

Aesthchild's Sorrow

When cast, this spell causes the target creature to be blinded as large, painful tears of blood are forced out of the creature's tear ducts. Eyeless creatures or those with no blood are immune to this spell, as are those whose eyes are protected in some way.

College: Matter

Philosophy: Necromancy

Special Effects: Arcane Magic, Matter, Necromancy, Blood Magic

Effect: RKA 1 Point **plus** Flash 3d6

Casting Time: 1/2 Phase

Target/Area Affected: Single Creature

Duration: Constant

Range: 180 meters

Active Cost: 34

Skill Roll Penalty: -2

Real Cost: 13

END Cost: 3

Aesthchild's Sorrow: Ranged Killing Attack 1 Point - Costs END Only To Activate (+1/4), Constant (+1/2), Uncontrolled (Lasts Until The Effects Of The Linked Flash Fade; +1/2), No Normal Defense (Defense Is Not Having Eyes, Not Having Blood, Or Flash Defense For Sight Group; All Or Nothing; +1/2), Does Body (+1)(21 Active Points); Linked (Flash; -1/2), Requires A Power Skill: Necromancy Magic Spell (-1/2), Gestures (-1/4), Incantations (-1/4) **plus** Flash (Sight Group) 3d6 (15 Active Points) - Requires A Power Skill: Necromancy Roll (-1/2), Linked (Ranged Killing Attack; -1/2), Spell (-1/2), Gestures (-1/4), Incantations (-1/4).

Spell created by Jack Butler

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