Weekly Wonders





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There can be no denying the power that blood has over us. First, and most obviously, blood fills us and sustains us, reaching every corner of our bodies to deliver life-giving vital essence and ensure that we continue to draw breath. We refer to our family members as our "blood," or "blood relatives," attributing to blood the connections between us: it is our blood that makes us the same, or at least similar, to those around us. If a child and her mother both share a talent for a particular skill, we say that it is "in their blood." Blood is a force of life and birth, which makes us who and what we are, sustains us, and keeps us going ever forwards.

When blood is spilled, it has power, perhaps even more power than when it remains within our bodies. Perhaps the ultimate symbol of sacrifice, our blood both carries our essence, and is imbued with our energy and power. As such, blood holds a place of great importance in magic and ritual, for it can serve as both a focus for magical energies, and also a catalyst, or even amplifier of their power. By giving just a few drops of one's own blood to a spell, one can gain great results. And with the blood of an enemy available, one's power over that person becomes all but absolute, creating a powerful connection and hold over the person whose blood you hold hostage.

Know, though, that there is more to blood than we understand. There is a force within it, primeval, ancient. It is rathless and terrible, without remorse, but not cold. No, it is a hot, ragged, wild thing, lurking, hunting. I have felt this thing's presence, once—this dark and terrible deity that hides within the power of the blood. For one moment, I'm sure it turned its baleful gaze upon me, as I worked my blood magic. Had I become too comfortable with these small sacrifices, too complacent? Did my familiarity arouse the ire of the spirit in the blood? I felt, for a moment, my control over the magic begin to slip away. In a dark and terrible moment of cold terror I realized that my spell was about to turn back against me, to consume me. That I was not the master of the blood, bat merely a supplicant of its ancient and terrible power. But the moment passed. Perhaps my fear was enough? Whatever the case, I shall never take blood magic for granted again, and I urge you not to, either.

> The blood demands sacrifice. The blood demands respect.

New Occult Rituals

The following occult rituals are intended to be used with the rules for occult rituals found in *Pathfinder Roleplaying Game: Occult Adventures*.

AWAKEN BLOOD

School transmutation; Level 5 Casting Time 5 hours Components V, S, M (5 oz. of blood of a creature that matches the desired bloodline, special herbs and oils worth 3,000 gp); F (a stone bowl engraved with runes) Skill Checks Knowledge (varies; see text) DC 31, 3 successes; Spellcraft DC 33, 2 successes Range touch Target creature touched Duration 1 day/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless) Backlash The caster is exhausted. Failure None.

You mix the blood used as a material component with the herbs and oils, and pour the resulting mixture into the bowl used as a focus, taking care that it flows over the runes in the bowl in a certain way. The target must drink the concoction from the bowl, which then infuses his own blood with some of the power of the creature whose blood was consumed.

This ritual's effect depends on whether or not the target has a sorcerer or bloodrager bloodline (or a similar class feature or ability). If he does, he treats his class level as 4 higher than it actually is for the purposes of determining the effects of his bloodline powers, including which bloodline powers he has access to, and how many times per day he can use them (if the number of uses per day is dependent on his class level). In this case, the blood used as a material component must be from a creature that matches the target's bloodline (dragons for the draconic bloodline, demons for the abyssal bloodline, and so on).

If the target does not have a sorcerer or bloodrager bloodline (or similar), the ritual instead infuses the target with the power of a bloodline. The GM determines an appropriate sorcerer bloodline, based on what type of creature's blood was used as a focus for the ritual (depending on the creature, the GM may determine that no bloodline is appropriate, such as if the blood comes from a human commoner). The target gains the ability to cast the bonus spell that the bloodline grants at 3rd level as a spell-like ability 3 times per day. His caster level for this ability is 3, and the saving throw DC (if any) is Charisma-based. Additionally, the target gains the bloodline powers gained at 1st and 3rd level, exactly as though he were a 3rd-level sorcerer with the chosen bloodline. If the target would gain a bloodline while under the effects of this ritual (such as by taking a level in sorcerer), the bloodline must be the one granted by this ritual.

The Knowledge skill used for the skill checks to perform this ritual must be the appropriate Knowledge skill to identify the creature whose blood is used as a material component.

