

THE
NON-LETHAL
SPELL SOURCE

SPELL LIST

Rank 1

Cast Light
Divine Runes
Know Custom
Speak Language

Rank 2

Hex of Enfeeblement
Lesser Magic Tap
Noxious Cloud
Poof

Rank 3

Displace
Minor Dispelment
Reaching Grasp
Ruse Vision

Rank 4

Iron Tongue
Perfect Inscription
Slow Sword
Whirling Blackness

Rank 5

Crushing Weight
Greater Magic Tap
Sicken
Harmful Suggestion

Rank 6

Arcane Cloth
Confusion
Lesser Dispelment
Unseen Pit

Rank 7

Forgetfulness
Mute
Runic Vision
True Magic Tap

Rank 8

Great Dread
Hunting Familiar
Magic Sliver
Seething Shard

Rank 9

Defeat
Fall of Nobility
Greater Dispelment
Wither

Rank 10

Magic Well Beacon
Mass Confusion
Track Ancients
Trinket of Evasion

SPELL PROFILE

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Cast Light	1	2 SpP	2	1 minute	30 yards	20 yard Radius	1 hour +2 hours per Lv	N/A
Divine Runes	1	1 SpP	2	1 minute	0	Caster	5 minutes +2 minutes per RO	N/A
Know Custom	1	2 SpP	2	1 Round	Touch	1 Target	1 hour +1 hour per Lv	None
Speak Language	1	2 SpP	2	1 Round	Touch	1 Target	1 hour +3 minutes per RO	None
Hex of Enfeeblement	2	4 SpP	6	23M	10 yards	1 Target	1 hour +1 hour per 3 RO -1 to ResChecks per 2R	+2
Lesser Magic Tap	2	5 SpP	7	1 Round	10 yards +1 yard per 2 RO	1 Target + 1 Target per 2 Lvs	Instant	+0
Noxious Cloud	2	4 SpP	4	1 Round	30 yards	20 yard Radius	5 Rounds +1 Round per Lv	N/A
Poof	2	5 SpP	5	1 Round	Touch	1 Item	1d6+1 hours	N/A
Displace	3	5 SpP	7	Snap-Cast	30 yards	1 Target	Instant	N/A
Minor Dispelment	3	9 SpP	5	20M	15 yards	1 Target	Permanent	+7
Reaching Grasp	3	5 SpP	5	20M	0	Caster	3 minutes +1 minute per RO	N/A
Ruse Vision	3	8 SpP	8	22M	15 yards	10 yard Radius	4 Rounds +1 Round per 2 RO	+0
Iron Tongue	4	9 SpP	12	15M	15 yards	1 Target + 1 Target per 3 Lvs	1 Round +1 Round per 2 RO -1 to ResChecks per 2R	+3
Perfect Inscription	4	11 SpP	10	1 hour	0	Caster	Special	N/A
Slow Sword	4	14 SpP	14	14M	40 yards	2 Targets + 1 Target per 3 RO	5 Rounds +1 Round per 3 RO -1 to ResChecks per 3R	+0
Whirling Blackness	4	13 SpP	14	1 Round	0	5 radial yard Initial, growing 5 radial yards per Round	1 Round +2 Rounds per RO	N/A
Crushing Weight	5	12 SpP	9	18M	20 yards	10 yard Radius	1d8 hours +1 hour per 2 RO	None
Greater Magic Tap	5	14 SpP	11	1 Round	10 yards +1 yard per 2 RO	15° Cone with a 15 yard reach +1 yard reach per Lv	Instant	+0
Sicken	5	10 SpP	8	21M	25 yards	1 Target	1 hour +1 hour per 5 RO	None
Harmful Suggestion	5	11 SpP	8	1 Round	10 yards	1 Target	6 hours	None

