

# BLOOD KNIGHT



**PATHEFINDER**  
ROLEPLAYING GAME COMPATIBLE

Little Red  
Goblin Games

# The Blood Knight

## Credits

**-Producer-**

SCOTT GLADSTEIN

**-Designers-**

IAN SISSON

**-Editor-**

SCOTT GLADSTEIN

**-Artist-**

WARMTAIL

**-Graphic Design/Layout-**

SCOTT GLADSTEIN



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

**OGL Compatible:** Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license



A Product of Little Red Goblin Games, LLC  
Questions? Comments? Contact us at:  
[ScottGladstein@littleredgoblingames.com](mailto:ScottGladstein@littleredgoblingames.com)  
<http://littleredgoblingames.com/>  
© 2019, All Rights Reserved

# Blood Knight

## A Base Class for the Pathfinder Roleplaying Game

Empowered by a supernatural bloodborne disease, blood knights use their own blood to perform arcane feats and reinforce their own body. By harnessing their magically charged blood, they carve a crimson swath through the battlefield. Already difficult to kill due to their magically-charged bodies, blood knights are durable warriors able to bounce back from mortal injury by harnessing blood magic to heal themselves.

All blood knights arise from those who have been exposed to blood fever; a supernatural disease that results from direct exposure to the blood of overwhelmingly magical beings like demons and dragons. After recovering from the disease, aspiring blood knights work to harness the remaining traces of magical blood that flows in their veins. Through arcane rituals and repeated exposure, they are able to build up their blood reserve to the point their body is able to handle the magical blood. At this point the blood knight can turn to learning to harness this mystically potent blood to act as a sanguine vector of magical power in battle.

While blood is a known magical agent, blood knights remain unique in their ability to draw and harness their own blood with limited self-harm. The prevailing theory for this is their powerful arcane-charged blood, and that the blood found in the average humanoid simply isn't a strong enough mystic vector.

**Hit Dice:** D10.

### Blood Fever

Blood fever is a supernatural fever that results when someone gets unnatural blood in their bloodstream. This goes beyond having a bit of dragon's blood splashed on your face; it requires a sizeable amount of blood entering one's bloodstream (direct blood-to-blood contact). This often occurs when someone heavily wounded gets foreign blood on their wound. The fever itself wreaks havoc on mortal bodies, inducing fevers and vomiting as the body attempts to handle the unnatural blood. Blood fever isn't contagious, and is only transmissible via open wounds



or direct blood injection. Additionally, only creatures that don't match the creature type and subtype of the blood source are vulnerable to blood fever; a dragon can't catch dragon-blood fever, but it might be subject to aberrant-blood fever.

While technically a single disease, blood fever is often given descriptors based on the source, such as "angel-blood fever" or "dragon-blood fever", as each source causes differing visual cues (dragon-blood fever victims often grow scales, while angel-blood fever results in small feathers poking out of the skin). The visual effects of the blood fever persist even after the disease itself has passed, meaning that survivors take on the physical traits of those they were infected by. These are not always fully formed or well-integrated into the host; half formed feathers, patches of flaking scales, strange skin colors, and worse are possible with this condition.

While contracting blood fever is often an unintentional affair, there are groups that intentionally collect supernatural blood in an effort to create blood knights. These groups specially prepare the blood so that it can be ingested while still creating the same blood fever effect.

**Blood Fever (Su)** disease - injury; save Fort DC 15, onset 1d4 days, frequency 1 day, effect 1d2 Con damage + sickened + can take levels in blood knight, cure 2 consecutive saves

## Role

lood knights are frontline characters who prize martial prowess. Blood magic allows a practitioner to burn their own lifeforce to empower their attacks and steal life force from their foes. Constitution is vital for blood knights, since it influences the size of the blood pool and the save DC of their abilities. In addition, as martial characters a good Strength or Dexterity is required to contribute to the fight.

## Inspirations

Iadimir (League of Legends), Branch of Sin users (Deadman Wonderland), Grey Wardens/Reavers (Dragon Age), Esdeath (Akame Ga Kill!), Eliza (Skullgirls), Dr. Reid (Vampyr), Saya Otonashi (Blood+), Carnage (Marvel Comics)

## Alignment: Any

While the dark nature of the blood knight's magic seemingly precludes good-aligned practitioners, there are a surprising number of blood knights that use blood magic to fight evil. They tend to aim more towards self-sacrifice, using their own blood whenever possible to fuel their power. Evil-aligned blood knights have no such issue, and even prefer to fuel their magic with blood taken from others.

## Starting Wealth

3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The blood knight's class skills are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).  
Skill Ranks per Level: 4 + Int modifier.

## Class Features

The following are the class features of the blood knight.

## Weapon and Armor Proficiency

The blood knight is proficient with all simple and martial weapons as well as with light armor and shields (excluding tower shields). Blood knights can cast blood knight spells while wearing light armor and/or using a shield without incurring the normal spell failure chance. Like any other arcane caster, a blood knight wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass blood knight still incurs the normal arcane spell failure chance for arcane spells received from other classes.

TABLE 1-1: THE BLOOD KNIGHT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Spell Level
1st	+1	+2	+0	+2	Blood fever, blood points, life drain, sanguine blade	-
2nd	+2	+3	+0	+3	Carnage, life sense	-
3rd	+3	+3	+1	+3	Blood magic	-
4th	+4	+4	+1	+4	Bonus feat, sanguine blade +1	1st
5th	+5	+4	+1	+4	Blood plague	1st
6th	+6/+1	+5	+2	+5	Blood magic, improved carnage	1st
7th	+7/+2	+5	+2	+5	Bonus feat	2nd
8th	+8/+3	+6	+2	+6	Life sense, sanguine blade +2	2nd
9th	+9/+4	+6	+3	+6	Blood magic	2nd
10th	+10/+5	+7	+3	+7	Bonus feat	3rd
11th	+11/+6/+1	+7	+3	+7	Fever shield	3rd
12th	+12/+7/+2	+8	+4	+8	Blood magic, sanguine blade +3	3rd
13th	+13/+8/+3	+8	+4	+8	Bonus feat	4th
14th	+14/+9/+4	+9	+4	+9	Life sense	4th
15th	+15/+10/+5	+9	+5	+9	Blood magic	4th
16th	+16/+11/+6/+1	+10	+5	+10	Bonus feat, sanguine blade +4	4th
17th	+17/+12/+7/+2	+10	+5	+10	Blood plague	4th
18th	+18/+13/+8/+3	+11	+6	+11	Blood magic	4th
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat	4th
20th	+20/+15/+10/+5	+12	+6	+12	Blood is life, lifesense, sanguine blade +5	4th

## Blood Fever (Su)

The blood knight draws power from their blood fever, and remain a carrier for the disease. The blood knight does not take any damage or penalty from blood fever, and cannot contract different strains. However, they are still under the effects of blood fever, and a creature that is directly exposed to their blood risks infection. Effects that would cure the blood knight of their blood fever, such as remove disease, instead cause them to become sickened for 1 minute if they fail their save against the effect. As a move action, the blood knight can suppress or resume any visual indicators of having blood fever.