Sidebar: Rituals of Blood in Your Game

While Pathfinder Roleplaying Game: Occult Adventures provides detailed information on how one can learn new rituals, it does so with the assumption that rituals will be uncovered individually. This particular book contains several rituals focused on a fairly tight theme, and contains a flavorful forward at the beginning that is written from a perspective within the game world. Because of this, it is reasonable that GMs who want to make use of this book may desire to allow their players to find a copy of *Rituals of Blood* within the game, as treasure or a similar reward. Other GMs may not be comfortable with granting access to so many occult rituals so easily, and that's fine too.

Characters with access to a copy of *Rituals of Blood* can learn a ritual contained within after 2 days of study per level of the ritual. At the end of this period of study and contemplation, the person attempting to learn the ritual must succeed on an Intelligence check (DC 12 + the ritual level). This time period and the DC are somewhere between that of learning the ritual from a willing teacher, and that of learning it from pieced together clues or a coerced teacher. The market value of a copy of *Rituals* of *Blood* is 10,230 gp.

BLOODBOND PACT

School enchantment (compulsion) [law, mind-affecting]; Level 6

Casting Time 60 minutes

Components V, S, F (a quill pen made from an erinyes feather, and parchment made from the skin of a lemure); SC (at least 1, up to 1 per 3 caster levels) Skill Checks Knowledge (local) DC 32, 1 success; Knowledge (planes) DC 32, 1 success; Linguistics or Profession (Scribe) DC 28, 2 successes; Profession (barrister) or Profession (clerk) DC 28, 2 successes Range touch Targets you and each secondary caster Duration permanent Saving Throw none; Spell Resistance no Backlash Each caster is fatigued. Failure None.

During the period while the ritual is performed, you must use the pen and parchment that serve as the spell's focus to write out a detailed contract using blood as the ink—specifically, the blood of both yourself and any secondary casters, mixed evenly. As the ritual is completed, each caster must sign the document with his or her own blood.

Once the ritual is complete, the contents of the contract become magically binding, as the spell *geas/quest*, but only affecting the primary caster and any secondary casters (other creatures, even if they sign the document, are free to break the contract at any time). This effect lasts for as long as the contract remains whole, although it may become irrelevant after a certain amount of time, or once certain actions have been taken, depending on the nature of the contract. None of the ritual's casters can intentionally cause the contract to be harmed (including, but not limited to, asking someone else to destroy it, leaving it somewhere that she knows for certain it will be damaged, etc.), unless all of the ritual's casters work together to destroy it.

BLOODLINE PURGE

School necromancy; Level 9 Casting Time 9 hours

Components V, S, M (a live creature), F (an obsidian dagger worth at least 1,000 gp), SC (up to 12)

Skill Checks Appraise or Survival DC 33, 1 success; Heal DC 33, 2 successes; Knowledge (arcana) or Knowledge (religion) DC 37, 2 successes; Knowledge (history) or Knowledge (nobility) DC 35, 2 successes; Spellcraft DC 37, 1 success; Stealth DC 37, 1 success Range unlimited; see text Target see text

Duration instantaneous

Saving Throw Fortitude partial, see text; Spell Resistance yes

Backlash The primary caster suffers 1d4 permanent negative levels.

Failure Each caster suffers 10d6 points of damage. A successful Fortitude save halves this damage.

In order to complete this ritual, you must use the obsidian knife that serves as the ritual's focus to sacrifice a living creature (which must be either willing or helpless for the entire time the ritual is being cast). The spell then affects each creature that is a direct blood relative of the sacrificed creature (the sacrificed creature's parents, siblings, and children). Each of these creatures must succeed on a Fortitude save or suffer 10 points of damage per caster level (to a maximum of 200 points of damage for a 20th-level caster). Even with a successful Fortitude save, the creature still suffers an amount of damage equal to twice your caster level. If any of these creatures dies as a result of this damage (regardless of whether they succeeded on their Fortitude save or not), the spell continues to travel on the bloodline through that target, moving on to affect each direct blood relative of the slain creature (the slain creature's parents, siblings, and children). Any creature that has already been affected by this casting of the ritual is immune to this effect (so if the sacrificed creature had two siblings, and one survived the initial damage while the other did not, the death of one sibling would not cause the other sibling to take even more damage).

