

Blood Guardian Prestige Class

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Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells Known
1 st	0	0	0	2	Resist the Eons	—
2 nd	1	0	0	3	Bonus Feat	Group 1
3 rd	1	1	1	3	Enhanced Familiar	—
4 th	2	1	1	4	Bonus Feat	Group 2
5 th	2	1	1	4	Mantle of Power, Enhanced Familiar	—
6 th	3	2	2	5	Bonus Feat	Group 3
7 th	3	2	2	5	Mantle of Authority, Enhanced Familiar	—
8 th	4	2	2	6	Bonus Feat	Group 4
9 th	4	3	3	6	Mantle of Truth, Enhanced Familiar	—
10 th	5	3	3	7	Mantle of Duty	Group 5



Rhiannon lay shivering in the wet leaves of the forest floor, peering cautiously through the bushes into the dimly-lit clearing beyond. The half-moon above shined its silvery light sparingly over the small cottage and overgrown garden beside it. No smoke rose from the chimney. No light flickered within. No sign of life at all. Perhaps the rumors were true—Granny Kes was dead.



Despair knotted Rhiannon's gut as she thought of those she had left behind. She was sent by the village

elders to seek the aid of Granny Kes as they faced their total destruction. Orcish raiders to the north, human bandits to the south, and one of them had awakened the ancient evil of Graken Cave.

Granny Kes was an ancient crone who had often aided the people of Greenmeadow in the past. She'd been around as long as even the oldest of the elders could remember, and had forgotten more mysterious secrets than any of them knew.

Wearily, Rhiannon stood and brushed damp leaves from her clothes. She had to look. She had to confirm the loss of their ancient guardian. The cottage seemed almost to shrink as she got closer. She could see the signs of decay—thatch gone unchanged for too long, chinks appearing in the dried moss between logs, webs spun in the windows and doorway. The place looked long abandoned.

The darkened interior was revealed slowly as her eyes adjusted. Peering into the gloom, Rhiannon could see dust on the floor, on everything. Cobwebs covered in dust as well. A rusted old pot hung on the cold hearth.

A tiny, whistling sound drew Rhiannon's attention to the old cot with rumpled covers. Startled, she realized there was actually a figure under the covers, and she approached cautiously.

The ancient, dried-up creature on the bed looked like she would crack with the slightest movement, and yet she turned her head to gaze up at Rhiannon. Withered and ancient as she was, her eyes yet shone with piercing light.

"Take my hand, girl."

She was hardly a girl. Rhiannon was a powerful sorcerer, famed throughout the land for her heroic exploits. But kneeling, Rhiannon took the crone's fragile hand in hers. She could feel Kes's blood hot beneath her skin. She was burning with fever!

"Let me get help." Rhiannon started to rise again, but the crone held her with fierce strength.



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"There is no help but here, girl. Listen to it. Listen to the blood." Crazy, Rhiannon thought she could actually hear Kes's blood pulsing through her veins. Then her jaw dropped as she realized she could hear her own blood as well. Their pulses merged and suddenly Rhiannon was seeing what Kes saw—her, kneeling beside the bed, and her blood glowing through her skin.

"You are the next. My time is soon over." Rhiannon could see her face, and she was no longer talking, but her words burned through the girl's mind. Visions of people she didn't know flashed before her eyes. Then she realized she did know them ... all of them, going back thousands of years. "Guard them well, Rhiannon of the Blood. Keep our people safe."

Rhiannon watched as before her eyes Granny Kes withered and shrank. Impossibly, she appeared to age hundreds of years in a few moments. Her tiny, withered hand crumbled in Rhiannon's grasp and soon all that was left was a pile of dry old bones. She was gone.

The sorcerer felt wondrous possibilities coursing through her veins—the blood of her people. It would all come in time, and she knew that now she had time enough. But for the immediate problems, new knowledge blossomed in her mind, whispered in the voice of Granny Kes. The information was there—secret caches of weapons, treaties with powerful creatures of the wood and the weakness of the Graken Cave monster—she had only to use it.

* * * * *

The Blood Guardian is a scion of a special bloodline. At some point in his life, he experiences some event that brings about revelations. He realizes that he has a different, previously unknown path for his life—one of power and responsibility. The Blood Guardian is a burdened individual, who carries the weight and duty of a secret bloodline. He is extremely rare—most with the bloodline are not aware of its distinction and power, let alone their own potential.

Sorcerers are by far the most common Blood Guardians, although it is possible for a wizard or a bard to take up the mantle as well.

Game Master controlled Blood Guardians are usually found not with others of their kind (for they are so rare), but instead leading organizations—sometimes, whole nations and empires—because of responsibility for the power they wield and the bloodline from which they come.

Requirements

To qualify to become a Blood Guardian, a character must fulfill all the following criteria.