## Blood Points (Su)

At 1st level a blood knight gains access to a pool of points known as “blood points”; the stored life energy of the blood knight. The blood knight can hold a number of blood points up to their 1/2 blood knight level + their Constitution modifier. The points in this pool may fluctuate due to their class features but the blood knight never gains or loses points automatically (due to things like sleep or the end of combat). These points have no inherent function, except to serve as a resource for blood knight class features.

Abilities that use blood points are always supernatural (unless otherwise noted), count as if they were a spell from the necromancy school for anything that would trigger due to their school, and are referred to as “blood magics”.

At 1st level, the blood knight has access to the following two blood magics:

- **Sacrifice (Su):** At 1st level, a blood knight can spend a swift action to drain their own life-force, converting it to energy for their blood magic. This may be them putting themselves in a brief magical trance with their hand over their heart, a ritual spilling of a bit of blood, or a flash of aging that quickly reverses itself. The blood knight takes an amount of damage of their choice, up to their blood knight class level, and they gain that many blood points. This damage ignores temporary hit points, DR, and other forms of damage mitigation.
- **Blood Feast (Su):** As a swift action a blood knight can consume 1 blood point to gain 2 temporary hit points or spend 2 blood points and gain 1 point of actual healing. The blood knight can spend multiple blood points at a given time this way, but only to gain a single effect (a blood knight could spend 4 blood points to gain 8 temp hp or heal 2 hp, but not to gain 4 temp hp and 1 point of healing).

- These temporary hit points last for 1 hour and can stack with other temporary hit points gained from blood magics but not with other sources of temporary hit points. These temporary hit points cannot exceed the blood knight's maximum HP.

## Life Drain (Su)

The bloodshed caused by a blood knight is subtly drained into their soul, empowering it. A thin trickle of red liquid, too dark to be blood, springs from their enemies each round they deal damage to a foe. Any time a blood knight successfully deals damage with a melee attack against a living enemy they gain 1 blood point. This does not function when attacking constructs, undead, oozes, plants, creatures with no Constitution score, or other creatures noted to not have blood or a lifeforce. Additionally, if an attack would heal a creature (such as striking a creature healed by negative energy with a carnage attack), the blood knight doesn't gain blood points. A blood knight may elect to not trigger this effect on a per attack basis.

## Sanguine Blade (Su)

At 1st level, as a move action (or free action with Quick Draw), the blood knight can spend 1 blood point to form a weapon out of their own magically hardened blood. This weapon can take the form of any manufactured melee weapon the blood knight is proficient with, and the blood knight can switch its shape to that of another type of weapon as a move action. The exact appearance remains up to the blood knight; a longsword could be a sinister blade drawn from the chest, a scimitar might be a curved sword jutting out from the blood knight's arm, or a flail could take the form of a hardened redish crystal tethered by a sanguine chain.



If a blood knight releases their weapon, it instantly dissipates.

At 4th level, and every 4 levels thereafter, a sanguine blade created and wielded by the blood knight gains a +1 enhancement bonus to attack and damage rolls, to a maximum of +5 at 20th level.

## Carnage (Su)

Starting at 2nd level a blood knight can spend 2 blood points as a free action to do a reaping strike; a strike filled with the life-stealing energy of their blood magic. This causes the next melee attacks they make that round to deal an additional amount of negative damage equal to 1/2 their blood knight level against all living creatures. Reaping attacks still trigger class features like life drain.

## Life Sense (Sp)

At 2nd level the blood knight gains *deathwatch* as an at-will spell-like ability.

At 8th level, the blood knight can spend 2 blood points as a free action to gain lifesense with a range of 30 feet for a number of rounds equal to their Constitution modifier. The range of this lifesense improves to 60 feet at 14th level.

At 20th level, the blood knight gains permanent lifesense (without spending any blood points) with a range of 30 feet, and may spend 2 blood points as a free action to double the range of their lifesense for a number of rounds equal to their Constitution modifier.

## Blood Magic (Su)

At 3rd level and every 3 levels thereafter a blood knight learns a new way to utilize their blood. These might be new ways to physically shape their blood, a method of manipulating the blood of others, or even improvements to other abilities. As mentioned before; all blood magic counts as necromancy for the purpose effects that trigger off spell schools.

Certain blood magics are marked with a \*; these indicate abilities that require greater focus from the blood knight, either adjusting the flow on their own blood or manipulating the blood of others. Only one ability marked with a \* can be active at a time.

## BLOOD BANK

The blood knight increases the maximum value of their blood pool by 3. This blood magic can be learned multiple times; its effects stack.

## BLOOD IS POWER

When casting a spell, the blood knight can spend blood points equal to the spell level, increasing the blood point cost to 2 times the spell level. Doing so increases the blood knight's caster level by +1/6th blood knight level (to a maximum of their blood knight level) and adds an equal amount to the save DC of the spell. The blood knight must have a caster level and be at least 6th level to learn this blood magic.

## BLOODSTAINED HANDS

The blood knight's sanguine blade can empower their unarmed strikes and natural attacks, granting their natural weapons and unarmed strikes their sanguine blade enhancement bonus to attack and damage rolls. While using an unarmed strike sanguine blade, the blood knight is considered armed and threatens their normal area. Additionally, the blood knight's unarmed strikes deal damage of a monk of their blood knight level -4 (minimum effective level 1).

## BLOOD THINNERS

Bleed effects within 30 feet of the blood knight have the DC to heal them increased by half the blood knight's level. Spellcasters attempting to heal creatures within 30 feet of the blood knight must make a caster level check (DC 10 + 1/2 blood knight level + Constitution modifier) or the spell fails to stop any bleeding effect. The blood knight may end or resume this effect as a free action at the start of their turn.

## CRIMSON ARROW

The blood knight's sanguine blade can take the form of ranged and thrown manufactured weapons the blood knight is proficient with. In this form, the sanguine blade creates its own mundane ammunition, and re-creates thrown weapons. Also, sanguine weapons can now be thrown, disappearing shortly after hitting or missing their target.

## CRIMSON PUPPET\*

As a standard action that costs 3 blood points, the blood knight can attempt to hijack control of a creature with 30 feet by manipulating their blood. The target receives a Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier) to resist the effect, otherwise the blood knight can control the creature as if by *marionette possession*<sup>UM</sup>, except the blood knight's soul remains in their body and it can effect unwilling targets. The target gets a new Fortitude save round to resist the effect, otherwise the blood knight can spend 3 blood points as move action to continue the effect each round, otherwise the effect ends. This does not function against constructs, undead, oozes, plants, creatures with no Constitution score, or other creatures noted to not have blood. A creature that has been affected by this blood magic gains a +4 bonus on saves against subsequent attempts for 24 hours. The blood knight must be at least 15th level to learn this blood magic.