	Rank	Cost	CsD	CsT	Range	AoE	Dur	Res
Arcane Cloth	6	13 SpP	11	1 hour	Touch	1 Item	1d3 Passings	N/A
Confusion	6	13 SpP	9	27M	20 yards	10 yard Radius	3 Rounds +1 Round per 3 RO	-3
Lesser Dispelment	6	18 SpP	9	20M	15 yards	1 Target	Permanent	+3
Unseen Pit	6	18 SpP	16	28M	0	15 yard Radius	1 hour +1 hour per 2 RO	-2
Forgetfulness	7	13 SpP	10	0	0	0	0	0
Mute	7	13 SpP	10	0	0	0	0	0
Runic Vision	7	13 SpP	10	0	0	0	0	0
True Magic Tap	7	13 SpP	10	0	0	0	0	0
Great Dread	8	15 SpP	11	0	0	0	0	0
Hunting Familiar	8	15 SpP	11	0	0	0	0	0
Magic Sliver	8	15 SpP	11	0	0	0	0	0
Seething Shard	8	15 SpP	11	0	0	0	0	0
Defeat	9	17 SpP	12	0	0	0	0	0
Fall of Nobility	9	17 SpP	12	0	0	0	0	0
Greater Dispelment	9	17 SpP	12	0	0	0	0	0
Wither	9	17 SpP	12	0	0	0	0	0
Magic Well Beacon	10	21 SpP	15	0	0	0	0	0
Mass Confusion	10	21 SpP	15	0	0	0	0	0
Track Ancients	10	21 SpP	15	0	0	0	0	0
Trinket of Evasion	10	21 SpP	15	0	0	0	0	0

FAMILY OF SPELLS

Know Custom

Hex of
Enfeeblement

Minor
Dispelment



Speak Language

Sicken

Lesser Magic Tap

Lesser Dispelment

Iron Tongue



Magic Sliver

Greater Magic
Tap

Greater
Dispelment

Mute

Cast Light

Rank 1 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 2 SpP

Range: 30 yards

Duration: 1 hour, +2 hours per Lv

CsD: 2

CsT: 1 minute

AoE: 20 yard Radius

Resistance: N/A

The caster chooses a location within 30 yards of themselves. The spell produces an immaterial orb of light that forms in the target location. The orb casts light in all directions. The caster can increase and reduce the light intensity with a Free Action while the spell is active, but it takes no concentration to maintain the spell once cast. The light source cannot be moved.

The light has an uncanny knack for exposing *Hidden* foes, increasing any Check by +5.

Divine Runes

Rank 1 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 1 SpP

Range: 0

Duration: 5 minutes, +2 minutes per RO

CsD: 2

CsT: 1 minute

AoE: Caster

Resistance: N/A

MIND-ALTERING

Allows the caster to understand Ancient Rune as if they had the Ancient Language Skill at a Skill Rank of 4. If used in conjunction with learning a spell, it allows a re-roll on Spell Lore.

Know Custom

Rank 1 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: Touch

Duration: 1 hour, +1 hour per Lv

CsD: 2

CsT: 1 Round

AoE: 1 Target

Resistance: None

MIND-ALTERING

The caster preps the spell, which lays dormant within them for up to 10 minutes. If they purposefully touch another person, they become familiar with any custom with which the target is familiar. The caster only needs touch any part of a person, or their clothing for the spell to gain its effect. Moreover, the caster will logically understand the contexts of that custom. It does not allow the caster to speak the language, and any lingual nuances are lost. The caster understands the custom in their own language.

Speak Language

Rank 1 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 3 SpP

Range: Touch

Duration: 1 hour, +3 minutes per RO

CsD: 2

CsT: 1 Round

AoE: 1 Target

Resistance: None

MIND-ALTERING

The caster casts and then the spell lies dormant for up to 10 minutes. Upon touching a person, the caster understands their language with the same fluency and understanding as the touched person. This is limited to vocalization only. The caster may still have an accent, not understand slang or nuances of body language and other customs. They simply speak the language, as a foreigner, but to the level of skill as the target.

