



ANIMISM.



FEAST FOR CROWS

DISTANCE: Any one place you can see

REAGENTS: A crow, sacrificed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can conjure a flock of murderous crows that swoop about your enemies, dispersing only after tasting blood. All those who are caught within the Burst Template suffer 2D10+[WB] in Damage.

CRITICAL SUCCESS: As above, but those caught in the *Feast for Crows* begin to Bleed.

CRITICAL FAILURE: You call forth a flock of murderous crows – armed with iron beaks and dagger-like talons – not from the Material Realm but from the Abyss! They swoop about you and you suffer 2D10+[WB] in Damage and begin to Bleed.



ANIMISM.



INHUMAN FURY

DISTANCE: Yourself

REAGENTS: Talons of a raptor or claws of a bear

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your hands no longer terminate in fingers and thumbs, but in deadly claws or talons. Claws are a two-handed melee weapon with the Vicious Quality. Talons are a two-handed melee weapon with the Fast Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with these claws or talons, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but your foes Bleed instead.

CRITICAL SUCCESS: As above, but victims cannot Dodge or Parry this attack.

CRITICAL FAILURE: Wicked thing! Your fingers and thumbs immediately bend backwards and a horrendous snapping is heard as they fold over your palms like a rakshasa's paws. You suffer no damage from this mutation, but are unable to use your hands for 24 hours.



ANIMISM.



LEMURIAN POLYMORPH

DISTANCE: Any one person you can touch

REAGENTS: The skin of a rare frog
(expended)

DURATION: Forever

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be turned into a primitive version of its own race. This foe is rendered utterly harmless and Helpless. They may begin to pick their nose, throw their feces, beat their chest, furiously masturbate, dance around with their arms waving in the air, roll up into a ball and laugh, bray like a wild animal or simply wander away.

CRITICAL SUCCESS: As above, but the foe cannot Resist this Magick.

CRITICAL FAILURE: Not only does the Magick utterly fail, but you immediately suffer 9 Corruption.



ANIMISM.



PRIMEVAL FORM

DISTANCE: Yourself

REAGENTS: A hide of a Man-Eater, worn on your shoulders

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take shape of a Man-Eater, such as a bear, tiger or alligator. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the Magick spell immediately ends.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a bearlike amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test or be made a victim of Terror.



ANIMISM.



QUOTH THE RAVEN

DISTANCE: Yourself

REAGENTS: Three feathers of a crow or raven, held aloft (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take shape of a Small Animal, such as a jackdaw, crow or raven. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your transformation goes terribly awry. Your body covered in feathers, you take on the form of a crow-like amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test or be subjected to Stress.



ANIMISM.



SAVAGE TRANSFORMATION

DISTANCE: Yourself

REAGENTS: A hide of a silverback warg, worn on your shoulders

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, both you and all the trappings upon yourself take shape of a Silverback Warg. You retain your mental attributes (Intelligence, Perception and Willpower) and Damage Threshold, but cannot communicate nor use Magick while in this form. If you suffer an Injury during this time, the spell ends immediately.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your transformation goes terribly awry. Your body covered in fur, you take on the form of a wolflike amalgamation that resembles a demon from the depths of the Abyss. You maintain this form for the spell's Duration, unable to communicate or use Magick. Those who witness this transformation must succeed at a Resolve Test, or be subjected to Fear, physical Peril, and are left Defenseless for the spell's Duration.



ANIMISM.



SOOTH THE SAVAGE HEART

DISTANCE: Any one creature you can touch

REAGENTS: Your pinky and thumb outstretched over the creature's nose

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the creature you touch (providing they are classified as an Animal) must Resist with a successful Coordination Test or be made friendly to you. It will cease all attacks and you can attempt to ride the creature with Handle Animal. Note that if you attack the creature or cause it further harm, this spell ends immediately.

CRITICAL SUCCESS: As above, but the creature cannot Resist this Magick.

CRITICAL FAILURE: Your words only serve to antagonize the creature. Rearing up, it has a new-found passion – to kill and eat you! The creature can add a 1D6 Fury Die to Total Damage whenever it strikes you, until the Duration of the spell ends. physical Peril and are left Defenseless for the spell's Duration of the spell.



ANIMISM.



THE BEAST WITHIN

DISTANCE: Any persons you can see

REAGENTS: A sliver of a silverback warg's heart, eaten by you (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. They can add a 1D6 Fury Die to their Total Damage rolls with melee and ranged weapons.

CRITICAL SUCCESS: As above, but the allies can also add the Punishing Quality to their weapons.

CRITICAL FAILURE: Your invocation has angered the ancient beasts of the woods. In due time, it will call forth its most powerful representative, savage and primal, to exact its revenge. Likely, this may be a Man-Eater... or potentially worse. Only your GM truly knows.



ANIMISM.