## DRAW BLOOD

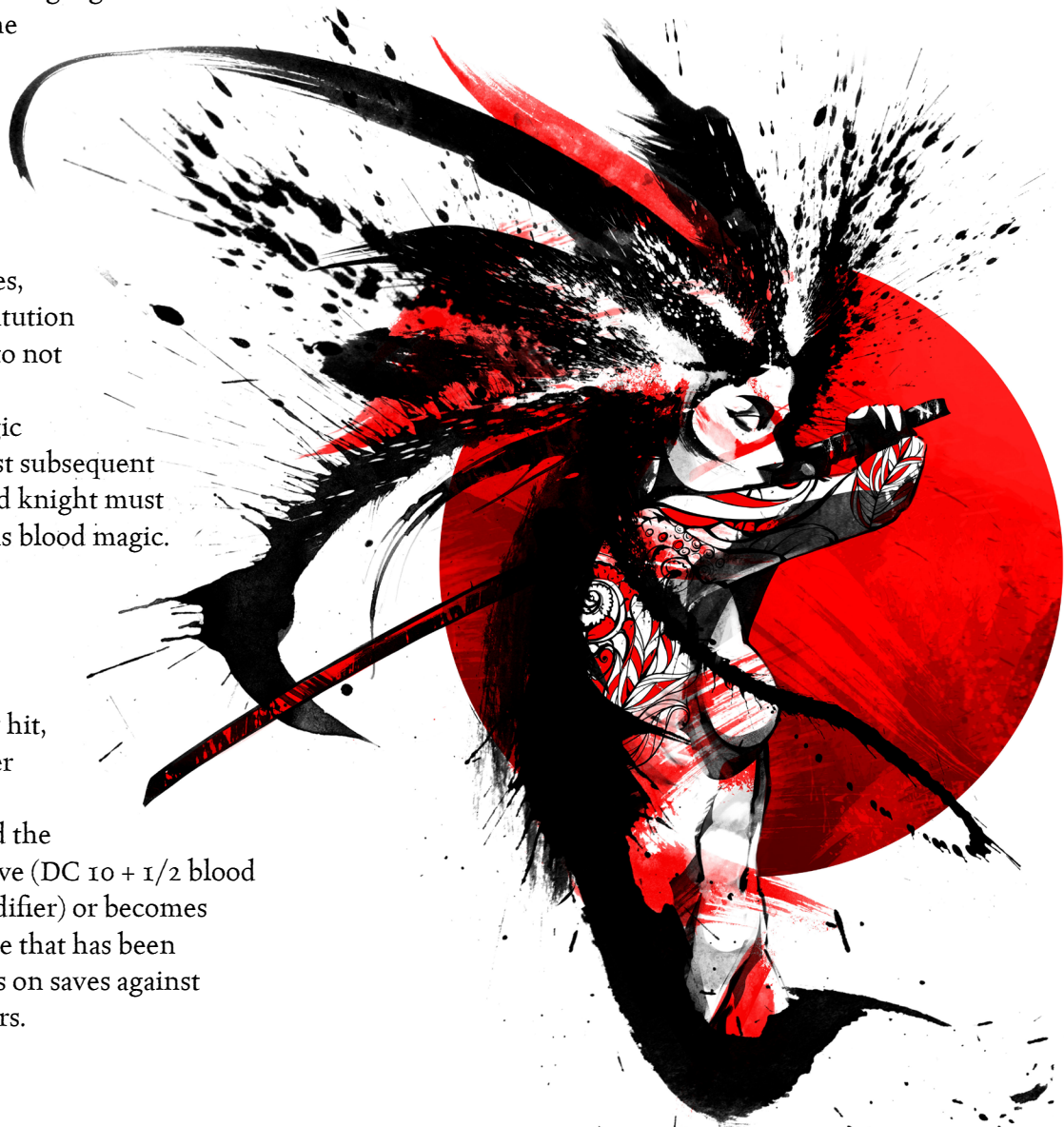
As a standard action, the blood knight can make a melee touch attack against a creature. If they hit, the blood knight gains a number of blood points equal to 1/2 the creature's HD (minimum 1) and the target must make a Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier) or becomes fatigued for 1 minute. A creature that has been affected by this gains a +4 bonus on saves against subsequent attempts for 24 hours.

## EXSANGUINATE

As a move action, the blood knight can spend 2 blood points to cause a creature within 30 feet to start bleeding, taking 1 point of bleed damage each round per 3 blood knight levels. A Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier) negates this effect. This doesn't stack with other bleed effects, including itself; use the highest bleed damage.

## IMPROVED BLOOD FEAST

When using blood feast, the blood knight regrows any severed limbs, with the limbs becoming usable at the start of the blood knight's next turn. Additionally, the blood knight can reattach severed limbs as though they had *regeneration* (as per the spell), even without the use of blood feast. Finally, the blood knight can use blood feast as an immediate action.





## IMPROVED SANGUINE BLADE

As a swift action, the blood knight can supercharge the blood of their sanguine blade, granting it a magic weapon special ability. This costs blood points equal to the equivalent bonus of the property, and lasts for 1 minute or until the sanguine blade is dismissed. The blood knight cannot grant an ability with an equivalent bonus greater than the enhancement bonus granted by sanguine blade (a 12th level blood knight could choose a special ability with a +3 modifier or less). The blood knight must be at least 6th level to learn this blood magic.

## MASS EXSANGUINATE

As a full round action, the blood knight can spend 6 blood points to cause each enemy within 45 feet to start bleeding, taking 1 point of bleed damage each round per 3 blood knight levels. A Fortitude save (DC  $10 + 1/2$  blood knight level + Constitution modifier) negates this effect. This doesn't stack with other bleed effects, including itself; use the highest bleed damage. The blood knight must know the exsanguinate blood magic and be at least 12th level to learn this blood magic.

## MYSTIC COAGULANT

Whenever the blood knight would take bleed damage or ability bleed, they may pay any amount of blood points as a free action after they have received the damage. They reduce the bleed damage by an amount equal to the number of blood points spent for the duration of the bleed effect (effectively acting as DR against the bleed effect). If the bleed damage is reduced to 0 damage by this effect, the bleed effect ends.

## QUICKENING FLOW (SP)\*

As a move action, the blood knight can accelerate their heartbeat, forcing their body to the limits of speed. The blood knight gains the effects of a *haste* spell. Entering this form costs 4 blood points, and costs 4 blood points at the start of any turn the blood knight wishes to maintain the effect. The blood knight must be at least 9th level to learn this blood magic.

