

# Blood rites

The controls only work for members of the Faction or time sensitives (such as [witchbloods](#)) using the correct rituals . This includes using the biomass of a target creature (to travel to a point in that creature's timeline) and the blood of the pilot to guide the shrine.

- Level 1 Harm is needed for the pilot
- Each level of Harm performed in the retrieval of biomass from the target increases the accuracy of travel and knowledge of the arrival area in the target's timeline

[moves](#), [coterie](#), [shrine](#)

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