Each time the ritual passes on through a creature's death in this way, its saving throw DC is reduced by 1, and its caster level is reduced by 2. Once the ritual fails to kill any of a creature's immediate relatives, it ends. The ritual can affect creatures regardless of distance, and can even cross planar boundaries, although when affecting a target that is on a different plane of existence than the creature whose death caused this ritual to affect that target, the ritual's saving throw DC is reduced by 2, and its caster level is reduced by 4.

BLOODSCENT

School transmutation; Level 4

amount of magical healing.

Casting Time 40 minutes Components V, S, M (a single tooth from a hound or shark), F (a clay bowl), SC (up to 5) Skill Checks Knowledge (geography) or Knowledge (nature) DC 28, 1 success; Perception DC 32, 1 success; Spellcraft DC 32, 1 success; Survival DC 30, 1 success Range close (25 ft. + 5 ft./2 levels) Target you, and each secondary caster Duration 8 hours Saving Throw none; Spell Resistance no Backlash Each caster suffers 1d3 points of slashing damage. Failure Each caster suffers 1d4 points of bleed damage as they begin bleeding from their eyes, ears, and mouth. A successful Heal check (DC 20) ends the bleeding, as does any

In the final stages of this ritual, each caster slashes his own tongue with the tooth used as the ritual's material component, and allows the blood from the wound to flow into the bowl, before grinding the tooth into powder and mixing it with the blood. Each caster then smears the mixture across his upper lip, just below his nose.

Each target's sense of smell is heightened intensely, allowing them to sniff out even trace amounts of blood at very long distances. Each target gains the scent universal monster ability, except that it functions at twice the normal range (60 feet, or 120 feet if the opponent is upwind, or 30 feet if the opponent is downwind). Additionally, any volume of blood equal to or greater than three drops is considered to be an overpowering scent, allowing it to be detected at three times this range. Further, each caster gains a +20 racial bonus on Survival checks made to track by scent, but only if the creature they are tracking was bleeding or otherwise bloody when the tracks were made.

BLOODSCRY

School divination (scrying); Level 4 Casting Time 40 minutes Components V, S, M (1 pint of fresh blood; see text), F (a shallow pool or basin), SC (up to the Wisdom modifier of the primary caster) Skill Checks Knowledge (local) or Knowledge (nobility) DC 28, 2 successes; Perception DC 32, 1 success; Sense Motive DC 32, 1 success Range see text Effect magical sensor Duration 1 min./level Saving Throw Will negates; Spell Resistance yes Backlash The primary caster suffers 1 temporary negative level. Failure The primary caster is blinded for 24 hours.

The blood used as a material component for this ritual must have been drained from a living creature no more than 1 week prior to the time that you begin casting the ritual, and must all come from the same creature. The ritual functions as the spell *scrying*, except that you can only scry on a creature that is a direct blood relative of the creature whose blood was used as the material component for the ritual. This can include the same creature that provided the blood, if desired, or any descendants or ancestors of the creature that provided the blood, up to seven steps removed (for example, a grandparent or grandchild would each be 2 steps removed, as would an aunt or nephew).

BLOODY REVIVAL

School necromancy; Level 5

Casting Time 5 hours **Components** V, S, M (1 liter of blood, special oils and incense worth at least 250 gp; see text), SC (up to 6) **Skill Checks** Heal DC 31, 2 successes; Knowledge (arcana), Knowledge (nature), or Knowledge (religion) DC 35, 2 successes; Spellcraft DC 33, 1 success **Range** touch **Tarret** willing or helploss living creature touched

Target willing or helpless living creature touched Duration see text

Saving Throw Will negates, Fortitude partial, see text; Spell Resistance yes

Backlash Each caster suffers 1d6 points of Constitution damage.

Failure Each caster suffers an additional 1d6 points of Constitution damage, and the target absorbs the spirit of the creatures whose blood was used in the ritual, preventing that creature from being resurrected, granting the target a +8 enhancement bonus to Strength, Dexterity, and Constitution for 1 minute, and automatically destroying any bonds currently holding the target.