## RED KNIGHT

The blood knight is able to form their stored blood into a protective layer, crafting a set of sanguine armor. As a move action that costs 2 blood points, the blood knight can grant themselves an armor bonus equal to their Constitution modifier. This armor bonus does not stack with existing armor; use the higher bonus. At 4th level, and every 4 levels thereafter, the armor gains a +1 enhancement bonus to a maximum of +5 at 20th level. The exact appearance of the armor is up to the blood knight, but no matter what form it takes it has no maximum Dexterity modifier, has no armor check penalty or arcane spell failure chance, and does not reduce the blood knight's movement speed. This armor lasts for 1 minute, or until dismissed; the blood knight can reset the duration by spending 2 blood points as a move action.



## SANGUINE FLOW\*

As a standard action, the blood knight can dissolve themselves and descend into a pool of blood. While in this form, the blood knight counts as a swarm of fine creatures taking up 5x5 space, with a swarm attack that deals 1d6 negative energy damage per 3 levels of blood knight (rather than being based on HD). The blood knight does not gain the distraction ability. Entering this form costs 4 blood points, and costs 4 blood points at the start of any turn the blood knight wishes to maintain the effect. If reduced to 0 hp or below, the blood knight reforms in their square and beings dying normally. The blood knight must be at least 12th level to learn this blood magic.

## VAMPIRE

At the start of their turn, if the blood knight gains 1 blood point for each creature within 30 feet suffering from a bleed effect. The blood knight can never gain more blood points than 1/3rd their blood knight level per turn with this ability.

## Bonus Feats

At 4th level, and every 3 levels thereafter, the blood knight gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. Additionally, the blood knight counts as a fighter of their blood knight level -3 for the purpose of qualifying for combat feats, not just heir bonus feats.

## Spells

Beginning at 4th level, the blood knight gains the ability to cast arcane spells using the unnatural power within their own blood. Blood knights cast spells from the blood knight spell list, found at the end of this class. Blood knights can cast any spell they know without preparing it ahead of time.

To cast a spell, the blood knight must have a Constitution score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a blood knight's spell is 10 + the spell level + the blood knight's Constitution modifier.

Unlike other spellcasters the blood knight can cast any number of spells per day, but must use blood points to cast a spell. In order to cast a spell, the blood knight must spend a number of blood points equal to the spell level (casting a 2nd level spell would require spending 2 blood points). If an effect would raise a spell's effective level, such as when using a metamagic feat, it also raises the number of blood points required to cast the spell. The blood knight can only cast spells with an effective level equal to or less than the spell level shown in the Maximum Spell Level column on Table #-1: The Blood Knight.

Through 3rd level, the blood knight has no caster level. At 4th level and higher, their caster level is equal to their blood knight level - 3.

## Blood Plague (Su)

Starting at 5th level, whenever the blood knight deals damage to a creature suffering a bleed effect with a melee weapon, the creature must make a Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier). Creatures that fail the save contract blood fever with the normal onset time.

At 17th level, when the blood knight deals damage to a bleeding foe with a melee weapon or confirms a critical hit with the sanguine blade, the target must make a Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier). Creatures that fail the save immediately contract blood fever with no onset time.

## Improved Carnage (Su)

Starting at 6th level when a blood knight uses their reap class feature, the effect lasts until the end of their turn.

## Fever Shield (Ex)

At 11th level, the blood knight becomes immune to diseases other than their blood fever. This includes both mundane and supernatural diseases.

## Blood Is Life (Su)

At 20th level, any time the blood knight is killed while they have blood points remaining, they may spend any number of blood points as an immediate action.

**TABLE 1-2: BLOOD KNIGHT ALTERNATE FAVORED CLASS BONUSES**

Race	Bonus	Source
Dwarf	Reduce the arcane spell failure chance for blood knight spells while wearing medium armor by 1%. When total reaches 10%, the blood knight gains Medium Armor Proficiency as a bonus feat.	CRB
Half-Orc	+1/6th to the save DC of a single blood magic known	CRB
Human	Learn +1/6th of a new blood magic	CRB
Dhampir	Increase the maximum size of the blood knight's blood pool by 1/6th of a blood point	ARG
Drow	The blood knight can store 1/4th of an extra blood point. These extra blood points can only be gained via the life drain class feature.	ARG
Jaegerhund	Increase the range of lifesense by +1 foot. In combat, this only has an effect if taken in increments of 5; a range of 22 feet is equivalent to a range of 20 feet.	AP: P
Stirgi	Increase the maximum size of the blood knight's blood pool by 1/6th of a blood point	RG 6

They return to life next turn as per *true resurrection*, except they only have a number of hit points equal to twice the number of blood points they spent. The blood knight can use this ability a number of times per day equal to their Constitution modifier.

**SIDEBAR: ABBREVIATIONS**

- <sup>CRB</sup>: Core Rulebook (Paizo)
- <sup>ACG</sup>: Advanced Class Guide (Paizo)
- <sup>ARG</sup>: Advanced Race Guide (Paizo)
- <sup>UM</sup>: Ultimate Magic (Paizo)
- <sup>AP: P</sup>: Alternate Paths: Primal Characters
- <sup>RG 6</sup>: Little Red Goblin Games Racial Guide 6

**Blood Knight Spells**

**1ST LEVEL**

*Bane, cause fear, chill touch, death knell, doom, false life, phantom blood<sup>ACG</sup>*

