



As my punishment rains from the sky

I am the one who knows the end

And the founder of genesis

As the Truth of Creation

I call forth The Tears of God

Restore the blessing of truth upon me

Legions will fall

Heavens will rumble

Thy defeat is certain

Now all of creation shall perish here

Ancient Blood, answer my call

For nothing can hide from you

The mind of your servant shall not be clouded by doubt

Fire - Blood Magic

Spells from this list might be stronger compare to spells of same rank from other groups, however great power comes with a big cost. When caster wants to cast these spells, he must make a blood sacrifice.

Important:

- **The cost of casting spell from this group is: (Rank of spell)*EU + (Rank of spell)*DP.**
Finesses also require DP. Lost DP can be recovered normally. However losing DP when you cast spells in combat may be fatal for caster.
- **Caster must have blood and life forces of his own.** Undeads, non-physical creatures or creatures without blood cannot learn or use spells from this group.
- Several samples of caster's blood inside single target count as one for spells like Locate Yours and Explode Blood.
- Caster's blood inside enemies counts as valid target for Locate Yours and Explode Blood for 1 week after leaving caster's body.
- When caster defers spells from this group only EUs are spent. Only user of deferred spell must sacrifice his own blood to make the spell go off.
- Creature has to have "blood" and "heart" to be affected by some spells in this group. These do not have to be exactly blood and heart. Creature just has to have some liquid and some organ or part with similar function. If creature is keeping functioning only because of magic, creature is not affected.
- Size of blood samples left inside targets by spells from largest to smallest: Blood Spike>Blood Shards>Blade of Blood>Tears of the Blood God.

1 – Blood Spike

Time to Cast: 1 round
Resist Check: none
Target: LOS 80 + 20/F'
Duration: Instantaneous
Area: single target
Effect: 1d6 damage

Caster creates a spike of solid blood that does 1d6 physical, piercing damage. Spike always hits and liquefies after causing damage. Some of caster's blood remains inside target which can be used for other spells in a group. If Acidic Blood is active at the moment of casting, Blood Spike will also do 1d6 acid damage.

2 – Locate Yours

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: 10 + 2/F mets
Effect: locate caster's blood

For the duration of spell, the caster knows direction and distance to largest sample of caster's blood outside caster's body. Blood left inside enemy by spells like Blood Spike, Blade of Blood or Blood Shards is also traceable. Blood is located up to nearest 100', so it cannot be used to find hidden or invisible creatures, but will give a very general idea where they are located. If multiple samples exist in the area that are the largest, the caster gets the closest one at the time the spell is cast.

3 – Blood analyst

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: 50 + 10/F' radius
Effect: see blood history

For duration of the spell, the caster sees blood drops in the area of effect outlined. Blood drops can be up to 1 week old. Finesses can provide additional information about the blood: 1 – Distinguish blood from different creatures; 2 – Race and exact number of creatures; 3 – type of weapon that caused blood loss; 4 – in what direction creatures moved and with what speed.

4 – Sense Heartbeat

Time to Cast: 2 rounds
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: 100 + 20/F' radius
Effect: sense heartbeat

For the duration of the spell, the caster can sense heartbeats of other creatures within area of effect and knows the distance and direction to these creatures. Non-physical creatures and creatures without heartbeat cannot be detected. Finesses can provide additional information: 1 – Race and physical activity; 2 – Age and Sex; 3 – Heart diseases (caster simply knows that something wrong with creature's heart); 4 – Can memorize heartbeat to distinguish it from others in the future.

5 – Acidic Blood

Time to Cast: 1 round
Resist Check: 4d6 vs HEA halves
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: acidic blood

When an enemy damages the caster in melee, drops of caster's blood that left body become acid and do 4d6 acid damage to the enemy. Enemy can make a resist check to take half damage. This damage only occurs once per round to an enemy regardless of the number of attacks the enemy does.