You force the target to consume one liter of blood from a slain creature, after magically infusing the blood with the slain creature's spirit, in order to allow the spirit to take over the target's body. The target must be either willing or helpless, and his Hit Dice must be equal to or greater than the Hit Dice of the slain creature whose blood is used as a material component. The cost of the special oils and incense used as a material component for this ritual is equal to 250 gp per Hit Dice of the creature whose blood is used.

The slain creature is returned to life within the target's body. This functions as the spell *greater possession*^{OA}, except that the possessing creature does not have a body, and if the effect would end for any reason, instead of ejecting his body in the closest empty square, the possessing creature simply dies. Additionally, while the slain creature continues to possess the target, neither the possessing creature nor the target can be healed by any means (including magical healing, such as *cure light wounds*).

Each day, the target is entitled to a new Will save. If the save is successful, the target regains control of its body for 24 hours, but the possessing creature is not ejected from the body and the effect does not end, unless this was the third consecutive successful Will save made in this way. If the target fails three of these Will saves in a row, he must succeed on a Fortitude save, or his body transforms itself into a perfect copy of the possessing creature's body, prior to his death. If this occurs, the target effectively dies and is replaced by the slain creature, who is no longer considered to be possessing the target, and who can now be healed normally. If the target succeeds on the Fortitude save, nothing happens (he must continue making Will saves each day, and may have to make subsequent Fortitude saves to avoid losing his body permanently).

CREATE BLOOD IDOL

School necromancy; Level 6 Casting Time 6 hours

Components V, S, M (1 oz. of blood from a living creature, and either 5 or more lbs. of clay or enough straw and sack cloth to create a doll at least 6 inches tall, special oils and incense worth at least 5,000 gp) Skill Checks Craft (cloth), Craft (pottery), or Craft (sculptures) DC 28, 2 successes; Knowledge (arcana) or Knowledge (religion) DC 34, 2 successes; Knowledge (history) or Knowledge (nobility) DC 32, 1 success; Spellcraft DC 34, 1 success Range see text Effect one blood idol **Duration** instantaneous Saving Throw none; Spell Resistance see text Backlash You suffer 1d3 points of Intelligence, Wisdom, and Charisma damage. Failure You suffer 1d3 temporary negative levels.

You fashion an idol that serves as a link between yourself and the creature whose blood is used as a material component. The idol takes the form of either a clay statuette (or a larger statue, if desired), or a straw doll, but in either case, the creature's blood is mixed into the clay or sprinkled on the straw.

Once created, any spell that you cast on the blood idol is transferred to the creature whose blood was used to make it. The blood idol must be within the spell's range, but the distance between the idol and the actual target is irrelevant, provided that they are on the same plane (for example, if you are touching the idol, you can cast a spell with a range of touch upon it, and it will affect the associated creature, even if that creature is miles away).

The saving throw DC of any spell cast in this way is reduced by 2, and the target is entitled to spell resistance, even if the spell would not normally allow it. Each time that a spell is cast through the blood idol in this way, there is a 5% chance per spell level of the spell used that it shatters into a thousand pieces, inflicting 1d6 points of slashing damage to each creature within 10 feet, permanently destroying the blood idol.

MURDEROUS MINION

chance to attack its creator.

School transmutation; Level 4 **Casting Time** 4 hours Components V, S, M (a mixture of clay, ash, mandrake root, spring water, and 1 oz. of blood) Skill Checks Craft (leather) or Craft (sculptures) DC 26, 2 successes; Spellcraft DC 32, 1 success; Survival DC 28, 1 success Range oft. Effect one murderous homunculus **Duration** instantaneous Saving Throw none; Spell Resistance no Backlash The caster suffers 1d4 points of Constitution damage. Failure The murderous homunculus determines that the caster is its victim, rather than the intended creature. It immediately sets off, as though to slay the intended victim, but doubles back and begins waiting for an appropriate

You create a homunculus, not to serve as an assistant or pet, as most do, but to serve as an assassin. Unlike most homunculi, this homunculus is not created with the creator's blood, but rather with the blood of another creature, which the ritual's caster wishes to see killed. The resulting homunculus is murderously bound to that creature, and lives to see her slain. The homunculus's features are a warped and twisted reflection of the target's, rendered hideous and unnatural.

