

Blood Toast

One (or more) enemy combat casualty is ritually bled and the blood collected is then drunk by the participants in the spell. Taking in the power of the slain gives them additional power and skill in the next battle. This spell is black magic, and its use puts not only the caster's soul in peril, but the souls of everyone who participates.

College: Matter

Philosophy: Necromancy

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

Effect: +4 With All Combat

Casting Time: 1 Turn

Target/Area Affected: Up To 8 Creatures

Duration: Constant

Range: No Range

Active Cost: 80

Skill Roll Penalty: -4

Real Cost: 14

END Cost: 8

Blood Toast: +4 With All Combat - Uncontrolled (Lasts Until The End Of The Next Combat Session; +1/2), Useable By Up To 8 Creatures Simultaneously (+1)(80 Active Points); OAF: Specially Prepared Goblet And Knife (Very Difficult To Obtain; -1), Side Effect (The Corrupted Soul Process; Happens Automatically; -1), Requires A Power Skill: Necromancy Magic Roll (-1/2), Spell (-1/2), Costs END Only To Activate (-1/4), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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