Alignment: Any non-chaotic

Knowledge (Arcana): 5 ranks

Diplomacy: 4 ranks

Spellcasting: Must be able to cast four 4th-level arcane spells in the same day (with no help from magic items, but bonus spells do count).

Special: The Blood Guardian must be of a particular rare bloodline and must discover that fact.

Special: The Blood Guardian must undergo a grueling ritual in which he loses all ability to cast spells of a specific descriptor (fire, force, good, teleportation, etc.) chosen by the DM, in order to slow down his aging process and gain the other benefits of the class.

Class Skills

The Blood Guardian's class skills (and the key ability for each skill) are: Alchemy (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Heal (Wis), Innuendo (Wis), Knowledge (any, each taken individually) (Int), Listen (Wis), Profession (Wis), Search (Wis), Sense Motive (Int), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Blood Guardian prestige class.

Hit Die: d4

Weapon and Armor Proficiency: Blood Guardians are proficient with all simple weapons, but no armor or shields.

Resist the Eons: The Blood Guardian begins to age much more slowly. All ages listed in the Aging Effects table of the SRD are tripled (thus, for example, a human feels the effects of middle age at 105 years, old age at 159 years, and so on).

Bonus Feat: At 2nd, 4th, 6th and 8th level, the Blood Guardian gains a bonus feat chosen from the following list: Any metamagic feat, any item creation feat, Spell Mastery (if a wizard), Skill Focus, or Alertness.

Bonus Spells Known: The Blood Guardian gains small groups of spells to add to his spells known. Some of these are divine spells, but the Blood Guardian treats them as arcane spells. If a spell is of a level that the Blood Guardian cannot cast, assume that he can use the spell once per day as a spell-like ability.

Group 1—Charm Person, Comprehend Languages, Identify, Message, Enthrall

Group 2—Detect Thoughts, Calm Emotions, Suggestion, Undetectable Alignment, Zone of Truth

Group 3—Arcane Eye, Detect Scrying, Emotion, Misdirection, Scrying

Group 4—Mass Suggestion, Prying Eyes, Sending, Telepathic Bond, Tongues

Group 5—Dominate Person, Lesser Geas, Mind Fog, True Seeing, Limited Wish

Enhanced Familiar: At 3rd-level, the Blood Guardian's existing familiar begins to take on greater qualities than that of normal familiars. The familiar continues to gain abilities as normal, adding Blood Guardian levels to the original class levels of the character to determine those abilities. In addition, a Blood Guardian can choose one of the following powers every other level he gains for his familiar (at 3rd, 5th, 7th and 9th-level). The level of the Blood Guardian, added to his Charisma bonus, determines the range of powers he may select. No power may be taken more than once.

Blood Guardian Level + Cha Modifier	Familiar Ability
1	Familiar gains Toughness feat
2	Increase speed by +10 to one mode of movement
3	Familiar gains Damage Reduction 5/Silver
4	Increase or decrease one size category
5	Once per day, can cast <i>alter self</i> on itself only (cannot share this with master)
6	Once per day, can cast <i>invisibility</i> on itself only (cannot share this with master)
7	Once per day, can cast <i>true strike</i> on itself only (cannot share this with master)
8	+2 natural armor
9	Familiar gains fast healing 1 (cannot share this with master)
10	+2 inherent bonus to Strength
11	+2 inherent bonus to Con
12	+2 inherent bonus to Dex
13	Familiar gains Damage Reduction 5/+1
14	Gain spells as a 1st level sorcerer. The familiar need not have the same spells as the master. Considered to have Cha score equal to master's, without magic item enhancements.

Mantle of Power: At 5th-level, the Blood Guardian gains all the special abilities and spells per day of one level of whatever spellcasting class he had before becoming a Blood Guardian. For example, if Sindon, a 9th-level sorcerer/4th-level Blood Guardian, gains 5th-level in Blood Guardian, he gains new spells as if he had risen to 10th-level in sorcerer, and casts them at 10th-level. If he next gains a level of sorcerer, making him a 10th-level sorcerer/5th-level Blood Guardian, he gains spells as if he had risen to 11th-level sorcerer.

If a character had more than one spellcasting class before he became a Blood Guardian, he must decide which class gains the new level.

Mantle of Authority: At 7th-level, the Blood Guardian gains a +2 bonus to Charisma.

Mantle of Truth: At will, a 9th-level Blood Guardian can literally see lies as a supernatural ability, up to a range of 30 feet. Treat this as a *discern lies* spell that acts continuously. The 9th-level Blood Guardian also gains

another effective level of spellcasting and special abilities as described in *Mantle of Power*.

Mantle of Duty: Once per day, a 10th-level Blood Guardian can speak with his ancestors as a spell-like ability, calling upon the power of his bloodline. This works just like a *commune* spell cast at 10th-level.

