

Dark Soul Spells

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Name	Level	Range	Description
Harm 1	1	Touch	Allows the soul caster to inflict one point of damage to the touched location on the target
Cause Disease 1	1	Touch	Allows the soul caster to inflict a level 1 disease on the touched target
Control Undead 1	1	LoS	Allows the caster to control a level 1 undead for as long as they concentrate
Fear	1	LoS	Target is feared as per the fear call.
Harm 2	2	Touch	Allows the soul caster to inflict two points of damage to the touched location on the target
Cause Disease 2	2	Touch	Allows the soul caster to inflict a level 2 disease on the touched target
Control Undead 2	2	LoS	Allows the caster to control a level 2 undead for as long as they concentrate
Lifes Curse	2	Touch	A single casting of this curse shortens time for characters. For the cost of two mana the caster can shorten the death time of a dying character by half and he can shorten the onset time of a poison or disease by half. The caster does not need to remain in contact for the effect to work but must touch the victim to deliver the spell and multiple castings will have a cumulative effect. Another use of the spell would be to allow the caster to shorted a paralysis or similar effect on a target by half per casting. This only shortens the time for one effect specified at casting. This skill has no effect on timed skills like berserk and weapon initiate, it also does not affect recovery times.
Harm 3	3	Touch	Allows the soul caster to inflict three points of damage to the touched location on the target
Cause Disease 3	3	Touch	Allows the soul caster to inflict a level 3 disease on the touched target
Control Undead 3	3	LoS	Allows the caster to control a level 3 undead for as long as they concentrate
Ring of Death	3		This creates a ring 10ft around the caster, the ring lasts for 5 minutes that does not move with the caster. Living creatures may not enter the area. Living creatures within the area are not forced out but are trapped within the barrier.
Stygian Bolt 1	3		Inflicts one point of ranged harm damage on one target within line of sight.
Harm 4	4	Touch	Allows the soul caster to inflict four points of damage to the touched location on the target
Cause Disease 4	4	Touch	Allows the soul caster to inflict a level 4 disease on the touched target
Control Undead 4	4	LoS	Allows the caster to control a level 4 undead for as long as they concentrate
Rattle Bones	4	Touch	This touch spell causes the target to dislocate the limb touched by the caster of the spell. It can only be used on arms or legs and has no effect if cast on the head or chest. It causes no damage but the target cannot use the affected limb for 5 minutes or until someone with physical healing of any level re-locates the limb. The target cannot do this themselves if they have the skill because they are in too much pain. If used on a leg the target cannot move faster than a slow walk because they must drag the dislocated leg, they also cannot put any weight on it. If used on an arm the arm cannot support any weight or be used to hold anything.
Mass Repel Life	4	Self	All living creatures within 10ft of the caster are forced 20ft away from the caster unless the spell is resisted.
Nightmare	4	Touch	This spell causes the touched target to suffer a terrible night's sleep. The target regains NO mana or hit points from the night's sleep. Once a day abilities are not affected by this spell.
Poison Blade	4	Touch	This spell will imbue a bladed or pointed weapon with 3 charges of blade venom. For the venom to work you have to strike someone and injure them. It will not work if it strikes an armoured location. However an armoured location that has the protection reduced to zero is acceptable. At casting you can choose what effect you want the poison to have but all three charges must be the same. The choices are: +1 damage, Sickness 30 seconds or Sleep 60 seconds
Harm 5	5	Touch	Allows the soul caster to inflict five points of damage to the touched location on the target
Cause Disease 5	5	Touch	Allows the soul caster to inflict a level 5 disease on the touched target
Control Undead 5	5	LoS	Allows the caster to control a level 5 undead for as long as they concentrate
Paralysis	5	Touch	This spell paralyzes the touched target for 5 minutes.
Fatal Weapons	5	Self	This spell creates a weapon in the hand of the soul caster. The weapon can be of any type the soul caster wishes. The weapon does +2 damage vs living creatures but cannot harm undead. The weapon cannot be disarmed but may only be used by the caster.
Harm 6	6	Touch	Allows the soul caster to inflict six points of damage to the touched location on the target
Cause Disease 6	6	Touch	Allows the soul caster to inflict a level 6 disease on the touched target
Control Undead 6	6	LoS	Allows the caster to control a level 6 undead for as long as they concentrate
Dark Infliction	6	Touch	Causes a temporary life train effect on the touched target and completely heals the most injured location on the caster. Will not heal broken bones but will heal if the caster is diseases or poisoned, it will not remove the poison or disease however.