TONGUE OF BEASTS

DISTANCE: Special

REAGENTS: The tongue of the creature you want to transform into (expended)

DURATION: Special

EFFECT: After successfully casting this spell, you can retain the ability to speak, use reagents and cast Magick while transmogrified into the form of any animal's shape you take. This works in conjunction with aforementioned Magick under the Arcana of Animism that enables the caster to transform into various beast forms.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: With but a whisper, your voice is stricken from you. You cannot speak for 48 hours.



ASTROMANCY.



ASTRAL BRIDGE

DISTANCE: Any one place you have visited

REAGENTS: A powdered sapphire, lain at the foot of a threshold (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a number of persons equal to your [WB] instantaneously travel to another location. You can only travel to specific locations you have previously visited.

CRITICAL SUCCESS: As above, but you are able to save the powdered sapphire reagent for use later.

CRITICAL FAILURE: As you step through the threshold, you move into a swirling darkness. Witnessing the birth of stars, the destruction of galaxies and the emergence of chaos manifest, it drives you and all your allies towards the brink of madness. Everyone instantly suffers 9 Corruption, as you end up right back where you started.



ASTROMANCY.



AUGURY

DISTANCE: One person you can touch

REAGENTS: The liver of a bird, opened to reveal a portent in an open sky (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test of their choice. When they succeed, it is always considered to be a Critical Success.

CRITICAL SUCCESS: As above, but they may automatically Critically Succeed at 3 Skill Tests instead.

CRITICAL FAILURE: Once again, your auguries have led you astray. This time though, the forecasts of your *Augury* are detrimental rather than beneficial! The GM will make certain that the person subject to your *Augury* automatically fails any three Skill Tests of their choice for the Duration of the spell. When they fail, it is always considered a Critical Failure.



ASTROMANCY.



CALL LIGHTNING

DISTANCE: Any one person you can see

REAGENTS: A vial of rain water, poured into hand and clapped together (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, your foe suffers 1D10+[WB] in Damage and are knocked Prone. Your foe can successfully Resist with a Coordination Test.

CRITICAL SUCCESS: As above, but the foe cannot Resist this Magick.

CRITICAL FAILURE: The bolt arcs upwards into the air, reflecting off the nearest surface and directly back at you! In a flash of lightning, you are knocked off your feet, your hair stood straight on end. You suffer 1D10+[WB] in Damage and are knocked Prone.



ASTROMANCY.



DOOMING

DISTANCE: Any person you can imagine, whom you've personally met and know their name

REAGENTS: The name of and a lock of hair from the intended victim

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, they immediately lose 1 Fate Point. Fortune and Misfortune Points cannot be used to augment this Skill Test. In addition, any Injuries they receive for the Duration of the spell are treated as Grievous Injuries. Finally, they cannot use Fortune and Misfortune Points for the Duration of the spell. Your foe can successfully Resist with a Resolve Test.

CRITICAL SUCCESS: As above, but the foe is instead Slain! if they suffer any Injury in the course of the spell's Duration.

CRITICAL FAILURE: So powerful is this Magick that it rips a hole in the Æthereal Veil, allowing raw chaos-stuff to pour through and coalesce into a doppelganger of the person you intended to cast Dooming over. It takes upon the same characteristics as the intended victim. For the spell's Duration, this physical doppelganger attempts to take your life, using whatever means or materials they have on-hand. Once destroyed, it dissipates as if it were never there.



ASTROMANCY.



HEAVENLY WINGS

DISTANCE: Yourself

REAGENTS: The feather of a dove
(expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can now fly. Add your [AB]+9 determine how many yards you can fly in a minute. Should you ever suffer an Injury while under the Effects of Heavenly Wings, you must make a successful Coordination Test or plummet to the ground, the wings destroyed. Note that if you fly too high, you can suffer from Suffocation. The GM will explain any additional details you'll need to refer to when flying.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The feathery wings turn vestigial, akin to a bat's. Uncontrollably, they take you higher and higher, until the wings break off at your shoulders! You plummet to the ground, falling from a height equal to 2D10+2 yards.



ASTROMANCY.



LIGHTNING STORM

DISTANCE: Any persons you can see

REAGENTS: A copper rod, held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see them, each foe suffers $3D10+[WB]$ in Damage. You can inflict Injuries with this Magick, but they are Incapacitated! instead. In addition, if your foes fail to Resist with an Athletics Test, they are knocked Prone.

CRITICAL SUCCESS: As above, but your foes are automatically set On Fire and are knocked Prone.

CRITICAL FAILURE: The copper rod is instantly incinerated, as a bolt of lightning strikes you from above. You suffer $3D10+[WB]$ in Damage. You are Incapacitated! and knocked Prone.



ASTROMANCY.