**2ND LEVEL**

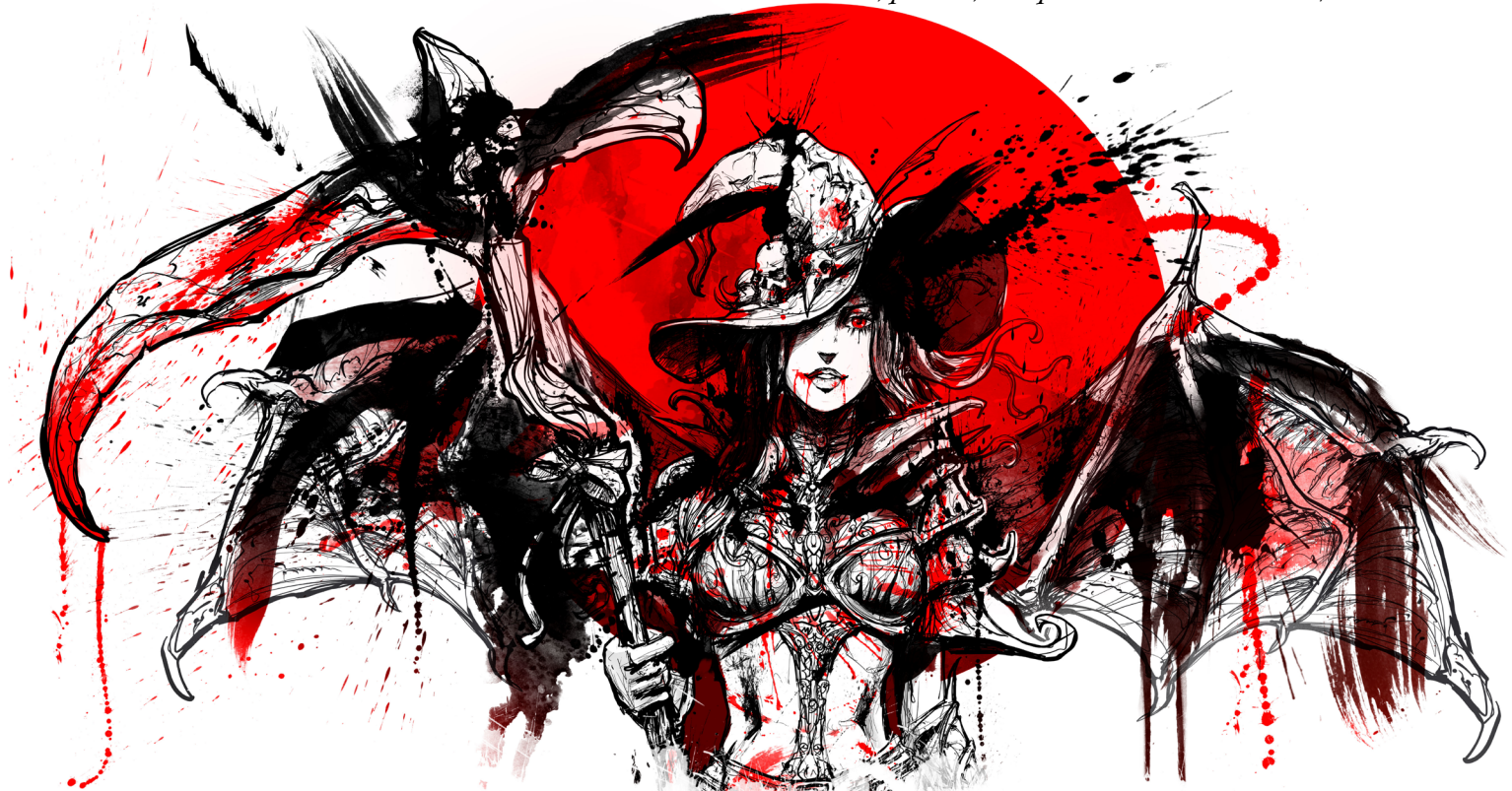
*Adhesive blood<sup>ACG</sup>, blood scent<sup>ARG</sup>, life pact<sup>ACG</sup>, scare, stricken heart<sup>ACG</sup>, toxic gift<sup>UM</sup>*

**3RD LEVEL**

*Animate dead, battle trance<sup>ARG</sup>, contagion, greater false life, howling agony<sup>UM</sup>, vampiric touch*

**4TH LEVEL**

*Fear, poison, vampiric shadow shield<sup>ACG</sup>, wall of bone*



# Blood Fang

## An Archetype for Blood Knights in the Pathfinder Roleplaying Game

Blood fangs are blood knights that delve deeper into the flesh-warping potential contained within their unnatural blood. Warping their bodies into natural weapons, blood fangs are more primal than typical blood knights in their fighting but are every bit as tough; unleashing a deluge of blood-soaked blows against their enemies.

### Blood Fang (Su)

At 1st level, the blood fang cannot create a sanguine blade. Instead, they can empower their unarmed strikes (and any natural attacks) as if by the bloodstained hands blood magic. Additionally, the blood fang has an effective monk level equal to their blood knight level for the purpose of determining their unarmed strike damage.

This modifies the blood knight's sanguine blade class feature.

### Rip And Tear (Su)

The blood knight can morph their limbs into horrific weapons that bash, slash, and rip into their foes. Beginning at 3rd level, the blood fang can deal any combination of bludgeoning, piercing, and/or slashing damage with their unarmed strikes.

This replaces the blood knight's 3rd level blood magic.

# Fever Knight

## An Archetype for Blood Knights in the Pathfinder Roleplaying Game

Some blood knights delve more into their blood fever to obtain power. Instead of receiving bonus combat feats, a blood knight can tap into the power deep within their blood fever. The following are examples of some of the more common blood fevers, and the associated humors that blood knights receive from each blood fever.

### Humors (Su)

Starting at 4th level, the blood knight gains various powers based on their type of blood fever they contracted (see the blood fever sidebar near the start of this class). Based on the source of their blood fever, a blood knight develops various mystic powers, gains access to different spells, and even comes up with ways to manipulate their very flesh as they becomes more and more like their blood source. These abilities

are known as humors, and the blood knight gains humors at 4th level and every 3 levels thereafter. Humors marked with a \* cannot be combined with blood magics also marked with a \*, as both effects require sustained warping of the flesh and thus cannot be stacked.

This replaces the blood knight's bonus feat class feature. Additionally, a fever knight doesn't count as a fighter when qualifying for combat feats.

### Sidebar: Flavorful Blood Knights

If, during the course of play, you decide that the base blood knight just isn't flavorful enough, it is reasonable to retrain into a fever knight; sacrificing the associated bonus feats and effective fighter level for new powers. Be sure to talk with your GM about the decision.

## Aberrant Blood

Those exposed to the truly alien ichor and bile of aberrations risk contracting a bizarre blood fever; instead of corrupting the body it warps the mind, aberrant-blood fever deals 1d2 Wisdom damage each day instead of dealing Constitution damage. Survivors suffer odd tics and mental breakdowns, and the infected area develops a rubbery texture. Aberrant-fever knights grow into the mutable forms of aberrations, able to bend and contort themselves with ease, although it often seems like their minds are more warped than their bodies.

### HUMORS

- **Flexible Limbs:** Starting at 4th level, the fever knight gains a +1/4th blood knight level bonus on Escape Artist checks as their body becomes increasingly limber and able to bend in bizarre ways. Additionally, the fever knight can spend 1 blood point to increase their natural reach by +5 feet until the end of their turn.
- **Unusual Anatomy:** At 7th level, the fever knight gains a 25% chance to negate critical hits and precision damage made against them. If the critical hit or precision damage is negated, the incoming damage is rolled normally. This improves to a 50% chance at 13th level.
- **Halfblood Aberrant:** At 10th level, the fever knight counts as both an aberration and their base creature type for the purpose of spells and effects. In the event of a conflict between creature types, the fever knight counts as the more advantageous creature type. Additionally, the fever knight gains the compression monster ability, allowing them to move into a space as small as 1/4th their size without squeezing, and as small as 1/8th their size by squeezing.
- **Bloody Mad:** At 13th level, the fever knight can spend 2 blood points as a swift action to gain a new save against a mind-affecting effect, either one they just fail against or one they are currently affect by. The fever knight can only do this once per turn, but if they continue to fail the save they can use this ability to save against the same effect any number of times.