Protection of Darkness	6	Self	You gain hits to blows vs living races and all other damage is reduced by 1 to a minimum of 1. Spells still affect you normally.
Stygian Bolt 2	6	LoS	As per Stygian Bolt but inflicts two points of ranged harm damage.
Harm 7	7	Touch	Allows the soul caster to inflict seven points of damage to the touched location on the target
Cause Disease 7	7	Touch	Allows the soul caster to inflict a level 7 disease on the touched target
Control Undead 7	7	LoS	Allows the caster to control a level 7 undead for as long as they concentrate
Breath of Darkness	7	20ft	Anyone in a 45 degree arc in front of the caster is inflicted with a 30 second sickness effect. This counts as a poison effect of level 5 and may be resisted as such. Creatures immune to poison are not affected by this ability.
Dark Aura	7	Self	Damage spells used on the caster are reduced by 1 point of damage to a minimum of 1. Natural abilities of living creatures (other than melee effects) do not effect the caster when under this spell. (E.g. a mortal used on you by a living being would still effect you as its melee but a poison from a snake would not)
Harm 8	8	Touch	Allows the soul caster to inflict eight points of damage to the touched location on the target
Cause Disease 8	8	Touch	Allows the soul caster to inflict a level 8 disease on the touched target
Control Undead 8	8	LoS	Allows the caster to control a level 8 undead for as long as they concentrate
Break Bone	8	Touch	Breaks the bone in the touched location of your target. The location becomes unusable until it is splinted or mended by magic and the target is in great pain. If it is used on the head or chest the target is rendered unconscious until its splinted or magically mended.
Dark Spirit	8	Self	<p>When cast the caster is protected by dark soul magic. For every two points of damage he takes he can release one point of harm damage on one opponent within line of sight.</p> <p>Example: The dark soul caster casts Dark Spirit and then takes a single, four doubles and a triple. He then releases the damage taken on his attacker. He took $1+2+2+2+3=12$ points of damage so his bone spirit does a harm 6 effect on the target. Damage taken on armour is not counted towards the spell.</p> <p>Once the spell is released any wounds inflicted on the caster after the Dark Spirit effect was cast are consumed and no injury will remain. Wounds inflicted before the casting of the spell will not be effected by this spell.</p> <p>There are some conditions that need to be met for this to work:</p> <ol style="list-style-type: none"> 1) Once released the spell and the protection is consumed. 2) If the caster is rendered unconscious before the damage is released the spell is wasted and the damage remains on the caster. 3) Special damage calls such as mortal or crush are not countered by the spell and affect the caster normally. 4) Damage taken on the casters armour is not included in the amount released it must be damage to loc for it to work.
Harm 9	9	Touch	Allows the soul caster to inflict nine points of damage to the touched location on the target
Cause Disease 9	9	Touch	Allows the soul caster to inflict a level 9 disease on the touched target
Control Undead 9	9	LoS	Allows the caster to control a level 9 undead for as long as they concentrate
Darkwell	9	Touch	Darkwell must be cast on a living person and for the duration of the spell or as long as the person remains alive no healing spells, first aid or healing potions will work in a 20ft area around the Darkwell. The effect will move with the person this spell is cast upon.
Stygian Bolt 3	9	Los	Works as per Stygian Bolt I but does 3 points of ranged harm damage.
Drain Soul	9	Touch	<p>When this touch spell is cast the caster attacks the beings connection to his soul, the means by which all beings are linked according to the soul casters beliefs. The spell can have two effects, you must choose which one at the time of casting.</p> <ol style="list-style-type: none"> 1) It drains the mana from the victim up to the casters maximum and secondly it heals the caster by taking life from the target on a 1 to 1 basis. 2) As long as the caster remains touching the target of this spell, he can cast using the soul pact rules above but the loc is drained from the target and not the caster.
Harm 10	10	Touch	Allows the soul caster to inflict ten points of damage to the touched location on the target
Cause Disease 10	10	Touch	Allows the soul caster to inflict a level 10 disease on the touched target
Control Undead 10	10	LoS	Allows the caster to control a level 10 undead for as long as they concentrate
Dark Touch	10	Touch	When cast the touch spell takes the effect of a permanent life drain to the touched location. The spell heals the caster of all wounds. This spell will not heal broken bones but will heal even if the caster is poisoned or diseased. It will not remove the poison or disease however.

Breath of Corruption	10	20ft	Works exactly as the level seven Breath of Darkness effect however in addition to the sickness effect it also inflicts 1 point of damage to all locations to everyone in the arc. This counts as a level 8 poison and can be resisted as such. Creatures that are immune to poison will be immune to this effect.
Dark Avatar pt 1	10	Self	<p>Everyone is created unique and as such how they manifest a soul avatar is unique to them. When a character reaches level 10 soul casting they may create their avatar from the following lists. Once created the avatar is fixed and cannot be changed.</p> <p>NOTE: This spell cannot be cast via joint casting, the caster must have Dark Soul casting level 10.</p> <p>Soul casters have 15 points to spend on abilities from the following lists.</p> <p>1 Point Skills</p> <ul style="list-style-type: none"> - Immune to Sleep - Immune to Pain - Immune to Poison - Immune to Disease - Immune to Sickness - Immune to Subdue - Immune to Chill - Immune to Fell (you still take damage but the fell effect is ignored) - +1 Strength (max of Quad) - Cause Disease level 1 by touch (no mana cost) <p>2 Point Skills</p> <ul style="list-style-type: none"> - Immune to Life Drains (both temp and perm) - Immune to Mortal - Immune to Freeze - Immune to Paralysis - Immune to Crush - +2 Strength (must have +1, highest plus is used, plusses are not cumulative, max of Quad) - Fatal Weapon - Cause Disease Level 2 by touch (no mana cost)

Dark Avatar pt 2	10	Self	<p>3 Point Skills</p> <ul style="list-style-type: none"> - Double Current Loc - Current Mana Pool Doubled - -1 mana cost when casting spells (to a minimum of 1) - +3 Strength (must have +2, highest plus is used, plusses are not cumulative, max of Quad) <ul style="list-style-type: none"> - +1 melee damage - Protection of Dark - Dark Aura - Cause Disease Level 3 by touch (no mana cost) <p>4 Point Skills</p> <ul style="list-style-type: none"> - Hits to Blows vs melee - Hits to Blows vs magic - Hits x 10 but take 10 x damage from magic (cannot buy with hits to blows skills) - +4 Strength (must have +3, highest plus is used, plusses are not cumulative, max of Quad) <ul style="list-style-type: none"> - +2 Melee damage (must have +1, highest plus is used, plusses are not cumulative) - Count as a darkwell - Cause Disease Level 4 by touch (no mana cost) <p>5 Point Skills</p> <ul style="list-style-type: none"> - +3 Melee damage (must have +2, highest plus is used, plusses are not cumulative) - Cause Disease Level 5 buy touch (no mana cost)
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