NIGHT'S SECRETS

DISTANCE: Any one place you can see

REAGENTS: An astrolabe held up to the sky

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure starlight that shines from above. The area within the Burst Template is now as bright as if it were daytime. In addition, those within an Æthereal state can be clearly seen. Hidden foes, objects, traps, disguises and secrets doors are also instantly revealed in the area, as illusions are dispelled (as per the Generalist Petty Magick called Dispel Magick).

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Suddenly, inky black darkness fills the area where you had intended to conjure *Night's Secrets*. The darkness whirls with strange, undulating creatures from beyond. Cyclopean, leaning towers populated by strange fish-men. Nightmares made suddenly real! All those who witness this must succeed at a Resolve Test or be subjected to Fear.



ASTROMANCY.



TERRESTRIAL REFRACTION

DISTANCE: Yourself

REAGENTS: A monocle lens

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can now see three times as far. In addition, you can perfectly see through concealment such as bushes, fog and smoke.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Levitating before you, the lens is encircled within a burning blue flame. What you see within the lens is not of this world, a far off star of pulsating intelligence surrounded by flute-playing things beyond. You must immediately succeed at a Resolve Test or be subjected to Stress



ASTROMANCY.



ZEPHYRIC SQUALL

DISTANCE: Any one place you can see

REAGENTS: A piece of bark that has been struck by lightning

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure a windstorm that rages in the place where you cast it. All those who are caught within the Burst Template start their Turns with 1 less AP when in combat. In addition, remaining within the Burst Template requires a successful Athletics Tests to Resist or else they cannot use Movement Actions. All ranged weapons used to fire at those inside or outside of the Zephyric Squall automatically fail. Finally, any melee weapons used in the Zephyric Squall suffer a -20 Base Chance to strike.

CRITICAL SUCCESS: As above, but those caught in the Burst cannot Resist this Magick.

CRITICAL FAILURE: A funnel of violent winds immediately descends down over you. You are spun up into the air, forced to drop everything in-hand as your possessions are scattered into the Winds. Although you are returned to the ground safely, you permanently lose two items of the GM's choice.



ELEMENTALISM.



BLOOD OF THE EARTH

DISTANCE: Yourself

REAGENTS: A ceremonial knife, plunged into a patch of natural earth

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately move one step up the Peril Condition Track positively for every minute you stand upon natural earth. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Peril Condition Track. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but you also move one step up the Damage Condition Track positively for every minute as well. However, this Magick doesn't work if you are suffering from any other status which may normally prevent you from restoring your Damage Condition Track.

CRITICAL FAILURE: The earth below refuses to infuse your lifeblood with her own and saps your strength instead! For every minute you stand upon natural earth, you immediately move one step down the Damage and Peril Condition Tracks negatively. However, you don't suffer Injuries due to this Magick. This lasts until the Duration of the spell expires.



ELEMENTALISM.



BUBBLING GEYSER

DISTANCE: Any one place you can see

REAGENTS: A dowsing rod made of rare oak, used over a patch of natural earth

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, you can conjure a tall geyser which bubbles forth from the earth. All those who are caught within the Explosion Template are immediately thrown into the air a number of yards equal to $3D10+[WB]$, and are knocked Prone. The geyser will continue to produce potable (if hot) water for the spell's Duration.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The dowsing rod instantly breaks in half. No water is found, but instead the earth opens up before you. You are swallowed by a crevasse, suffering $3D10+3$ physical Peril. In addition, you must succeed at an Athletics Test to grab onto the edge or fall into a pit as deep as your [WB] in yards.



ELEMENTALISM.



CROWN OF THORNS

DISTANCE: Any one person you can see

REAGENTS: A rose held in-hand (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your foe immediately suffers 1D10+[WB] in Damage. In addition, they suffer a -10 Base Chance to all Skill Tests for the Duration of the spell. Your foe can successfully Resist with a Resolve Test when this spell is cast or at the beginning of their subsequent Turns.

CRITICAL SUCCESS: As above, but the affected suffers a -20 Base Chance instead.

CRITICAL FAILURE: Heartless worm, you shall lay prostrated before your enemies! For the spell's Duration, you are held in-place, rendered Helpless and Prone on the ground by thorny vines.



ELEMENTALISM.



EARTHEN STRENGTH

DISTANCE: Yourself

REAGENTS: A clay statuette of yourself

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, add +30% to your Brawn. In addition, any attack you make with a melee weapon adds the Powerful Quality to it.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The clay statuette shatters in your hands. The earth rejects your calling, as your flesh turns soft and your energy is sapped from you. Heavy and ponderous in your gait, you must subtract -30% from your Agility for the spell's Duration. In addition, any attack you make with a melee weapon adds the Slow Quality to it.



ELEMENTALISM.