Hex of Enfeeblement

Rank 2 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 4 SpP

Range: 10 yards

Duration: 1 hour, +1 hour per 3 RO

CsD: 6

CsT: 23M

AoE: 1 Target

Resistance: +2, -1 to ResChecks per 2RO

HEX

The caster points at a target, and a dull beam of blueish energy flashes forth. The target becomes *Fatigued (X)/Fatigued (½ X)/Negate*, where X is equal to 1, +1 per 3 RO to a maximum of 7 at RO 18. An affected target is under the Hex for 2 Rounds per Level of the caster. On a ResCheck of 6+, round X down.

Lesser Magic Tap

Rank 2 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: 10 yards, +1 yard per 2 RO

Duration: Instant

CsD: 7

CsT: 1 Round

AoE: 1 Target, + 1 Target per 2 Lvs

Resistance: +0

The targets are engulfed in dim blue light, instantly losing 1d4 Spell Points, +1 per 2 RO to a maximum of 1d4+10 Spell Points at RO 20. Successful ResChecks reduce the loss by 1, +1 per 2 RO. The next Round, small ethereal magical orbs burst from the target(s) in a random formation up to 10 yards away from the targets, 1 per Spell Point lost. This extracts the same SpP from each affected target, before the ResCheck is considered, not to exceed their current Magic Well.

For the next 5 Rounds, anyone can use a Half Action to touch and absorb the orbs, gaining a SpP but not to exceed their maximum Magic Well. While doing so, they must remain in contact with the floating orb, reducing their Evade by 7. They cannot be in melee while doing this, but can at any time immediately stop and regain their Evade.

The caster of the spell can simply touch an orb as a Free Action and immediately gain the SpP without other penalties, but still may not exceed their maximum Magic Well. They can collect as many of these orbs in a Round as they have movement to spare, running about and picking each one.

Poof

Rank 2 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: Touch

Duration: 1d6+1 hours

CsD: 5

CsT: 1 Round

AoE: 1 Item

Resistance: N/A

ENCHANTMENT

Poof enchants a stone, no larger than a medium river rock. The stone stays enchanted for up to the duration, or until used. It must stay on the caster's person at all times, and dropping, throwing or otherwise letting go it will enact the spell. Once enacted, the stone glows for 3 Rounds. At the end of the 3 Rounds, the caster and the stone switch places in loud poof of smoke.

The range of the teleportation is 10 yards, +10 yards per RO. Once the stone is thrown, anything short of a Dispel cannot stop the spell from going off. It does not consider where the stone ends up. If the caster cannot fit into the space the stone occupies, or if teleported with part of their body into solid matter, they are magically extruded to the closest place they can fully fit, taking up to 10d6 Unavoidable Damage, with each d6 representing 10% of their body in solid matter. The caster teleports in the same bodily position they are in before the spell goes off.

Noxious Cloud

Rank 2 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 4 SpP

Range: 30 yards

Duration: 5 Rounds, +1 Round per Lv

CsD: 4

CsT: 1 Round

AoE: 20 yard Radius

Resistance: N/A

The caster points at the ground within the range of the spell, and a concussive wave of wind emanates from the location on the shoulders of a thick brown-green mist. The mist is thick, blocking Line of Sight. Anything within the AoE is met with a noxious fume that chokes and gags everything that breathes. The cloud is magical and immaterial, unaffected by wind.

All within the AoE start to *Choke/Hazed (X)/Negate* as long as they stay within the cloud, where X is equal to the RO, to a maximum of 8. They must make a ResCheck each Round they remain in the cloud. Someone in the cloud one Round may resist, only to fail a ResCheck and *Choke* the next. Additionally, once they leave, they make one final ResCheck or *Choke/Negate*, as their lungs struggle to discharge the poison.

Displace

Rank 3 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 5 SpP

Range: 30 yards

Duration: Instant

CsD: 7

CsT: Snap-Cast

AoE: 1 Target

Resistance: N/A

A very fast spell that swaps the place of the caster and 1 target or item. If it is an item, it must be alone and not held or carried by another person. If it is, the person and all their equipment swap. Due to the speed of the spell, there is no resistance. The target or item must be within range of the spell. When swapping, the motion of the two are also swapped. A target that is running at the time is instantly halted, while the caster would find themselves moving at a running speed. The effect is much like jumping on or off a moving platform.