- **Alien Maw\*:** At 16th level, the fever knight can spend 3 blood points to attempt to engulf an adjacent creature of equal size or smaller. The target must make a Reflex save (DC 10 + 1/2 blood knight level + Constitution modifier) or be drawn into the fever knight's square. Creatures so engulfed gain the pinned condition, risk suffocation, and take 6d6 damage each round. The damage is half acid and half negative energy. The target can attempt a grapple check against the blood knight's CMD each round to escape. At the start of their turn, the fever knight must spend 3 blood points as a free action to maintain the effect. If they don't spend the blood points, either because they can't or they just don't want to, the effect ends and the engulfed creature is ejected into an empty adjacent square.
- **Pureblood Aberrant:** At 19th level, the blood knight's creature type changes to aberration. Additionally, they become immune to critical hits and precision damage.

## Celestial Blood

An uncommon blood fever, celestial blood is more often given to save a dying creature, with the assumption being that risking blood fever is favorable to certain death. Survivors grow small patches of silvery or golden feathers. Celestial-fever blood knights display saintly compassion, along with the steely resolves of the warrior angels. They have a more celestial appearance than mere survivors, with silver or golden hair, piercing eyes, or even a mild glow.

### HUMORS

- **Sacred Blood:** At 4th level, the blood of the fever knight counts as holy water. If they choose to, they can take 2 damage or spend 2 blood points to create a single dose of holy water as a move action. Additionally, they can convert the damage dealt by blood knight class features into anathematic positive energy. This positive energy cannot heal creatures, and only serves to damage undead creatures and creatures with the negative energy affinity trait.

- **Blood Gift:** At 7th level, when the fever knight uses their blood feast blood magic, they may instead grant the effect to a touched ally.
- **Halfblood Celestial:** At 10th level, the fever knight counts as both an outsider with the good and native subtypes and their base creature type for the purpose of spells and effects. In the event of a conflict between creatures' types, the fever knight counts as the more advantageous creature type. This does not affect their true alignment, but it does affect how spells interact with them based on alignment (i.e. a neutral celestial-fever knight starts detecting as good-aligned, and suffers the full effect of a *blasphemyspell*). Additionally, their sanguine blade always counts as a good-aligned weapon for the purpose of overcoming DR.
- **Angel Wings:** At 13th level, the fever knight can grow a set of golden or silvery wings, gaining a fly speed equal to their base land speed with good maneuverability. The fever knight can grow or dismiss the wings as a move action. Additionally, the fever knight gains Fly as a class skill.
- **Bloodward (Sp):** The very blood of the fever knight can repel evil. At 16th level, any round the fever knight takes damage, as an immediate action they can spend 3 blood points to cast *magic circle against evil* as a spell-like ability. This effect lasts a number of rounds equal to the fever knight's Constitution modifier; additional uses of this ability reset the duration.
- **Pureblood Celestial:** At 19th level, the fever knight's creature type changes to outsider (good, native). This does not affect their true alignment, but it does affect how spells interact with them based on alignment (i.e. a neutral celestial-blood knight detects as good-aligned, and suffers the full effect of a *blasphemyspell*). Additionally, the fever knight's carnage class feature deals 1.5x damage against evil-aligned creatures.

## Demon Blood

Seen as a heinous curse, demon-blood fever causes dark red blotches on the skin that stink of sulfur. Demon-fever knights are some of the most aggressive blood knights, with blood that boils in their veins driving them into a frenzy at the smallest slights. Their patches of dark red skin slowly grow in size until they cover the whole body, giving these blood knights a grim appearance.

### HUMORS

- **Wicked Blood:** At 4th level, the blood of the fever knight counts as unholy water. If they choose to, they can take 2 damage or spend 2 blood points to create a single dose of unholy water as a move action. Additionally, the fever knight can spend 2 blood points to gain a +2 profane bonus on Charisma checks made against outsiders for 1 minute.
- **Demonic Resilience:** At 7th level, the fever knight gains resistance 5 to acid and fire. This improves to resistance 10 at 13th level, and resistance 20 at 19th level.
- **Halfblood Demon:** At 10th level, the fever knight counts as both an outsider with the evil and native subtypes and their base creature type for the purpose of spells and effects. In the event of a conflict between creatures types, the fever knight counts as the more advantageous creature type. This does not affect their true alignment, but it does affect how spells interact with them based on alignment (i.e. a neutral demon-fever knight starts detecting as evil-aligned, and suffers the full effect of a holy word spell). Additionally, their sanguine blade always counts as an evil-aligned weapon for the purpose of overcoming DR.
- **Raging Demon\*:** Starting at 13th level, the fever knight can spend blood points to enter a state of insane fury. As a swift action, the fever knight can spend 3 blood points to gain a +4 profane bonus to Strength, +2 temporary hp per blood knight level, and the ferocity monster ability. However, they also take a -2 penalty to their AC while the effect lasts. At the start of their turn, the fever knight must spend 3 blood points as a free action to maintain the effect.

If they don't spend the blood points, either because they can't or they just don't want to, the effect ends and any remaining temporary hit points are removed.

- **Signed In Blood (Sp):** At 16th level, the fever knight can spend 4 blood points to grant a touched creature a +2 profane bonus to a single ability score of the blood knight's choice. Unwilling creatures receive a Will save (DC 10 + 1/2 blood knight level + Constitution modifier) to resist the effect. This bonus lasts until the fever knight chooses to end the effect, and for the duration the blood knight's maximum blood pool value is decreased by 2. The blood knight gains a constant discern location effect on the target creature, and can target the creature with a suggestion effect (Will DC 10 + 1/2 blood knight level + Constitution modifier) by spend 2 blood points as a standard action.
- **Pureblood Demon:** At 19th level, the fever knight's creature type changes to outsider (evil, native). This does not affect their true alignment, but it does affect how spells interact with them based on alignment (i.e. a neutral demon-fever knight detects as evil-aligned, and suffers the full effect of a holy word spell). Additionally, the fever knight's reaper class feature deals 1.5x damage against good-aligned creatures.

### Sidebar: Alignment Conflicts

Both the celestial and the demon fever knight humors have the potential to cause a character to count as two opposed alignments, such as a good-aligned demon-fever knight suddenly counting as evil-aligned. This means they count as both alignments; the example provided would trigger both detect good and detect evil. A good rule of thumb is that effects from the fever knight's equipment should register off their actual alignment, while incoming effects should first check the alignment of their outsider type.

## Dragon Blood

Commonly found among dragon hunters, dragon's blood fever causes the victim to grow small scales near the point of infection. Dragon-fever knights become increasingly reptilian, with the scales spreading slowly outward over their arms and chest like armor. The kind of dragon they were infected by largely determines the change in their personality; fever knights of chromatic dragon are incredibly proud and craven, refusing to back down and becoming overly confident in their martial prowess while metallic fever knights become crusaders and champions of noble causes.