For each successful skill check beyond the minimum required to successfully cast the ritual, the homunculus gains 2 additional Hit Dice. The homunculus does not obey your commands, but devotes its every moment to slaying the creature whose blood was used to give it life. It can supernaturally sense the direction and relative distance of this creature, as long as the two are on the same plane, and its telepathic link applies to its target, rather than its creator (while it can still convey everything it sees and hears to the target, it rarely chooses to do so, although some particularly cruel homunculi enjoy showing its target flashes of what it sees as it closes in on him).

Once the homunculus's target is slain, the homunculus is free to act as it pleases. Most such homunculi never see their creator again, and set off to pursue their own lives, but some may choose to return to their creator, either to aid them in the normal fashion, or to brutally murder them.

RAIN OF GORE

School conjuration (creation); Level 5 Casting Time 50 minutes

Components V, S, M (a severed fish head), F (a small silver bell), SC (up to 12)

Skill Checks Profession (butcher), Profession (fisherman), or Profession (trapper) DC 28, 2 successes; Knowledge (nature) or Survival DC 31, 2 successes; Spellcraft DC 33, 1 success

Range touch

Area 120-ft.-radius emanation centered on touched point Duration 2d4 hours

Saving Throw none; Spell Resistance no

Backlash The primary caster becomes fatigued unless he succeeds on a DC 18 Fortitude save.

Failure Each caster attracts the ire of a hunting spirit. For 24 hours, all animals, vermin, and magical beasts with Intelligence scores of 4 or less have their attitude towards the casters reduced by two steps (indifferent becomes hostile), and gain a +2 bonus on attack and damage rolls made against the casters.

You conjure great black clouds that appear over the course of 2d10 minutes over the ritual's area, and begin to rain down a grisly downpour of blood and viscera over the entire area. This has two effects. First, the rain of blood attracts all predatory animals, vermin, and magical beasts with Intelligence scores of 4 or less. Such creatures can detect the effect from up to 5 miles away, and while they are not magically compelled to come to the area, and there is no guarantee that a particular nearby predator will do so, the majority of such creatures in the surrounding region flock to the affected area and remain there for the ritual's duration. Additionally, the supernatural gore soaks into the earth throughout the ritual's area, poisoning plant-life: three-fourths of normal plants in the ritual's area wither and die within 1 week of the ritual being performed, and the remaining plants have their growth and productivity over the course of the following year reduced to 1/4 the normal amount. This has no effect on plant creatures, but, at the GM's discretion, may or may not affect certain magical noncreature plants.

RIVERS OF BLOOD

School transmutation; Level 6 Casting Time 6 hours

Components V, S, M (a crocodile's eye), F (an iron dagger) **Skill Checks** Intimidate or Perform (any) DC 34, 2 successes; Knowledge (arcana) or Spellcraft DC 34, 2 successes;

Knowledge (nature) or Knowledge (religion) DC 30, 2 successes

Range touch

Target body of water touched, up to 7,500 gallons per caster level

Duration instantaneous

Saving Throw none; Spell Resistance no

Backlash The caster suffers 1d4 points of Charisma damage. This damage cannot be healed magically, but heals naturally at the normal rate.

Failure The caster is nauseated for one minute as the contents of his stomach are transformed to blood. After this, he is sickened for 24 hours.

As you complete the ritual, you submerge the crocodile eye that serves as a material component in the water, puncture it with the iron dagger that serves as the focus, and blood seems to pour forth from the eye, transforming the water around it. The ritual transforms the entire body of water touched, if possible, up to the maximum amount (each 7,500 gallons is about a 10-foot-cube of water, by volume). If the body of water is larger than the ritual is capable of transmuting, the blood immediately begins to mix with the water, potentially ruining water sources many times larger than the area the spell can directly affect. This blood has the expected effect on aquatic creatures and plants in the body of water. The blood created by this ritual is mundane in nature, and not suitable for consumption by vampires and other creatures that consume blood. It is treated as blood from the same race as you, but not necessarily your blood (and cannot, for example, be used as a connection to you for a *scrying* spell).

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