EPHEMERAL WHISPER

DISTANCE: Yourself

REAGENTS: A river or body of water, which you stand waistdeep in

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can communicate with the river. It is friendly, answering questions directly within your mind's eye. It will answer any question pertaining to its history, length or use, such as those who've passed along it, forded it or what it bore witness to, in a general way. Answers are always framed within the past 48 hours; for instance, it would not be able to tell you which boats were sailing its length three days ago.

CRITICAL SUCCESS: As above, but triple the Duration

CRITICAL FAILURE: The river fights against you. Fish nibble and bite at your legs. Crayfish pinch your fingers. The waters crest over your head, threatening to sweep you further down the river and drown you! You must immediately succeed at a Coordination Test or be pulled downriver for the spell's Duration. As long as you are being swept downriver, you are in danger due to the chances of Suffocation.



ELEMENTALISM.



HOARFROST

DISTANCE: Any one place you can see

REAGENTS: A vial of melted snow from a mountain, poured out (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure forth a sheet of frigid ice, insufferably cold and debilitating to the touch, and lay it over the ground. All those who are caught within the Explosion Template immediately suffer 3D10+[WB] in physical Peril. The ice is considered to be Hard Terrain. In addition, those attempting to move upon the *Hoarfrost* must Resist with a Coordination Test or be left Helpless on their Turn.

CRITICAL SUCCESS: As above, but your foes cannot Resist this Magick while upon the ice.

CRITICAL FAILURE: The heat of a summer wind envelops you. Your head begins to sweat profusely, as you are suddenly placed under Stress. You immediately suffer 3D10+3 physical Peril. In addition, reduce your Combat Movement by 9 (to a minimum of 1) for the spell's Duration.



ELEMENTALISM.



PILLARS OF THE EARTH

DISTANCE: Yourself

REAGENTS: An iron key, dropped at your feet on a patch of natural earth (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you are immediately swallowed into the earth and reappear anywhere within sight. You can only disappear and reappear upon a patch of natural earth.

CRITICAL SUCCESS: As above, but you immediately gain a Surprise Turn against your foes.

CRITICAL FAILURE: The earth mother denies you, as every step you take despoils the very grass and land you step upon. You immediately take six steps in the direction you intended to go, suffering 2D10+2 mental Peril for the destruction you wrought in the process.



ELEMENTALISM.



SPRING'S BOUNTY

DISTANCE: Any one place or person you can see

REAGENTS: A handful of manure, sprinkled (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you cause one place to instantly burst forth with life, as crops, flowers, bushes and the like slowly blossom. A harvest is very likely come autumn. This can be used on fallow and despoiled land, restoring it to its fertile nature. If used on a person or creature, it guarantees that natural conception will take place and produce at least one child if bred under normal conditions, at the appropriate time.

CRITICAL SUCCESS: As above, but the harvest or conception takes half as long.

CRITICAL FAILURE: Instantly, the land is salted and the soil blackens. Nothing will ever grow here again. If used on a person or creature, they will certainly give birth to something, but not likely that which they'd intended. Abyssal fiends are acutely attuned to this Magick, oftentimes placing their ill-seed within the bellies of would-be mothers. Whether you disclose this to the person is up to you, but either way, you suffer 6 Corruption (as does the mother once they find out whose seed they carry in their belly).



ELEMENTALISM.



THROUGH THICK AND THIN

DISTANCE: Any one person you can touch

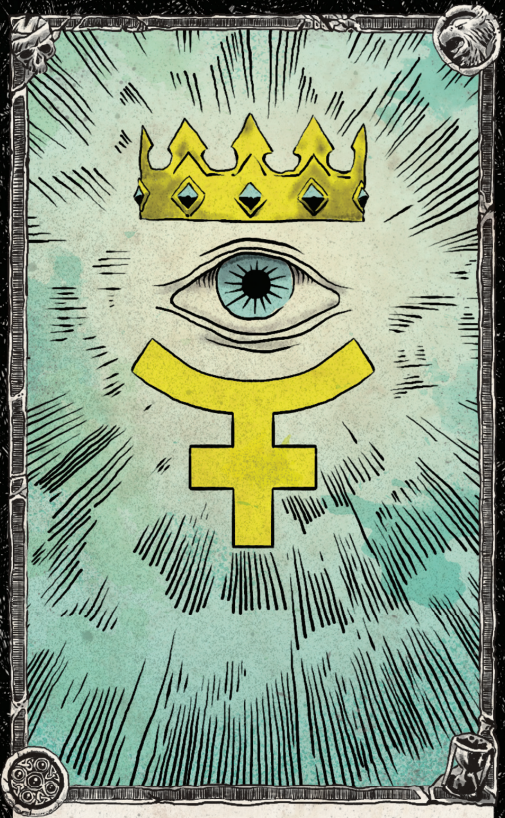
REAGENTS: A handful of oats, eaten
(expended)

DURATION: 3+[WB] in days

EFFECT: After successfully casting this spell, the person you touch doesn't need to eat or drink to survive for the Duration of the spell.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Hunger immediately sets in, as the last meal the intended target of this Magick forcefully expels itself into whatever smallclothes they have on. They must eat three times the normal amount of food to fill themselves up each day – unable to sate their hunger – for the Duration of the spell. physical Peril and are left Defenseless for the spell's Duration of the spell.