Minor Dispelment

Rank 3 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 9 SpP Range: 15 yards
CsD: 5
CsT: 20M AoE: 1 Target

Duration: Permanent

Resistance: +7

DISPEL

Dispels magic that is not an Enchantment, Ward or Hex up to a Rank 4 Spell.

Reaching Grasp

Rank 3 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 5 SpP Range: 0
CsD: 5
CsT: 20M AoE: Caster

Duration: 3 minutes, +1 minute per RO

Resistance: N/A

For the duration of the spell, the caster's hands can apply force out to 1 yard, **+1 yard per RO**. The strength and manipulation of things is limited by the caster's bodily abilities. However, the sense of touch to sight is different, making use of it much like grasping something when blindfolded and/or somewhat clumsy. Skill Checks done through the hands cannot Roll Again. No form of magic or Ability can travel through the extended touch. The caster's new reach cannot be counter-grasped, as the force is unseen and ethereal to everyone but the caster. The touch cannot reach inside of solid objects, pass through walls or effect anything that the caster's hands and location do not share Line of Sight.

Ruse Vision

Rank 3 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 8 SpP Range: 15 yards
CsD: 8
CsT: 22M AoE: 10 yard Radius

Duration: 4 Rounds, +1 Round per 2 RO

Resistance: +0

HEX

The spell causes the target area to briefly glow with a blue haze. All within must ResCheck or become *Confused (X)/Hazed (X)/Negate* for the duration of the spell, where X is equal to 1, **+1 per 2 RO**, to a maximum of 10 at **RO 18**. In their eyes, everything in reality is still there, but places are jumbled and swapped around. Their allies appear to switch places randomly with enemies and other allies. A door on the right may not seem to be on the left.

Anything not *Negating* the spell cannot use any Abilities that require focusing in on a location or target outside of melee. Abilities such as a charge, increased movement and so on meet with disaster as one runs into a wall, trips on a rock they can't see or off a cliff. Even focusing on the location of what was once an enemy does not help as images move about chaotically. Casting a spell is still allowed, but the target may be in question.

Iron Tongue

Rank 4 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 9 SpP

Range: 15 yards

Duration: 1 Round, +1 Round per 2 RO

CsD: 12

CsT: 15M

AoE: 1 Target, + 1 Target per 3

Resistance: +3, -1 to ResChecks per 2RO

Lvs

HEX

The affected target cannot perform any Ability that requires speaking, as their tongue feels as if it were a lump of metal in their mouth. They cannot speak, except as if they had a mouth full of food and casting a spell is impossible. They also quickly lose their breath if performing any physically taxing action, becoming *Fatigued (X)*, where X is a cumulative amount equal to the number of Rounds spent performing a taxing action.

Perfect Inscription

Rank 4 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 11 SpP

Range: 0

Duration: Special

CsD: 10

CsT: 1 hour

AoE: Caster

Resistance: N/A

The caster is able to perfectly copy anything they see onto another media (paper, sculpture, carving, etc.). the duration of the spell is one "session" or one copy. This can be a single sculpture, one spell, one scroll and so on. The length of time it takes to do so is determined by the length of time it would actually take, but at a great speed. The caster's hands seem to be possessed as they automatically perform the copy with perfect accuracy.

A written letter is indistinguishable from the original, down to each nuance of handwriting and signature. A sculpture is a perfect optical copy in form and etching or carving is also of the same etch depth and shape. This assumes that the caster has the physical ability (hands working) to perform the action, tools and materials.

This does not directly help in learning a spell, but does create a Perfect Copy with no Spell Lore Check needed.

Slow Sword

Rank 4 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 14 SpP

Range: 40 yards

Duration: 5 Rounds, +1 Round per 3 RO

CsD: 14

CsT: 14M

AoE: 2 Targets, + 1 Target per 3
RO

Resistance: +0, -1 to ResChecks per 3RO

A burst of grey light shoots from the caster to a target, and if rolled well enough, will bound to another target up to 10 yards away successively. The affected target(s) have their Number of Attacks reduced by 1, +1 per 5 RO to a maximum of 4 at RO 15. The minimum attacks per Round a target can be modified to is .5.