### SPECIAL: DRAGON TYPE

At 1st level, the fever knight selects a dragon type that represents what type of dragon they were exposed to when they contracted blood fever. The dragon type will affect the elemental damage the blood knight is resistant to, and the form of their breath weapon. Once the choice is made it cannot be changed.

### HUMORS

- **Dragonscale:** At 4th level, the fever knight gains a +1 natural armor bonus and resistance 5 to the energy type indicated by their chosen dragon type on Table #2: Dragon Types. These bonuses increase by an additional +1 natural armor and +5 resistance at 8th level, 12th level, and 16th level to a maximum of +4 natural armor and resistance 20 at 16th level.
- **Dragon's Breath:** Starting at 7th level, the fever knight can spend 3 blood points to create a breath weapon based on their chosen dragon type on Table 1-3: Dragon Types. The breath weapon deals 1d6 damage per 2 blood knight levels of the energy type indicated. A Reflex save (DC 10 + 1/2 blood knight level + Constitution modifier) halves the damage. Once the blood knight uses their breath weapon, they must wait 1d4 rounds before doing so again.

TABLE 1-3: DRAGON TYPES

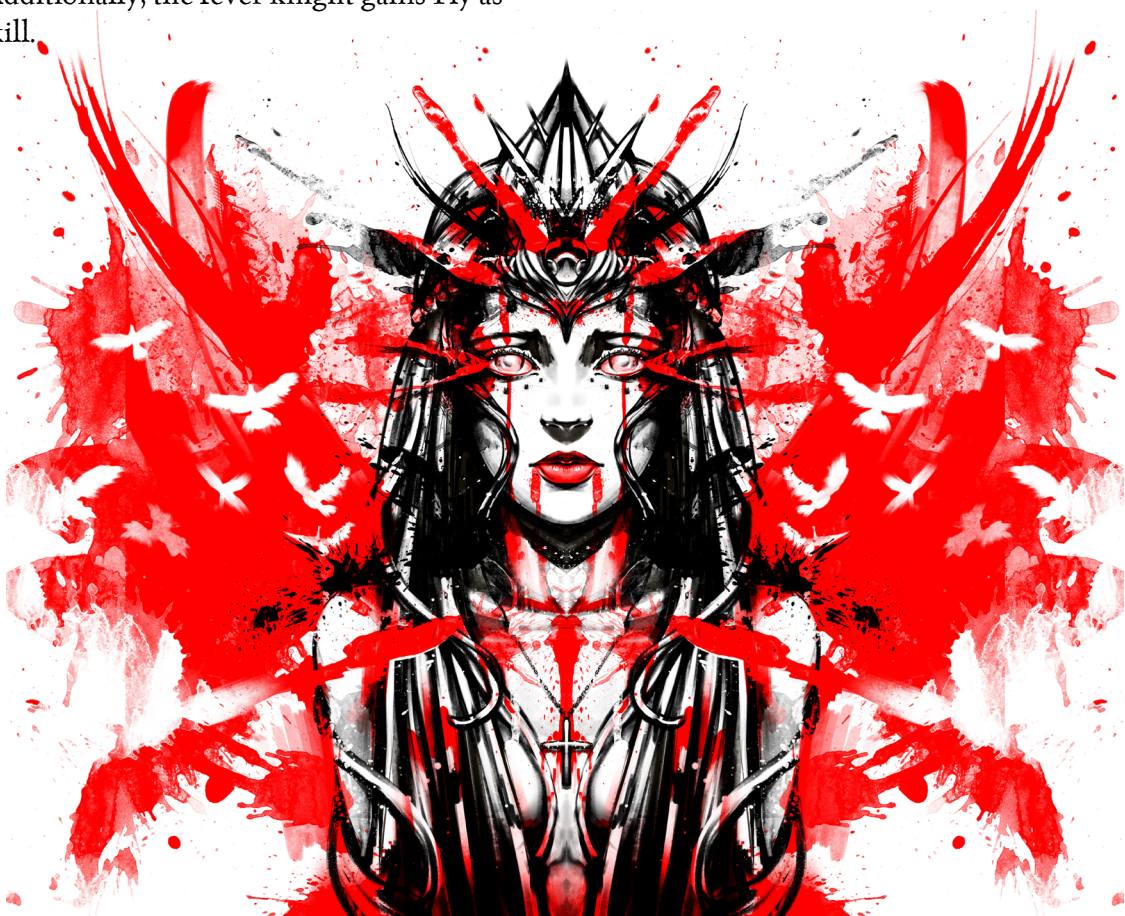
Dragon Type	Energy Type	Breath Weapon
Black	Acid	60 foot line
Blue	Electricity	60 foot line
Brass	Fire	60 foot line
Bronze	Electricity	60 foot line
Copper	Acid	60 foot line
Gold	Fire	30 foot cone
Green	Acid	30 foot cone
Red	Fire	30 foot cone
Silver	Cold	30 foot cone
White	Cold	30 foot cone

- **Halfblood Dragon:** At 10th level, the fever knight counts as both a dragon and their base creature type for the purpose of spells and effects. In the event of a conflict between creature types, the fever knight counts as the more advantageous creature type. Additionally, the fever knight becomes immune to fear effects.
- **Dragon Wings:** At 13th level, the fever knight can spend a move action to grow a set of draconic wings, gaining a fly speed equal to their base land speed with good maneuverability. The fever knight can grow or dismiss the wings as a move action. Additionally, the fever knight gains Fly as a class skill.

- **Dragon Within\* (Sp):** At 16th level, as a move action the fever knight can cast dragon shape II as a spell-like ability that costs 3 blood points. The fever knight can only assume the form of the dragon they chose as their dragon type. At the start of their turn, the fever knight must spend 3 blood points as a free action to maintain the effect. If they don't spend the blood points, either because they can't or they just don't want to, the effect ends.
- **Dragonblood Wurm:** At 19th level, the fever knight's creature type changes to dragon. Additionally, the fever knight becomes immune to paralysis and sleep effects, as well as the dragon's indicated energy type as shown on Table 1-3: Dragon Types.

## Fey Blood

With the "gift" of blood given by capricious fey to unwitting mortal pawns, fey-blood fever often comes as a surprise. Victims develop features that subtly change with the season (skin turns slightly whiter in winter, hair always seems to have a leaf or twig stuck to it in the summer, etc). Fey-fever knights embrace the mercurial and passionate nature of the fey, and even while they change with the seasons, they seem more vibrant and visually present than others around them.