LUMINESCENCE.



BANISHMENT

DISTANCE: Any one person you can see

REAGENTS: The True Name of the creature you wish to banish, spoken aloud

DURATION: Instantaneous

EFFECT: After successfully casting this spell (and if your foe fails to Resist with a Resolve Test), they are instantaneously banished from the Material Realm. Note that this only works on creatures who are Abyssal in nature. You can also use this Magick to banish a Supernatural creature's possession of another, but it does not cause the Supernatural spirit to be banished from the Material Realm, only driven away from possessing others for nine days.

CRITICAL SUCCESS: As above, but the creature cannot Resist this Magick.

CRITICAL FAILURE: Despite calling out its True Name, you horribly mangle the words. In fact, it only serves to further empower it! The Banishment fails and calls forth another creature of lesser power that manifests within a few yards of you.



LUMINESCENCE.



BLINDING GAZE

DISTANCE: Any one person you can see

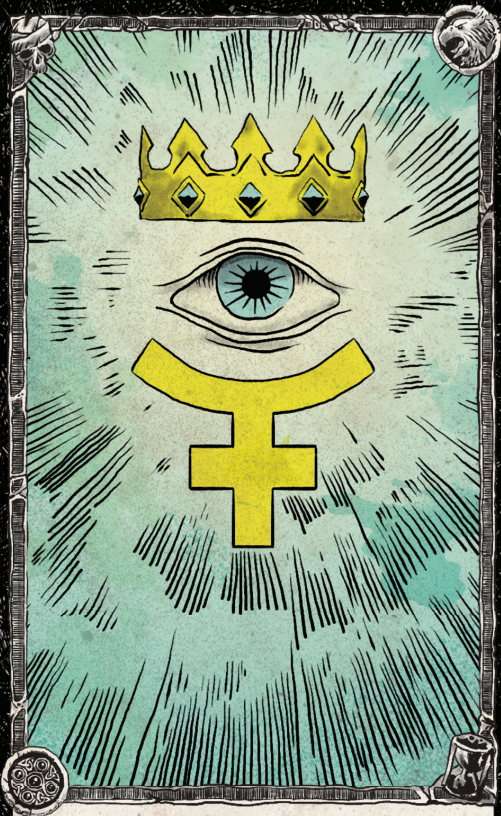
REAGENTS: A monocle, held in-hand
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, they suffer 1D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with an Awareness Test.

CRITICAL SUCCESS: As above, but the foe is left Defenseless for one Turn.

CRITICAL FAILURE: Light comes pouring out of your eyes. Filled with intense Ætheric energy, you have no choice but to 'vent' this power towards the sky in a ray of searing white light. Unfortunately, one ally – as selected by the GM – suffers the Effects of Blinding Gaze.



LUMINESCENCE.



CLEANSING LIGHT

DISTANCE: Any one object or person you can touch

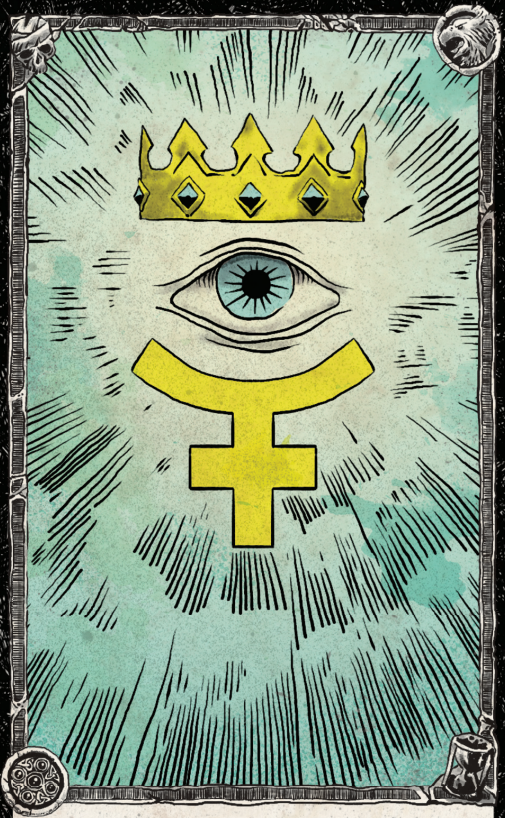
REAGENTS: A soapstone held in-hand (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the object or person you touch is instantly cleaned, spick and span. This spell washes dirt away, removes stains, eliminates odors and produces a lemon-like scent. It can even make spoiled foods or despoiled water taste good.

