

The  
Spell Sphere  
of Shadows





# The Blood Source

## Rank 1

### Fury

Mind-Altering

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 1		<b>Rng:</b> 20 Yards
<b>Cost:</b> 3 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 3		<b>Dur:</b> Special
<b>CsT:</b> 15 Marks		<b>Res:</b> None

Alters the target so they become enraged for the next hour. The effect is compounding over time, as their insides grown and ache, they get more and more agitated. They will attack any enemy on sight, and have very little thought about why or tactics. About ½ way through the duration, they may attack even friends if provoked. As they attack, each Round of Combat (or exertion if out of Combat) drains their energy. They then get to make a ResCheck each Round or suffer a -1 Hit Point maximum drain. This drain is temporary, and the Hit Points return after the duration ends.

### Hex of the Unskilled

Hex

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 1		<b>Rng:</b> 25 Yards
<b>Cost:</b> 3 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 3		<b>Dur:</b> 2 Rounds / Lv
<b>CsT:</b> 17 Marks		<b>Res:</b> R. Mag -1 / Neg

Hexes the target so they become unskilled at all things. They are far clumsier and seem to forget things that they have known for years. Concentration can overcome the effect, but not in combat. In Combat, the target suffers a -1 Rank to all Mastery Styles, which might negate any bonuses. Preferred Weapons not act as non-preference. All Skills have a -1 to roll on each die, and the target cannot re-roll 6s. The Duration lasts +1 Round per 2 RO.

### Minor Black Blood

Hex

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 1		<b>Rng:</b> 10 Yards
<b>Cost:</b> 3 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 3		<b>Dur:</b> 3 Rounds / Lv
<b>CsT:</b> 20 Marks		<b>Res:</b> R. Mag 0 / Spc

An insidious Hex that poisons the very blood of an opponent. Once the spell is cast, and over the next 2 Rounds, the target feels weak and starts to take on physical identifiers, like blackish veins and watered-down skin and eye color. On the third Round, the target suffers a -3 Critical Threshold, and any armor's Critical Resistance is halved. They bruise with great ease and bleed black, taking an extra 3 damage from any attack, even those that Absorb blocks. The Duration of the spell listed is after the 2 initial Rounds. A successful Resistance Check delays the effects of the Hex for 3 Rounds, and after each 3 Rounds the target may ResCheck again to delay further. This can only delay the effect, and never stop it.

### Minor Viratus

Hex

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 1		<b>Rng:</b> 30 Yards
<b>Cost:</b> 4 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 4		<b>Dur:</b> 3 Rounds / Lv
<b>CsT:</b> 17 Marks		<b>Res:</b> R. Mag 0 / Lsr

Viratus is a known spell within the realm of the Scholasta, one that is despised and discouraged (as are most spells from this Source). The caster holds out their hands, and a green bolt streaks to the target, who is engulfed with a sickly green aura for a moment that seems to bubble and seethe. The target immediately takes 2d6 Decay Damage, +2 per RO. Additionally, they become infected with a magical virus that continues to drain Hit Points at the rate of 1 per Round. Furthermore, the cannot heal naturally for 1 day, +1 day per RO. A successful ResCheck blocks the healing immunity.

## Rank 2

### Blood Frost

Hex

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 2		<b>Rng:</b> 15 Yards
<b>Cost:</b> 6 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 6		<b>Dur:</b> 1 Round / Lv
<b>CsT:</b> 14 Marks		<b>Res:</b> R. Mag 0 / Neg

Chills the very blood of a target, causing them to shiver uncontrollably. This makes ranged attacks impossible and imposes a -3 to and delicate Skill Checks, such as Cast Spell. The target also takes 1d2 Cold Damage each Round. As the spells progresses, the effects worsen. If the spell reaches the 4th Round, the target is under the Frost (X) Effect, where X is 5, +1 for each Round after the 4th. If the Spell reaches the 10th Round, the target becomes Frozen until the duration ends. Each new Effect is allowed a ResCheck vs. Mag to resist the new effect and end the spell, with a -1 per Round that has passed. This can only be done when the new Effect first begins. Each Ro increases the Duration of this spell by 1 Round.

### Hex of the Night

Hex

Shadow Sphere	-	The Blood Source
<b>Rank:</b> 2		<b>Rng:</b> 5 Yards
<b>Cost:</b> 4 SpP		<b>AoE:</b> 1 Target
<b>CsD:</b> 4		<b>Dur:</b> Special
<b>CsT:</b> 1 Round		<b>Res:</b> R. Mag -1 / Neg

The target is Hexed, which lasts for one night. If cast at night, the effect lasts the rest of that night. Otherwise, it will take effect that coming night. The target is incredibly afraid of everything at night, as if a child. They cannot make any ResCheck against fear or horror effects. The fear is so great, the target will not go out into the night and do what they can to stay near light. If out in the night when the spell is cast, the target is under the Frightened Effect. Only those with some form of supernatural courage can overcome these effects. The Hex also causes the moon light to singe the flesh, causing 1 unavoidable damage per Round. This effects the target's exposed flesh only and can be avoided if the target covers up. Furthermore, they will have one primary fear (determined by the Storyteller, but something they are already afraid of) that is known to the



## Hex of Unknowing

Shadow Sphere - The Blood Source

Hex

**Rank:** 2  
**Cost:** 4 SpP  
**CsD:** 4  
**CsI:** 1 Mark  
**Rng:** Touch  
**AoE:** 1 Target  
**Dur:** Permanent  
**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 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 Vampiric Bolt

Shadow Sphere - The Blood Source

**Rank:** 2  
**Cost:** 5 SpP  
**CsD:** 5  
**CsI:** 22 Marks  
**Rng:** 25 Yards  
**AoE:** 1 Target  
**Dur:** Special  
**Res:** R. Mag 0 / Rdc

Sends out a bolt of red energy, that seems to drip liquid as it travels through the air. The target hit is Stunned for the rest of that Round and takes 2d4 +2 Decay Damage, with an additional 1d4+1 per 3 RO. The following Round, at Mark 30, the target feels a surge of pain, and a red blood-like essence explodes from the target. If the caster is within 10 yards of the target when this happens, the essence moves to the caster where it is absorbed, healing the caster for an equal amount of Hit Points as it inflicted. This all takes place on Initiative Mark 30. Successful ResChecks reduce the damage by 1 per RO.