6 – Bloody trail

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: 100 + 10/F mets
Effect: track creature

For the duration of the spell, caster can sense the distance and direction to the creature that left blood sample. Blood sample can be up to 1 week old. Does not work between planes. Blood sample is used in the process, so caster needs new sample each time spell expires. Creature is located up to nearest 500', so it cannot be used to find hidden or invisible creatures, but will give a very general idea where they are located.

7 –Blood Shards

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: 80 + 10/F' radius
Effect: create blood shards

The caster is surrounded by 6 + 1/F floating shards of solid blood. Shard can automatically hit, at caster's discretion, anything within spell's area of effect. An enemy hit by Shard takes 2d6 physical, piercing damage. An enemy can be hit with a single Blood Shard per round. Shard liquefies after causing damage. Some of caster's blood remains inside target which can be used for other spells in a group. If Acidic Blood is active at the moment of casting, Blood Shard will also do 1d6 acid damage.

8 – Hot-Blooded

Time to Cast: 1 round
Resist Check: 5d6 vs HEA half
Target: LOS 100 + 20/F'
Duration: instantaneous
Area: 20 + 10/F' radius
Effect: 8d6 heat damage

Blood inside those in area of effect heated up to boiling point and instantly goes back to normal temperature. Creatures take 8d6 fire/heat damage and can make a resist check for half damage. If creature does not have blood, other liquids inside target's body are affected.

9 – Blade of Blood

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: creates sword

Caster forms part of his blood into a sword. Sword acts as Katana 1d10 + 1 (+ 1/F). Some of caster's blood remains inside target which can be used for other spells. Spell can be active multiple times, once per hand. If Acidic Blood is active at the same time as this spell, enemy also takes 2d6 acid damage each round a target is hit with the weapon.

10 – Armor of Blood

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: increase DV

Caster cuts his skin and some of his blood being forced to leave his body. Blood then covers most of caster's body with protective layer. When caster is hit blood solidifies, increasing all caster's DVs by 4 + 1/F. Does not stack with any other spells or effects that increase DVs.

11 – Explode Blood

Time to Cast: 1 round
Resist Check: 6d6 vs HEA halves
Target: caster
Duration: instantaneous
Area: 100 + 20/F' radius
Effect: explode blood samples

Caster's blood within range inside enemies' bodies that was left by spells like Blood Spike, Blade of Blood or Blood Shards explodes dealing 10d6 fire/heat damage. If enemy dies from this spell, his body explodes, leaving flower-like ornament on the ground.

12 –Heart Attack

Time to Cast: 1 round
Resist Check: 6d6 vs. HEA negates
Target: LOS 100 + 20/F'
Duration: 4 + 2/F rounds
Area: 1 living creature
Effect: cause heart attack

A creature that fails the resistance check experiences a heart attack. For the duration of the spell, the creature loses most types of actions, although they can still thought activate items and use creature abilities. The affected creature has a 5 + 5/(4F)% chance of dying instantly because of the heart attack (rolled if the resistance check is failed). Creatures that do not need a heart to function are not affected.

13 – Blood Expert

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: permanent
Area: $80 + 10/F'$ radius
Effect: see blood history at will

When this spell is cast, the caster gains the ability to see blood droplets in the area clearly if they are no greater than one week old. The amount of information gained is based on the time studying the droplets in rounds:

- 1 – determine the type of creature to which the blood belongs;
- 2 – determine the race and exactly number of creatures that are part of the blood droplets;
- 3 – determine the type of weapon (if any) that caused the blood droplets;
- 4 – determine what direction the creature(s) moved and at what speed.

14 – Blood Rain

Time to Cast: 4 rounds
Resist Check: 4d6 vs HEA half
Target: caster
Duration: $4 + 2/F$ rounds
Area: $200 + 20/F'$ radius
Effect: 6d6 acid damage

The caster sends a sphere made of his blood into the air. At the end of the casting time, the sphere explodes. Blood then falls down like a rain. All creatures in the area of effect except caster take 6d6 acid damage every round inside area of effect. If casting time is disrupted or stopped short, the radius is reduced by percentage of the casting time completed and the spell still goes off.