CRITICAL SUCCESS: As above, but it can affect a number of objects or persons equal to your [WB].

CRITICAL FAILURE: Tiny motes of darkness wash over the objects and persons you touched. They emerge dirty, grimy and stinking of a fetid odor that makes you vomit! You immediately suffer 1D10+1 physical Peril.



LUMINESCENCE.



CORUSCATING MANTLE

DISTANCE: Yourself

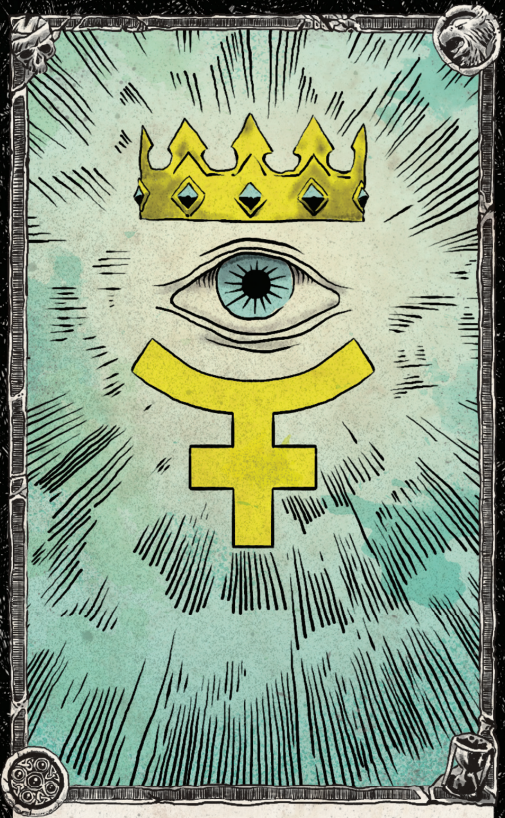
REAGENTS: An expensive velvet mantle, worn on your back

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, all ranged weapons that aren't Magickal in nature cannot apply Fury Dice to their Total Damage when harming you. However, because the cloak shimmers with a low light, you cannot use the Stealth Skill to hide.

CRITICAL SUCCESS: As above, but all ranged weapon attacks automatically miss you.

CRITICAL FAILURE: With a terrible tearing sound, the velvet mantle takes to the air, ripping from your neck. A gust of wind catches it and it flies off, never to be found again.



LUMINESCENCE.



MEDICAMENT OF THE MIND

DISTANCE: Any one person you can touch

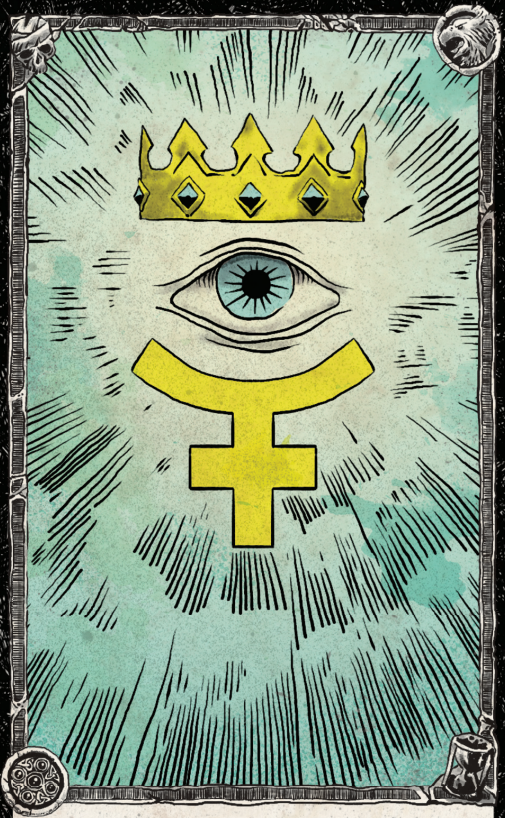
REAGENTS: A clear bead of glass
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch may move two steps up the Peril Condition Track positively. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but instead move three steps up the Peril Condition Track positively.

CRITICAL FAILURE: A nebulous, purple light emits from your hands as you touch the intended. They immediately suffer 2D10+2 physical Peril.



LUMINESCENCE.



