

PF2

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 TRAIT

Many of the spells presented in this product have the Hemorrhage trait. These spells usually have an effect below the expectations of the spell's level, but this effect increases if the caster is suffering any persistent 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* cantrip 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 CANTRIP 1

Cantrip, Necromancy

Traditions arcane, divine, primal, occult

Cast ◆ somatic

Range touch; **Targets** 1 willing creature touched

Duration 1 minute

The target takes 1d2 persistent bleed damage. Effects can't end this persistent 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 SPELL 2

Hemorrhage, Necromancy

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature

A bolt of blood streaks from your body to slam into the target. Make a spell attack roll. The bolt deals 2d6 bludgeoning damage. If you are bleeding, the bolt instead deals 4d6 damage and you can shape the dart so it deals your choice of bludgeoning damage, nonlethal bludgeoning damage, or piercing damage.

Heightened (+2) You create an additional bolt, which affects the same target or a different one. You make separate attack rolls into each target, but these attacks count as one attack for your multiple attack penalty and your multiple attack penalty increases only after you fire all the bolts. If you affect the same target with multiple bolts, make only one spell attack roll and combine the damage. If you are bleeding, you can change the type of damage each target takes (multiple bolts into the same target must have the same type of damage).

BLOOD MIMIC SPELL 3

Divination, Hemorrhage

Traditions arcane, occult

Cast 1 minute (material, somatic, verbal)

Range touch; **Targets** 1 drop of blood or a bloodstain

Duration sustained

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. 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

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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—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 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 SPELL 6

Curse, Enchantment, Hemorrhage

Traditions arcane, divine, occult

Cast 10 minutes (material, somatic, verbal)

Range touch; **Targets** you and 1 willing creature

Duration 1 week

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 counteract this spell using effects that don't specifically affect curses (such as *dispel magic*) treat the result of the counteract check as one level lower than the result rolled. You can't automatically counteract or dismiss your own *blood oath*; the spell creates a binding promise.

Each target creature gains a +2 status bonus to skill checks made in support of its sworn promise (such as Survival checks to Track the ogres or Stealth checks to sneak up on 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 becomes drained 1 and sickened 1 for the remainder of *blood oath's* duration, and this drained and sickened condition can only be removed 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 are both drained 4 and sickened 4 for the spell's remaining duration instead of drained 1 and sickened 1.

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 penalties. (If both you and the other target creature abandoned your promises, but you work toward yours again, the other target creature's penalties are reduced from drained 4 and sickened 4 to drained 1 and sickened 1.)

BLOOD TO TAR SPELL 4

Transmutation, Fire, Hemorrhage, Incapacitation

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

You transform the target's blood into hot, sticky tar that burns its body and slows its movements. The tar deals 6d6 fire damage and 4d4

persistent fire damage. The target must attempt a Fortitude saving throw. This spell has no effect on creatures that don't have blood.

Critical Success The creature is unaffected.

Success The creature takes 6d6 fire damage.

Failure The target takes 6d6 fire damage and 4d4 persistent fire damage. If you are bleeding, the target is also slowed 1 for as long as it is taking persistent fire damage and for 1 round thereafter.

Critical Failure The target takes 6d6 fire damage and 8d4 persistent fire damage. If you are bleeding, the target is also slowed 2 for as long as it is taking persistent fire damage and slowed 1 for 1 minute thereafter.

Heightened (+1) The initial damage increases by 2d6 and the persistent damage increases by 1d4 (by 2d4 on a critical failure).

BLOODQUAKE SPELL 2

Hemorrhage, Necromancy

Traditions arcane, occult, primal

Cast ♦♦ somatic, verbal

Area 30-foot cone

Saving Throw basic Reflex

You send out waves of energy that cause blood to violently shake. This tremor deals 2d6 bludgeoning damage (basic Reflex save) 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 d8s, and a creature that fails its save also becomes sickened 1 (sickened 1 and knocked prone on a critical failure).

Heightened (+1) Increase the damage by 1d6, or 1d8 if you are bleeding.

BLOOD-SOAKED ARMAMENT SPELL 3

Hemorrhage, Transmutation

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 non-magical weapon that is either unattended or wielded by you or a willing ally

Duration 5 minutes

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.

Bludgeoning: The blood spatters on the creature's body. For the next minute, or until the blood is washed off with vigorous scrubbing, you can take a single action with the concentrate trait to know the direction and rough distance (within 30 feet) to the target. If you are bleeding, the duration of this effect increases to 10 minutes.

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 is enfeebled 1 for 1 round. If you are bleeding, the creature is instead enfeebled 2 for 1 round.

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 effects that heal it for 1 round.

FLAVORLESS BLOOD SPELL 1

Abjuration

Traditions arcane, primal

Cast ♦♦ somatic, verbal

Range touch; **Targets** 1 willing creature

Duration 1 hour

The target's blood becomes bland and off-putting. Other creatures can't drink the target's blood, and special abilities that do so (such as a bloodseeker's blood drain ability or a chupacabra's chupar ability) automatically fail. Creatures with such 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 blood scent.

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

MAGNETIZE BLOOD SPELL 3

Transmutation, Incapacitation

Traditions arcane, occult, primal

Cast ♦♦ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Fortitude; **Duration** see below

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Iron in the target's blood becomes magically magnetized and attracted to itself, impeding the target's movements as moving limbs away from the torso becomes difficult. If the target is wearing metal armor, removing it while the spell is in effect takes twice as long. The magnetization grants the target a +2 status bonus to the DC of checks to disarm the target of metal weapons. The target must attempt a Fortitude save. This spell has no effect on creatures that don't have blood.

Critical Success The target is unaffected.

Success The target is clumsy 1 and takes a -10-foot status penalty to its Speed for 1 round.

Failure The target is clumsy 3 and takes a -10-foot status penalty to its Speed for 1 minute.

Critical Failure As failure, but the target is also slowed 1 for the duration.

SANGUINARY SHIELD SPELL 3

Abjuration, Hemorrhage

Traditions arcane, divine, primal

Cast ◆ verbal

Duration until the start of your next turn

Blood pours from your body to form a floating shield that intercepts attacks against you. You gain a +2 circumstance bonus to your AC. The shield erupts in a burst of entangling blood against melee attacks that get past it; if you are hit by a melee attack, the attacker must succeed on a Reflex save or be slowed 1 for 1 minute (slowed 2 on a critical failure).

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

SUMMON BLOODBUG SPELL 2

Conjuration, Hemorrhage

Traditions arcane, primal

Cast ◆◆ material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You summon a bloodseeker made of red, dripping blood which follows your commands.

The bloodseeker has the usual statistics, but it gains resistance 10 to piercing and slashing damage.

If you are bleeding, the bloodseeker is made of up your blood and you have a special connection to it. When you Sustain the Spell, you can also take a Seek action through the bloodseeker, using your own Perception check rather than that of the bloodseeker.

TOWERS OF GORE SPELL 9

Conjuration, Hemorrhage

Traditions arcane, primal

Cast ◆◆ somatic, verbal

Range 500 feet; **Area** 100-foot burst

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 bloodseekers, vampires, or other creatures that feed on blood from a much larger distance. 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 14d6 bludgeoning damage (basic Fortitude save) to each creature on or adjacent to a collapsing tower of blood. A creature on or adjacent to multiple towers takes this damage only once.

Heightened (+1) The maximum height of the towers increases by 10 feet and the bludgeoning damage increases by 2d6.

PATHFINDER 2E

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