15 – Blessing of Ancient Blood

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: 1 month
Area: self
Effect: damage resistance

The caster is granted with ability to manipulate his blood to protect himself. Blood can cover the caster's body and crystallizes in the place of incoming strike. The caster can cut his skin and choose to spend any amount of DP, up to 15. This DP cannot be recovered via any means (such as healing or regeneration) while this ability is active, but while the caster is down this DP, he reduces the damage from weapons and spells that deal physical damage (Fireball, Lightning bolt, etc) by 1 for every 5 DP spent on ability. The caster can reabsorb this blood to instantly gain the DP back. This effect does stack with other types of physical damage reduction, such as Resist Fire, but not with other magical effects that grant DR (Biofeedback, Stone Skin, Enmass etc).

16 – Flower of Death

Time to Cast: 1 round
Resist Check: 6d6 vs. PWR partial
Target: LOS $100 + 20/F'$
Duration: Instantaneous
Area: 1 living creature
Effect: vaporize blood

The spell causes target's blood to instantly vaporize inside body. The target's body explodes, killing target and leaving a flower-like ornament on the ground. If creature makes the resist check, it takes 8d6 fire/heat damage instead.

17 – Corrosive Blood

Time to Cast: 1 hour
Resist Check: none
Target: caster
Duration: 1 year
Area: self
Effect: acidic blood

When this spell is cast, the caster's blood gets some new properties. When exposed to the air caster's blood become acidic. When an enemy damages the caster in melee and caster's blood is spilled, drops of blood deal 1d6 acid damage to the enemy. This damage only occurs once per round to an enemy regardless of the number of attacks the enemy does. Any Blood magic spell that gets bonuses from Acidic Blood being active also gets same bonuses from this effect.

18 – Master of Blood

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: 1 year
Area: self
Effect: command the blood

When this spell is cast, the caster gains the ability to use blood of other creatures to pay DP cost of casting other Blood magic spells. This spell also allows caster to store that blood in the orb that is floating next to him. First, the caster needs to drain blood from other living creature. In order to do that the caster touches the creature that then loses 1d6 DP. This takes caster's full action and cannot be done in conjunction with attack, but can be done on grappled target. The caster cannot drain more blood than he is able to store in the orb. The blood then is transferred into the orb. When the caster casts other Blood magic spell he can choose to pay DP cost of casting from DP pool created by this ability. The caster cannot maintain Orb while resting, so this pool is empty after full rest period. The caster can have up to $PWR * 2$ DP in this pool. This pool cannot be used as a DP source for *Blessing of Ancient Blood*.

19 – Call of the Ancient Blood

Time to Cast: 1 day
Resist Check: none
Target: caster
Duration: 1 year
Area: self
Effect: leech

Through complicated rituals and years of research the caster reaches supreme level of understanding of how to manipulate blood of others for his benefit. Blood of creatures that died in caster's presence (or within last minute) is drawn towards the caster and remaining traces of life energy within the blood are transformed into his own lifeforce. For every recently dead human sized creature within 60' of himself caster heals 2d6 DP. Body must stay within the area for entire round to be affected and can only be affected once.

20 – Tears of the Blood God

Time to Cast: 4 rounds
Resist Check: 6d6 vs AGI halved
Target: LOS 1000 + 500/F'
Duration: 4 + 2/F rounds
Area: 1000 + 250/F' radius
Effect: death from above

And the sky turned red... The caster shoots large crystal made of his blood into the air. Crystal then explodes in the air creating millions of tiny shards that travel at high velocity, dealing 6d6 physical piercing damage every round to everything in the area of effect (2d6 extra acid damage if *Acidic Blood* or *Corrosive Blood* is active at the same time). Wooden structures and thin layers of metal are pierced, stone structures are heavily damaged. Shards of blood liquify inside affected creatures remaining inside each creature damaged by the spell for one week.