PILLAR OF BRILLIANCE

DISTANCE: Any one place you can see

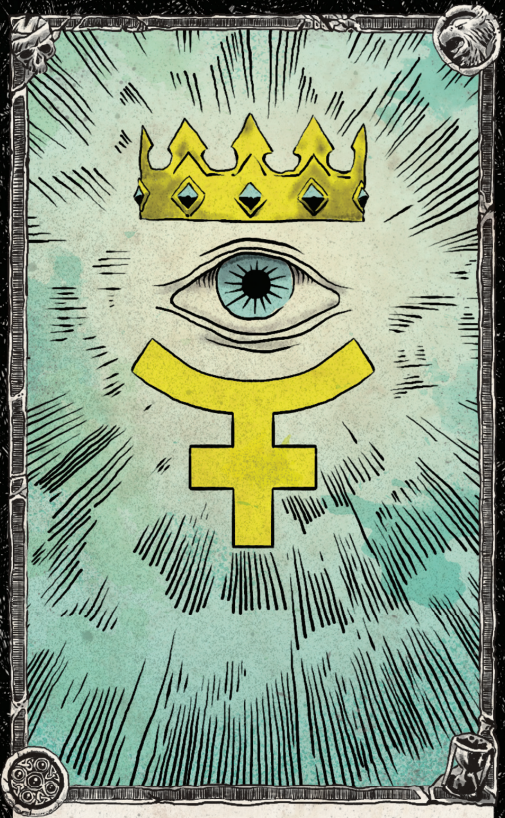
REAGENTS: A diamond held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you cause a burning pillar of light to descend on the targeted location. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry for one Turn.

CRITICAL SUCCESS: As above, but the foes are left Defenseless for one Turn.

CRITICAL FAILURE: The pillar is made not of light, but of darkness. It immediately extinguishes all sources of light in an Explosion Template around you. In addition, it causes all those within it who have Chaos Ranks higher than their Order Ranks to immediately suffer 9 Corruption. The darkness then vanishes and natural light is restored.



LUMINESCENCE.



PURIFICATION

DISTANCE: Any one person you can touch

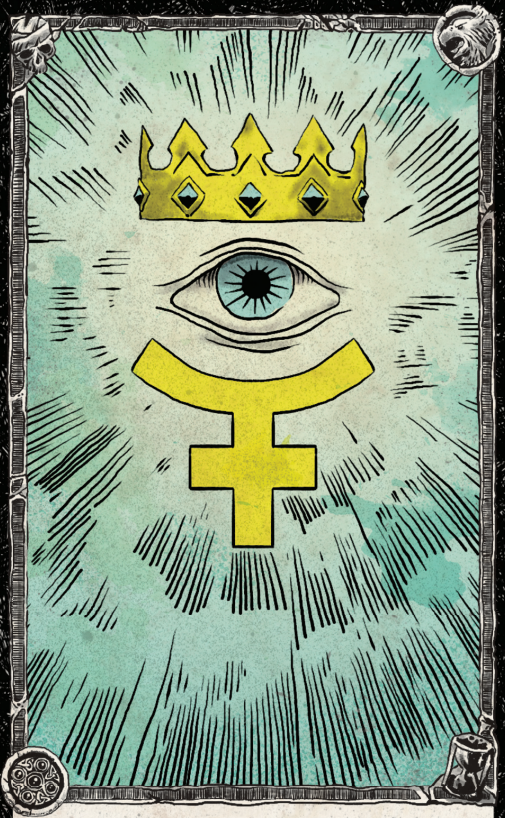
REAGENTS: A poultice made from aloe
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch immediately removes the ill-Effects of Poison and Intoxication. In addition, if they are suffering from a Disease, it forestalls any negative Effects of the Disease for that day. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but the afflicted forestalls any negative Effects from the Disease for six days.

CRITICAL FAILURE: The Magick goes horribly awry, as the person immediately suffers 2D10+2 physical Peril.



LUMINESCENCE.



RADIANT SHIELD

DISTANCE: Yourself

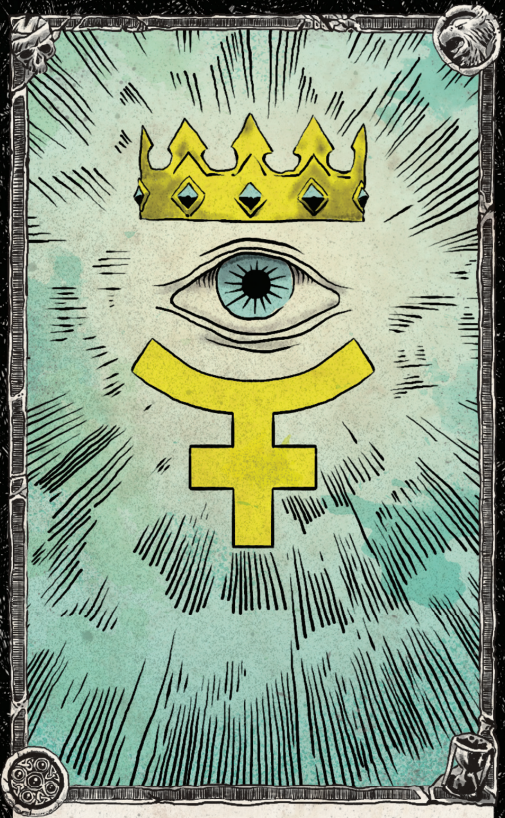
REAGENTS: A glass globe, held in-hand

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you gain 2 additional APs at the beginning of your Turns in combat. However, they can only be used to Counterspell, Dodge and Parry. Refer to your Incantation Skill whenever you Dodge or Parry using this Magick.

