

The Decay Source

Rank 1

Acidic Ooze

Shadow Sphere	-	The Decay Source
Rank: 1		Rng: Special
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: 2 Rounds / Lv
CsT: 13 Marks		Res: None

Creates small amount of acid that flows forth from the caster's hand. The ooze is strong enough to eat through most organic substances, but not strong enough to eat through metal any faster than about an inch per hour. If the caster attacks someone openhanded, hits do 1d3 Acidic damage. While the duration where the caster is creating the acid is temporary, the acidic ooze it creates lasts about 4 hours, and contact with other substances will quickly dilute the acid.

Kill Decay

Shadow Sphere	-	The Decay Source
Rank: 1		Rng: Touch
Cost: 3 SpP		AoE: 1 Target
CsD: 3		Dur: Permanent
CsT: 3 Marks		Res: None

Immediately halts all decaying effects, magical or otherwise.

Lesser Rot

Shadow Sphere	-	The Decay Source
Rank: 1		Rng: Touch
Cost: 2 SpP		AoE: Special
CsD: 2		Dur: Special
CsT: 17 Marks		Res: None

Causes non-living organic material to rot away as if years have passed. Inorganic material rusts and corrodes as if years have passed as well, but not so much that they fall apart. This can be used on animate objects and inflicts 4d4, +1 per RO of Raw Magic damage. The caster must touch the target for this to take effect, on their bare flesh.

Lesser Rust

Shadow Sphere	-	The Decay Source
Rank: 1		Rng: Touch
Cost: 3 SpP		AoE: Special
CsD: 3		Dur: Special
CsT: 15 Marks		Res: None

Instantly rusts and material that can rust to the point where a light touch would crumble the item. This effects 2.5 pounds (1 Enc) per Level of the caster, +1 Enc per RO. Once the spell is casts, the caster has 10 Rounds to use the touch, and the first use ends the spell. The effects are permanent. Against metallic creatures, this spell inflicts 3d6, +2 per RO of Corrosive damage.

Rank 2

Lesser Acidic Touch

Shadow Sphere	-	The Decay Source
Rank: 2		Rng: 0
Cost: 3 SpP		AoE: Caster
CsD: 3		Dur: 2 Rounds / Lv
CsT: 10 Marks		Res: R. Mag 0 / Rdc

A bright sick-yellow glow surrounds the caster's hands and faint sounds of hissing and searing are heard. The caster may not manipulate objects as their hands acts as if they were a solid lump. The caster rolls to hit in melee with a +1 to-Hit per 2 RO and no other modifiers and attacks twice per Round. Each hit inflicts 2d6 Acidic damage, +1 per 2 RO. A successful Resistance Check will reduce damage by 2 per RO. These attacks cannot Critically Strike.

Lesser Choking Cloud

Shadow Sphere	-	The Decay Source
Rank: 2		Rng: 30 Yards
Cost: 5 SpP		AoE: 10 Yard Radius
CsD: 5		Dur: 1 Round / Lv
CsT: 17 Marks		Res: R. Mag 0 / Lsr

A faintly yellow color mist bursts forth from the center of the AoE, instantly engulfing the area. Anyone inside takes 1d4 +1 Decay Damage per Round. Additionally, everything within the radius is under the Choking Effect as long as they remain in the AoE. This spell lasts +1 Round per RO. A successful Resistance Check negates the damage, but the Choking Effect remains.

Lesser Corrosive Bolts

Shadow Sphere	-	The Decay Source
Rank: 2		Rng: 0
Cost: 5 SpP		AoE: Special
CsD: 5		Dur: Special
CsT: 22 Marks		Res: None

The caster creates 1d3 bolts of yellow energy, +1 bolt per 3 RO. These bolts last 3 Round per Level. They can be thrown 1 at a time, twice per Round. All normal rules for ranged combat apply, and receive an extra +1 to-Hit per 2 RO. The bolts can be thrown up to 30 yards, and have no modifiers for range. Each bolt inflicts 2d4 +4 Corrosive Damage. Additionally, the external items and clothes of those hit become corroded and seem to age. This effect is compounding and 3 hits from these bolts will have the same effect as the Lesser Rot spell.

Minor Acid Axe

Shadow Sphere	-	The Decay Source
Rank: 2		Rng: Touch
Cost: 4 SpP		AoE: Special
CsD: 4		Dur: 2 Rounds / Lv
CsT: 1 Round		Res: None

First in the line of the Acid Axe spell list. All spells work in the same manner. The caster must have a haft, staff or tool handle - about the size and shape of an axe handle. Once cast, a glowing yellow semi-material axe blade comes into form, hissing and steaming. The weapon counts as being in the Heavy Axe weapon group, takes both hands to wield, and Mastery Styles can be used, but is limited to 2 attacks per Round. The base attacks per Round is 1 and since it is semi-material, no damage bonuses from Strength or Master Styles is added. The axe inflicts 1d6 +2, +1 per 2 RO of Acidic Damage. The axe can hit a number of times equal to the caster's Level +1 per RO. On the last hit (or if the Duration ends), the axe flickers out of existence.

Magic Missile

Enchantment