Sample Blood Guardian

Rhiannon Greycastle, Female Human
Sor8/Rog3/BldGrd3: CR 14; Size M (5 ft, 9 in tall); HD 11d4+2d6+26; hp 62; Init +9 (+5 Dex, +4 Improved Initiative); Speed 30 ft; AC 20 (+5 Dex, +4 Bracers of Armor, +1 Ring of Protection; touch 16, flat-footed 15); Atk +8/+3 (1d6+1/x2, Staff of Elemental Battle), or +15 (1d4+2, 17-20/x2, Hand Crossbow +1 w/+1 bolts), or +8/+3 (1d4, 19-20/x2, Silver Dagger); SQ: Resist the Eons, cannot cast Shadow spells, Evasion, Uncanny Dodge (Dex bonus to AC); SA: Sneak Attack +2d6; AL NG; SV Fort +6, Ref +11, Will +12; Str 10, Dex 20, Con 14, Int 16, Wis 13, Cha 17.

Languages Spoken: Common, Auran, Aquan, Terran, Ignan.

Skills and Feats: Appraise +10, Balance +10, Bluff +8, Concentration +8, Decipher Script +8, Diplomacy +17, Disguise +10, Escape Artist +10, Gather Information +8, Hide +10, Knowledge (Arcana) +8, Listen +9, Move Silently +10, Read Lips +9, Sense Motive +8, Spellcraft +10, Spot +9, Tumble +10, and Use Rope +10; Combat Casting, Dodge, Expertise, Mobility, Skill Focus (Sense Motive), Spring Attack, Weapon Focus (Hand Crossbow).

Possessions: Staff of Elemental Battle (45 charges) – stored in glove, Bracers of Armor +4, Ring of Protection +1, Ring of Wizardry (1st level), Masterwork Silver Dagger, +1 Keen Hand Crossbow, 25 +1 Hand Crossbow Bolts, Heward's Handy Haversack, Glove of Storing, Masterwork Disguise Kit, Potions: Cure Moderate Wounds x2, Jump, Swimming, Love, Hiding, Sneaking, Charisma, Endurance, Cat's Grace, Bull's Strength x3.

Spells Per Day: 6/13/7/6/3 (Base DC = 13 + spell level).

Spells Known (8/5/3/2/1): 0 – Detect Magic, Light, Mage Hand, Mending, Open/Close, Prestidigitation; Ray of Frost, Read Magic; 1 – Charm Person*, Color Spray, Comprehend Languages*, Detect Secret Doors, Elemental Bolt, Feather Fall, Identify*, Message*, Sleep; 2 – Alter Self, Detect Thoughts, Enthrall*, Knock; 3 – Fly, Haste; 4 – Improved Invisibility. *Group 1 Bonus Spells Known.

Familiar: "Silk": Female Hawk; Tiny Animal; HD 11; hp 31; Init: +3 (Dex); Spd 10 ft, fly 60 ft (average); AC 21 (+2 size, +3 Dex, +6 natural armor; touch 15, flat-footed 18); Atk +5 melee (1d4-2, claws); SA Touch (deliver master's spells); SQ +8 racial bonus to Spot in daylight, Improved Evasion, Share Spells, Empathic Link, Speak with Master, Speak with Hawks, Spell Resistance

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16, Alter Self 1/day; AL NG; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 11, Wis 14, Cha 6; Listen +6, Spot +6; Weapon Finesse (claws).

Elements, Resist Elements, Summon Monster VI; Market Price: 36,000 gp.

New Magic Item

Staff of Elemental Battle

This solid mithril staff is capped with five points—four around the diameter of the staff and a single, shorter point in the center. The points are lacquered, each of the outer four in a different color to represent the four primary elements. The central point is off-white. The staff may be used as a +1 Quarterstaff or Short Spear. In addition, the staff has the following powers:

- Elemental Bolt (1d4+12, 1 charge)
- Resist Elements (1 charge)
- Protection from Elements (2 charges)
- Summon Monster VI (1 large or 1d3 medium elementals only, 2 charges)

Caster Level: 12th; *Prerequisites:* Craft Magical Arms and Armor, Craft Staff, Elemental Bolt, Protection from

New Spell

Elemental Bolt

Evocation [See Text]
Level: Drd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 Action
Range: Close (25ft + 5ft/2 Levels)
Target: One Creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

The caster hurls a bolt of elemental energy at a target as a ranged touch attack. The attack deals 1d4 elemental damage +1 point per caster level (max of +15). The specific element is determined at the time of casting (fire, cold, electricity, acid, or sonic energy). The spell is considered a spell of the energy type chosen. Thus, a bolt of cold energy is a cold spell, and fire energy is a fire spell.

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