

The Shade Source

Rank 1

Darkness

Shadow Sphere	-	The Shade Source
Rank: 1		Rng: 40 Yards
Cost: 2 SpP		AoE: 20 Yard Radius
CsD: 2		Dur: 1 Minute / Lv
CsT: 1 Round		Res: R. Mag 0 / Lsr

Creates a sphere of inky blackness in the AoE. Anyone inside the AoE is blind, unable to see anything more than a few inches in front of their face. This makes any attacks on a target impossible, melee or ranged (unless by chance they hit something while swinging wildly). With a successful ResCheck, they are only half as affected, able to see as if in a dim room and are considered to be under the Blinded Effect. This ResCheck can only be made once, when the target comes under the effects. Furthermore, sounds within the AoE, and those passing into or out of, are extremely muffled.

Hex of the Fool

Shadow Sphere	-	The Shade Source
Rank: 1		Rng: 4 Yards
Cost: 2 SpP		AoE: 1 Target
CsD: 2		Dur: 1 Hour / Lv
CsT: 29 Marks		Res: R. Mag 0 / Neg

Causes the target to become foolish and act immature. They are unaware that anything is happening, and to them, they are speaking and acting normally, unable to see their actions or how people are responding to them. The target will babble, make inappropriate gestures and violate personal spaces. Mechanically, they Stand Stupid while under the Hex. Any damage or attack on the instantly snaps them out of their stupor and ends the spell.

The Unknowing Hex

Shadow Sphere	-	The Shade Source
Rank: 1		Rng: 6 Yards
Cost: 2 SpP		AoE: 1 Target
CsD: 2		Dur: Permanent
CsT: 27 Marks		Res: R. Mag -3 / Neg

Causes the target to forget one item completely and permanently. The target simply forgets about this one thing, which can only be restored by some form of anti-Hex spell or Ability. What this item is left up to the Storyteller, but it is always something of consequence. The target will act as normal, but without the knowledge of whatever that thing happened to be. Think of a noun when choose what is lost, such as "childhood", "combat training", "magic schooling", "smithing skill", "the current quest", "their friends" and so on. The caster has the ability to affect what the Hex targets, but only to a limited scope. The caster may choose something from their deep past, last few years or the recent past.

Minor Hex

Shadow Sphere	-	The Shade Source
Rank: 1		Rng: 30 Yards
Cost: 3 SpP		AoE: 1 Target
CsD: 3		Dur: 1 Day / Lv
CsT: 28 Marks		Res: R. Mag 0 / Neg

The first in a line of "Hex" spells. All working the same way, the target is stricken by an unseen force, emanated by the caster. There is no seen bolt or energy, even the caster displays no signs of caster with hands that are alight with spell power. The Target suffers a random and permanent malady. For this level of Hex, there are several possibilities, and the Player may roll 1d6 to determine its effects. They can also raise or lower the roll by 1 per 3 RO, allowing them to choose from a few possibilities. Roll of a 1 is -1 to-Hit, -1 more per 4 RO; 2 is a -2 Evade, -1 more per 4 RO; 3 is -1 Critical Threshold, -1 more per 5 RO; with a 4, the target heals half as slow naturally; 5 and the target cannot re-roll 6s on Skill Checks; and 6 is the target cannot perform Critical Strikes. The target receives a -1 to ResCheck per 2 RO.

Rank 2

Focus of Pain

Shadow Sphere	-	The Shade Source
Rank: 2		Rng: 15 Yards
Cost: 5 SpP		AoE: 1 Target
CsD: 5		Dur: 5 Minutes / Lv
CsT: 26 Marks		Res: R. Mag 0 / Neg

This is only effective on an already-wounded opponent, even if the wound is slight. The target is surrounded by a faint glowing aura. All attacks that strike the target pass into the aura where they momentarily disappear, only to reappear and strike the wounded area. Through time, all hits to the target continuously strike the same spot, cause extra damage and pain. The first 3 hits in this way all have a +1 damage, and then +1 more damage for every 2 more hits (+2 damage with hits 4 and 5, +3 for hits 6 and 7 and so on). On each 5 hits, the targets Critical Threshold is reduced by 1. Any Critical Strike has a +2 (+1 more per 4 RO) Critical Severity. If the target is brought down to 0 Hit Points, they have a -50% to roll on their KO Check. The target receives a -1 to ResCheck per 2 RO.

Hex of Breath

Shadow Sphere	-	The Shade Source
Rank: 2		Rng: 30 Yards
Cost: 6 SpP		AoE: 1 Target
CsD: 6		Dur: 3 Days / Lv
CsT: 2 Rounds		Res: None

Hexes the target so whatever environment they are in when the spell is cast becomes the only environment where they can breathe normally. This can be a forest, or a house, in water, and so on: it is the smallest describable environment. Outside of such a place, they feel winded and cannot muster strength. They can only March at ½ the normal rate and cannot perform a grueling pace. Any Strength or Longevity-based Skills cannot re-roll 6s, and can only be performed once without an hour's rest. If they enter combat, every 3 Rounds they suffer an alternating -1 to-Hit and -1 to damage, which compounds, i.e. on Round 3, -1 to-Hit, on Round 6 -1 to-Hit and -1 to damage, on Round 9 -2 to-Hit and -1 to Damage and so on).

Minor Hex Cure

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Rank: 2	Rng: Touch
Cost: 4 SpP	AoE: 1 Target
CsD: 4	Dur: Permanent
CsT: 2 Rounds	Res: None

Instantly removes a Rank 1 or 2 Hex spell from any Source of Magic. The Hex must enter into an item about 1 to 3 lbs in weight. As the caster removes the Hex, it is transferred into the item, and there it stays. If the item is broken, anyone within 1 yard becomes effected by the Hex with the Duration reset.

Wounding

Shadow Sphere - The Shade Source

Rank: 2	Rng: 10 Yards
Cost: 4 SpP	AoE: 1 Target
CsD: 4	Dur: Permanent
CsT: 1 Round	Res: R. Mag 0 / Neg

The target suddenly feels hurt, as if bruised all over. If attacked by Blunt or Smashing Damage, the target takes an additional +1 damage per hit, +1 more per 3 RO. A ResCheck can negate the Blunt and Smashing susceptibility. They also take 1d4 unavoidable damage. Furthermore, they cannot be healed by magical means, and only natural healing will return lost Hit Points. However, the initial 1d4 are lost as long as the Hex is active on that person.

Hex

