

<u>Spell #100</u>

Blood Dagger

With this spell, the caster uses his own blood to create a crimson-colored dagger almost a foot in length. The knife is more effective a weapon than a standard dagger. There is a price, however: for every phase the dagger exists, the caster suffers a point of BODY damage. Using one's own blood in this fashion is black magic, and its use puts the caster's soul in peril.

College: Matter

Philosophy: Necromancy

Special Effects: Arcane Magic, Matter, Necromancy, Blood Magic, Black Magic

Effect: HKA 1d6+1

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: No Range

Active Cost: 45

Skill Roll Penalty: -2

Real Cost: 9

END Cost: 4

Blood Dagger: Hand Killing Attack 1d6+1 - Costs END Only To Activate (+1/4), Constant (+1/2), Penetrating (+1/2)(45 Active Points); Side Effects (Caster Takes 1 BODY Damage Each Phase Spell Is Active; -1), Side Effects (The Corrupted Soul Process; -1), Requires A Power Skill: Necromancy Magic Roll (-1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4), Physical Manifestation (-1/4).

Spell created by Jack Butler

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