

## Evil Essence 3.8.6

### PHYSICAL EROSION

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Pain I	1 target	1 min/5 fail	100'	F
2)	Impair I	1 target	1 mon/5 fail	100'	F
3)	Ache I	1 target	P	100'	F
4)	Fire Nerves I	1 target	1 min/5 fail	100'	F
5)	Aging I	1 target	P	100'	F
6)	Impair III	Varies	1 mon/5 fail	100'	F
7)	Pain II	1 target	1 min/5 fail	100'	F
8)	Fire Nerves II	1 target	1 min/5 fail	100'	F
9)	Ache II	1 target	P	100'	F
10)	Aging II	1 target	P	100'	F
11)	Impair V	Varies	1 mon/5 fail	100'	F
12)	Spasm	1 target	1 min/5 fail	100'	F
13)	Mass Pain	1 target/lvl	1 min/5 fail	100'	F
14)	Torment	1 target	1 md/lvl (C)	100'	F
15)	Aging III	1 target	P	100'	F
16)	Fire Nerves III	1 target	1 min/5 fail	100'	F
17)	Ache III	1 target	P	100'	F
18)	Mass Fire Nerves	1 target/lvl	1 min/5 fail	100'	F
19)	Agony	1 target	P	100'	F
20)	Impair X	Varies	1 mon/5 fail	100'	F
25)	Aging IV	1 target	P	100'	F
25)	Mass Pain True	1 target/lvl	1 min/5 fail	100'	F
30)	Aging V	1 target	P	100'	F
50)	Impair True	1 target	1 mon/5 fail	100'	F

**1. Pain I** — Target feels an intense and immediate pain and take 20% of his remaining hits.

**2. Impair I** — Target has one of his physical stats temporarily lowered by d10. Only the temporary stat is lowered. Physical stats include Strength, Agility, Quickness, Constitution, Presence and Self Discipline (which one is selected at random, unless a successful Targeting skill roll is made). When the duration expires, the stat will go back up by the same amount that it went down (with a maximum of whatever the potential for the stat is).

**3. Ache I** — As *Pain I*, except the ache seems natural and develops over time. Caster must specify nature of ache and it will start within an hour of casting. The target is normally unaware that the spell has been cast on him, because it affects him gradually. The Ache also confer a -5 penalty to all activity involving the specified body part (i.e a knee confer a -5 penalty to all moving maneuvers).

**4. Fire Nerves I** — Target experiences intense pain to random body parts (fine limbs, joints etc), causing a -20 penalty to all physical activity for the duration.

**5. Aging I** — As *Impair I*, except target is physically aged 5 years in 1 minute, affecting both the temporary and potential stats. This spell can only be dispelled during the first minute, thereafter the aging is physical and cannot be reversed.

**6. Impair III** — As *Impair I*, except decrease is 3d10 or caster may spread the decrease across 3 targets (i.e three targets having a decrease of d10).

**7. Pain II** — As *Pain I*, except target take 50% of his remaining hit points.

**8. Fire Nerves II** — As *Fire Nerves I*, except penalty is -40.

**9. Ache II** — As *Ache I*, except target take 30% of remaining hits and penalty is -15.

**10. Aging II** — As *Aging I*, except target is physically aged 10 years and the stat decrease is 2d10.

**11. Impair V** — As *Impair III*, except decrease is 5d10 or caster may spread the decrease amongst up to five targets.

**12. Spasm** — Target suffer severe spasms. Movement is cut by 50%, all physical activity is at -50 and fumble range is increased by 5 (i.e a Broadsword that normally fumbles on UM03 is now UM08, open-ended low is at UM10 etc).

**13. Mass Pain** — As *Pain I*, except as many targets as the caster's level can be affected.

**14. Torment** — Humanoid target is held to 25% activity per round suffering excruciating pain and take 50% of his remaining hit points each round (until target has only 1 hit point left).

**15. Aging III** — As *Aging I*, except target is physically aged 15 years and the stat decrease is 3d10.

**16. Fire Nerves III** — As *Fire Nerves I*, except target suffers a -60 penalty.

**17. Ache III** — As *Ache I*, except target take 40% of remaining hits and penalty is -25.

**18. Mass Fire Nerves** — As *Fire Nerves I*, except affects a number of targets equal to the caster's level.

**19. Agony** — Target immediately take 90% of his remaining hit points.

**20. Impair X** — As *Impair I*, except decrease is 10d10.

**25. Aging IV** — As *Aging I*, except target is aged 20 years and the stat decrease is 4d10.

**25. Mass Pain True** — As *Mass Pain*, targets immediately take 50% of remaining hit points.

**30. Aging V** — As *Aging I*, except target is aged 25 years and the stat decrease is 5d10.

**50. Impair True** — As *Impair I*, except one physical stat is reduced to 1.

### SPECIAL NOTES

- 1) Spells on this list cannot lower a stat to less than 1.
- 2) Hit points taken from *Pain* spells will return when duration ends, but can also be healed by herbs or magic during duration.
- 3) Hit points and penalties from *Ache* spells cannot be healed in any fashion other than dispelling the *Ache* spell.
- 4) Penalties from *Fire Nerves* spells cannot be offset by healing, magical or natural, instead the spell must be dispelled.
- 5) The effects of Aging cannot be reversed after the initial minute when the spell is taking effect (during which it can be cancelled by caster or dispelled), but a kind GM might want the *Life Giving* spell to return some amount of lost "life" to the poor sod.
- 6) See Section 7.3 for more information on using evil spell lists.