Spells

Flesh Rejoinder Dark Magic – Your body heals at an unnatural pace as flesh crawls over your wounds and bones are reset in their natural position, it is not pretty though. Roll 4d6 to decide the amount of healing done and 1 d10 to decide if you are affected by bleed. The bleed is ¼ of the healing done. Add one stack of spooked to the spell recipient.

Draw Back the Veil Dark Magic - You reveal the terrifying vistas of emptiness that await and the strange beings that hide between the cracks in the skin of reality. Roll a d5 to determine the effects

1. The unknown isn’t all that bad- Fear 1
2. Medium Terror- Fear 2 and shaking hands that reduce sparring by 1 for one turn
3. Strength leaves you- Fear 3 brawn -1 and weapons gain heavy trait for two turns
4. Mouth Agape – Fear 4 and a 2 turn stun.
5. GET THEM OUT- Fear 5 and target spends one turn gouging out his eyes.

Dream walking Lunar magic- you look into the dreams of another pony for a few moments you cannot change anything, only observe.