

# BLOOD MAGE

**Requirements:** None

**Prime requisite:** WIS

**Hit Dice:** 1d6

**Maximum level:** 14

**Armor:** Leather

**Weapons:** Any one-handed, crossbow

**Languages:** Alignment, Common, the secret druidic tongue

Blood mages are priests of Chaos, twisting and corrupting the laws of the natural world to meet their own whims and desires. They know of the gods and the rules they've set, but worship them only insofar as that gods are capable of creating such laws while blood magic can only bend and break what is already written.

**Alignment:** Blood mages know the underlying rules of Law that the world depends on to function. Their ritual magics break these conventions and bend the will of the multiverse to their own. Casting a blood magic ritual is an inherently Chaotic act, thus attracting those aligned as such.

## Rapid Regeneration

Blood mages of 7th level and above have learned to weather the effects of their frequent bloodletting. They regenerate HP at twice the normal rate during periods of rest.

## Combat

The need for dexterity in their casting rituals forbids the use of shields, metal armor, or any two-handed weapons outside of crossbows.

## Ritual Magic

Through ritual casting, blood mages are capable of performing magic through the sacrifice of their own life energy. Due to their intricate nature, rituals are not normally able to be cast during combat.

**Ritual casting:** Each ritual requires a word or phrase of power that must be chanted in the druidic tongue such as "Heal," "Tame animal," "Energy shield," "Blessed hammer," "Song of silence," "Fire mastery," or "Hermephrotop, God of Wonderment." The effects and costs of the ritual vary depending on the specified wording of the ritual, the situation at hand, and a per-case agreement between the player and Referee.

**Ritual costs:** Each ritual has an HP cost that the Referee decides. HP lost to ritual magic cannot reduce the character to negative HP, nor can it be regained except by resting. In addition, extremely powerful rituals require a save vs. spells to cast. If a 20 is rolled on this save the character is reduced to zero HP and the ritual has some unintended catastrophic effect of the referee's choosing. The player can negotiate a lower cost by including things such as a rare ingredient, extra casting time, detrimental effects, etc.

**Ritual slots:** Blood mages gain slots for rituals and permanently choose two rituals per slot, one that is active and one that is not. Switching rituals into slots takes a day of study, concentration, and preparation.

## Magic Resistance

Blood mages gain a +2 bonus to saving throws against spells and mind influencing abilities.



## Blood Mage Level Progression

Level	XP	HD	THACO	Saving Throws					Ritual Slots
				D	W	P	B	S	
1	0	1d6	19 [0]	11	12	14	16	15	1
2	2,000	2d6	19 [0]	11	12	14	16	15	2
3	4,000	3d6	19 [0]	11	12	14	16	15	2
4	7,500	4d6	19 [0]	11	12	14	16	15	3
5	12,500	5d6	17 [+2]	9	10	12	14	12	3
6	20,000	6d6	17 [+2]	9	10	12	14	12	4
7	35,000	7d6	17 [+2]	9	10	12	14	12	4
8	60,000	8d6	17 [+2]	9	10	12	14	12	5
9	90,000	9d6	14 [+5]	6	7	9	11	9	5
10	125,000	9d6+1*	14 [+5]	6	7	9	11	9	6
11	200,000	9d6+2*	14 [+5]	6	7	9	11	9	6
12	300,000	9d6+3*	14 [+5]	6	7	9	11	9	7
13	750,000	9d6+4*	12 [+7]	3	5	7	8	7	7
14	1,500,000	9d6+5*	12 [+7]	3	5	7	8	7	8

\* Modifiers from CON no longer apply.

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.

### After Reaching 11th Level

A blood mage may start a coven, often in the deepest depths of a ruined tower or cleared cavern. 1d6 apprentices of levels 1–3 will then arrive to study under the blood mage, along with 1d4 sacrificial lambs willing to offer their blood in the name of ritual magic.

