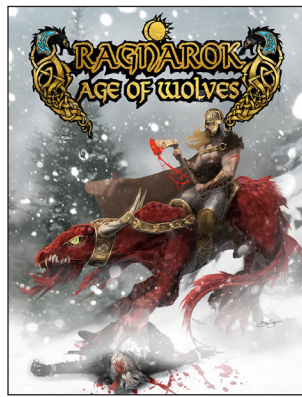
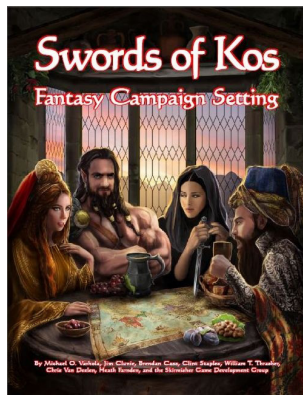
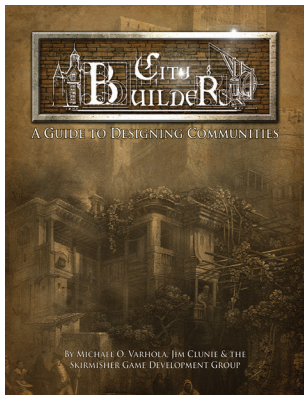
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