## HUMORS

- **Faekin:** At 4th level, the fever knight gains a +1/4th bonus on Bluff and Stealth checks, as they develop some of the natural charm and guile of the fey. Additionally, all their blood knight class features, such as life drain, now work on plant creatures.
- **Changeling (Sp):** At 7th level, the fever knight can spend 2 blood points to cast disguise self as a spell-like ability. This effect last until the fever knight dismisses the effect (a free action) or assumes a new form with this ability.
- **Halfblood Fey:** At 10th level, the fever knight counts as both a fey and their base creature type for the purpose of spells and effects. In the event of a conflict between creatures types, the fever knight counts as the more advantageous creature type. Additionally, the fever knight no longer leaves a trail unless they choose to do so. Creatures attempting to track the fever knight suffer a penalty equal to the blood knight's class level.
- **Glassblood Dance\* (Sp):** By invoking fey magicks, the fever knight can become as transparent as glass. At 13th level, as a move action the fever knight can spend 3 blood points to turn invisible, as per the spell invisibility, as a spell-like ability. At the start of their turn, the fever knight must spend 3 blood points as a free action to maintain the effect, becoming invisible again if they broke the effect. If they don't spend the blood points, either because they can't or they just don't want to, the effect ends.
- **Vanishing Smile:** At 16th level the fever knight can attempt to hide even while observed so long as they are in a natural environment. This functions as the ranger's hide in plain sight class feature, treating all naturally occurring terrain as the fever knight's favored terrain.
- **Pureblood Fey:** At 19th level, the fever knight's creature type changes to fey. Their glassblood dance spell effect becomes greater invisibility. Additionally, true seeing spells and effects do not reveal to true location or identity of the fever knight.

# Vampyr

## An Archetype for Blood Knights in the Pathfinder Roleplaying Game

Not all blood knights focus their studies inward; some instead seek to draw on the blood of others to fuel their dark magic. These blood knights rip the blood from their victims with a touch or a gesture, building up a store of stolen lifeforce. They have come to be known as vampyrs given the similarity to the famous undead.

### Alignment: Any Non-Good

Vampyrs are inherently predatory, and what passes for a good vampyr is one that only targets wicked or otherwise 'deserving' creatures.

### Blood Drain (Su)

With a touch, the blood knight can cause wounds to erupt on an enemy. As a standard action that costs 2 blood points the blood knight can make a melee touch attack, dealing 1d6 negative energy damage. This damage triggers the blood knight's life drain class feature. This ability does not function against constructs, undead, oozes, plants, creatures with no Constitution score, or other creatures noted to not have blood.

At 4th level, and every 4 levels after that, the damage dealt by blood drain increases by an additional +1d6, to a maximum of +5d6 damage at 20th level. This extra damage is not multiplied on a critical hit or by using feats like Vital Strike.

# New Feats

When making a full attack, the blood knight can sacrifice an attack to make a blood drain attack instead, using the same BAB as the sacrificed attack.

This replaces the blood knight's sanguine blade class feature.

## Blood Syphon (Su)

Starting at 2nd level, the blood knight's blood drain ability can be used as a ranged touch attack with a range of 10 feet. At 6th level, and every 4 levels after that, the range of blood drain increases by an extra +10 feet, to a maximum range of 60 feet at 18th level.

Additionally, any class feature or effect that would increase the damage of the blood knight's bloodletter class feature instead increases the damage of blood drain.

The replaces the blood knight's carnage and improved carnage class features.

## Vampyr Magic

The vampyr cannot learn the crimson arrow, improved sanguine blade, or red knight blood magics. Instead, the blood knight gains access to the following blood magics:

- **Bleed For Me:** When making a blood drain attack, the blood knight can instead have the attack deal 1 bleed damage per d6 of normal damage.
- **Crimson Wave:** The blood knight can release a wave of arcane-infused blood. As a full-round action that costs 4 blood points, the blood knight can deal their blood drain damage to all creatures within a 30 foot burst. A Fortitude save (DC 10 + 1/2 blood knight level + Constitution modifier) halves the damage.
- **Lifeblood:** When making a blood drain attack, the blood knight can spend 2 additional blood points as a free action to gain temporary hit points equal to half the damage dealt by the attack. These temporary hit points for 1 minute.

This modifies the blood magic class feature.

## Blood Oath

**Prerequisites:** blood pool class feature, character level 5th

**Benefit:** You can perform a 1 hour ritual, naming a particular individual as their sworn enemy. At the completion of the ritual, lower the maximum size of your blood pool by 1/4th your character level (round up), to a minimum of your Constitution modifier. While the oath remains, you gains a +1/4th blood knight level bonus on Intimidate checks and attacks rolls against your sworn enemy, as well as checks made to track or gather information about the sworn enemy. However, you must take any possible opportunity to attack, thwart, and otherwise bedevil your sworn enemy. You cannot deal nonlethal damage to the sworn enemy, and cannot accept their surrender. If you breaks the blood oath, they lose the bonuses and become sickened until they resume the oath. You can only have one blood oath active at a time, and the blood oath only ends when the sworn enemy dies, or you receive an atonement spell.

## Bloodsworn Foe

*"By my own heart's blood, I do swear; so long I draw breath, I will never forgive you."*

**Prerequisites:** reap class feature, favored enemy class feature

**Benefit:** Your blood knight levels stack with your levels in ranger when determining the bonus for your existing favored enemies. Additionally, your levels in ranger count as blood knight levels when using reap, but only when you deal damage to a favored enemy.

## Extra Blood Magic

**Prerequisites:** blood magic class feature

**Benefit:** You learn a new blood magic. You must meet all the prerequisites for the blood magic as normal. Special: You can take this feat multiple times; each time you learn a new blood magic.

# Hot Blooded

*Your magic blood boils with an insane fury, and you fear what happens when your vision goes red.*

**Prerequisites:** rage or bloodrage class feature, blood knight level 1st, see special

**Benefit:** When calculating your daily rounds of rage and the effects of rage powers, your levels in blood knight count as levels in barbarian. Additionally, you can cast blood knight spells while your are raging.

**Normal:** You cannot cast spells while raging.

**Special:** If you qualified for this feat using rage, you may only select totem rage powers related to your blood fever. If you qualified for this feat using bloodrage, your bloodline and blood fever must be related (i.e. an aberration-bloodline bloodrager must also be an aberrant-blood knight).

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into

other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products

contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title,

the copyright date, and the copyright holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

- Open Game License v 1.0a, © 2000, Wizards of the Coast, Inc.;
- System Reference Document, © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- System Reference Document, © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- Advanced Player's Guide, © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
- Pathfinder RPG Core Rulebook, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Ultimate Combat, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
- Blood Knight © 2019, Little Red Goblin Games LLC; Author: Ian Sisson

### PRODUCT IDENTITY

Little Red Goblin Games LLC company names and logo; backgrounds as well as all trade dress and graphic design elements are all reserved as product identity. The illustrations of this book are used with permission by Little Red Goblin Games LLC.

### OPEN CONTENT

All content not reserved above as product identity (including mechanics and proper names) book are Open Game Content as described in Section 1(d) of the Pathfinder Compatibility License.