Whirling Blackness

Rank 4 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 13 SpP

Range: 0

Duration: 1 Round, +2 Rounds per RO

CsD: 14

CsT: 1 Round

AoE: 5 radial yard Initial, growing 5
radial yards per Round

Resistance: N/A

The caster creates a whirling cyclone of dark energy about themselves. There is an eye of the storm, just big enough for the caster to fit. The storm grows as per the caster's Skill Check, it "infects" all it touches. The caster is immune to the effects and the initial AoE is fixed.

Anything within the AoE is *Blinded (X)/Negate*, where X is equal to the duration of the spell. Additionally, each "infected" person creates their own "mini storm" that follows them wherever they move that also grows, at a rate of 1 yard per Round. If these "mini storms" contact another person, both must immediately make a ResCheck as if initially affected by the spell or again be *Blinded (X)/Negate*.

The spell will continue to grow, possibly from multiple points, for the duration disregarding friend from foe.

Crushing Weight

Rank 5 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 12 SpP

Range: 20 yards

Duration: 1d8 hours, +1 hour per 2 RO

CsD: 9

CsT: 18M

AoE: 10 yard Radius

Resistance: None

All within the AoE come under a crushing weight, adding 10 to their Encumbrance and then doubling what they currently have. This includes armor and weapons, and armors' Evade modifiers are doubled. Targets driven to immobility from this spell need to shed weight, spending Actions to take things off and drop inventory.

Greater Magic Tap

Rank 5 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 14 SpP

Range: 10 yards, +1 yard per 2 RO

Duration: Instant

CsD: 11

CsT: 1 Round

AoE: 15° Cone with a 15 yard reach,
+1 yard reach per Lv

Resistance: +0

The targets are engulfed in dim blue light, instantly losing 2d4 Spell Points, +1 per 2 RO to a maximum of 2d4+10 Spell Points at RO 20. Successful ResChecks reduce the loss by 1, +1 per 2 RO. The next Round, small ethereal magical orbs burst from the target(s) in a random formation up to 10 yards away from the targets, 1 per 2 Spell Points lost. If there is an odd number, the last SpP is simply lost. This extracts the same SpP from each affected target, before the ResCheck is considered, not to exceed their current Magic Well.

For the next 5 Rounds, anyone can use a Half Action to touch and absorb the orbs, gaining a SpP but not to exceed their maximum Magic Well. While doing so, they must remain in contact with the floating orb, reducing their Evade by 7. They cannot be in melee while doing this, but can at any time immediately stop and regain their Evade.

The caster of the spell can simply touch an orb as a Free Action and immediately gain the SpP without other penalties and may exceed their maximum Magic Well by the RO divided by 2 (round down). They can collect as many of these orbs in a Round as they have movement to spare, running about and picking each one. Additionally, the orbs drift towards the caster at a Land Speed of 2 and [Landing](#)

Sicken

Rank 5 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 10 SpP

Range: 25 yards

Duration: 1 hour, +1 hour per 5 RO

CsD: 8

CsT: 21M

AoE: 1 Target

Resistance: None

HEX

Makes the target deathly ill immediately. They begin to vomit and tire and Stand Stupid for 2 Rounds, *R.Mag.0 to lessen that to 1 Round*. They are considered to be *Sick* (the Status), which imparts a -10% to any d% roll, -1 to-Hit and ResChecks, -1 to Skill Checks and -1 Initiative Rolls. Additionally, any Skill that requires focus or concentration (non-physical Skills) suffer a -4 to roll. Additionally, their maximum Hit Points are set to 80%. This only takes Hit Points away if the character is within their top 80% of maximum Hit Points, otherwise, it lowers what they can heal to for the Duration. As soon as action and danger are not perceived, the character falls Asleep. This only affects creatures that can actually get sick.

Harmful Suggestion

Rank 5 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 11 SpP

Range: 10 yards

Duration: 6 hours

CsD: 8

CsT: 1 Round

AoE: 1 Target

Resistance: None

HEX

The target becomes highly susceptible to suggestion. Anyone can suggest to them to perform something outrageously dangerous, and the target will comply if it is within the logical scope of the situation. What this means it needs to be something associated with what's going on. If the target thinks it would lead to certain doom, they will resist, but still think about it. This cannot make a target perform any acts of self-masochism, but doing something like charging a giant is perfectly within the realm of "reasonable". The effect ends when the Duration is up, or they actually perform the act.

Furthermore, while under this effect the target receives a -5 ResCheck, *-1 more per 5 RO*, against any Mind-Altering Spell (except this one). Only one Hex of this sort can be levied against a specific target per Passing.

Arcane Cloth

Rank 6 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 13 SpP Range: Touch
CsD: 11
CsT: 1 hour AoE: 1 Item

Duration: 1d3 Passings

Resistance: N/A

ENCHANTMENT

Enchants any one continuous piece of cloth (the same piece, from the same source, made through the same loom), allowing it to become imbued with one spell of up to the 7th Rank. Only one such Enchantment can be worn per person, and the nature of the cloth doesn't matter, but must be at least the size of a shirt. The cloth can be in the form of clothing, already tailored, or just a scraps thrown around the shoulders. If able, a whole bolt may be Enchanted and then multiple shirts made, but lose the *Regeneration* and Critical Strike resistance if done in this way.

All spells imbued have their full effect (full RO) despite the Cast Spell Skill Check of the spell going in. Also, the cast spell cannot fail, and fails are counted as minimal successes. Spells that have an RO mechanic with no limit are assumed to be RO 20. Spell to be imbued must be those that would affect a single target, and not directly harmful, i.e. do not cause damage. However, they can be "trapped" with harmful spells.

Furthermore, the cloth grants *Regeneration (1)* and reduced any Critical strike by half the Critical Severity. It cannot be taken off, burned away, ripped off, or otherwise destroyed except by the appropriate Dispel.

If a spell caster, the wearer has insight into the imbues spell itself, able to learn it through Spell Lore as if the CsD was half the normal.

Confusion

Rank 6 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 13 SpP Range: 20 yards
CsD: 9
CsT: 27M AoE: 10 yard Radius

Duration: 3 Rounds, +1 Round per 3 RO

Resistance: -3

MIND ALTERING

All within the AoE become *Confused*.

Lesser Dispelment

Rank 6 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 18 SpP Range: 15 yards
CsD: 9
CsT: 20M AoE: 1 Target

Duration: Permanent

Resistance: +3

DISPEL

Dispels magic that is not an Enchantment, Ward or Hex up to a Rank 7 Spell.

Unseen Pit

Rank 6 Spell

Non-Lethal Source, The Spell Sphere of Shadows

Cost: 18 SpP

Range: 0

Duration: 1 hour, +1 hour per 2 RO

CsD: 16

CsT: 28M

AoE: 15 yard Radius

Resistance: -2

WARD

The caster places an invisible Ward on the ground, which becomes active 2 Rounds after placement. Anything that crosses into the Ward must R.Mag.-2 or sink into the ground into an alternate dimension within the Spell Source's power. While within the pit, they cannot see, hear or escape, but are fully conscious otherwise. The sensation is like being underwater, and only muffled sounds permeate the abyss.

There is no escape from the pit, except for the Duration to end. When it does, all within it are expelled d% yards away, as they appear out of thin air, fully conscious and ready to perform any action.

The first hour, most anyone can endure. The second and successive, the imprisoned must start to make ResChecks. Each failed one imparts an Effect and each made takes one away (or resists the first Effect). The Effects imparted, in order, are: *Mute*, then *Hazed*, then *Blinded*, then *Berserk*, then *Confused*, then *Frenzied*. These Effects remain after they are expelled, each one fade one at a time over the course of an hour each.