CRITICAL SUCCESS: As above, but it redirects melee and ranged attacks right back at the attacker (as if you had made an Opportunity Attack, requiring no Skill Test to strike).

CRITICAL FAILURE: The globe of light manifests for a moment and immediately fizzles out. The globe shatters, as its light bursts outwards! Everyone within a Burst Template of you must successfully Resist with an Awareness Test or be left Defenseless for the spell's Duration.



LUMINESCENCE.



SCINTILLATING EXPLOSION

DISTANCE: Any one place you can see

REAGENTS: An expensive polished mirror, held outwards

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure a twinkling expulsion that rages in the target location where you cast it. All those who are caught within the Explosion Template who fail to Resist with an Awareness Test suffer a -30 Base Chance to all Agility-based and Combat-based Skill Tests. In addition, they reduce their Combat Movement down by 9 (to a minimum of 1). Those who do Resist instead suffer 3D10+[WB] in physical Peril and cannot Counterspell, Dodge or Parry while standing in the Explosion Template. Remaining within the Explosion Template requires additional Awareness Tests to Resist against harm.

CRITICAL SUCCESS: As above, but those caught in the Explosion cannot Resist, suffering both Effects.

CRITICAL FAILURE: The mirror shatters in-hand, as an Ætheric backlash wracks your body every hour. You are unable to muster the strength to cast Magick again, until 72 hours have passed.



MORTICISM.



AT THE THRESHOLD

DISTANCE: Yourself

REAGENTS: A vial of embalming fluid given to the recipients of this Magick (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a number of allies equal to your [WB] can deny death. Immediately after they suffer any Damage that would render them Slain!, they can ignore it entirely, therefore negating both Damage and any Injuries they may have suffered.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Who are you to deny the fates? Lady death punishes you and all others for your transgression. Everyone you intended to cast this Magick on suffers 3D10+3 mental Peril and 9 Corruption.



MORTICISM.



BANISH UNDEAD

DISTANCE: Any one place you can see

REAGENTS: The breath of a holy person other than yourself, contained in a bottle (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, all creatures caught within an Explosion Template who are classified as being Supernatural suffer 3D10+[WB] in Damage and are knocked Prone.

CRITICAL SUCCESS: As above, but they are automatically Slain! instead of suffering Damage.

CRITICAL FAILURE: Your Magick doesn't harm the dead. In fact, it only invigorates them, urging them to commit acts of wanton destruction. All creatures classified as being Supernatural who are caught within the Explosion Template are immediately healed to Unharmed and they are instantly cured of any negative Effects from any Magick or Perilous Stunts they are suffering from..



MORTICISM.



BEREAVEMENT

DISTANCE: Any one person you can touch

REAGENTS: A grave flower (expended)

DURATION: Special

EFFECT: After successfully casting this spell, the person you touch resolves their internal turmoil after the loss of a loved one. Any Effects of Stress, Fear or Terror are instantly alleviated and any Corruption they may have suffered as a part of it is removed. Similarly, the Effects of any Disorder they may have suffered as a part of it are alleviated for a week, but the Disorder itself is not cured. Its Effects are made to go away temporarily until they flare up again. The bereaved can only be made the recipient of this Magick once a week.

CRITICAL SUCCESS: As above, but the bereaved receives a personal Fortune Point which only they can use.

CRITICAL FAILURE: Your words lend cold comfort to the bereaved. Instead they stoke their sense into righteous anger. Remove one Fortune Point from the pool. If one is not available, you suffer 3 Corruption instead.



MORTICISM.



DEARLY DEPARTED

DISTANCE: Special

REAGENTS: A spirit board, two people and the True Name of the Restless Spirit you wish to speak with

DURATION: Special

EFFECT: After successfully casting this spell, you can speak with a Restless Spirit where they haunt, before their grave or in the presence of a blood relative of the deceased individual. You can only ask a number of questions equal to your [WB]. The spirit can only answer yes/no questions, with either a 'yes' (indicated by one audible knocking sound) or a 'no' (indicated by two audible knocking sounds) given in answer. They will always answer truthfully.

CRITICAL SUCCESS: As above, but triple the number of questions you can ask.

CRITICAL FAILURE: Haunted voices can be heard all around! The spirit board instantly splinters, ruined forever. Everyone participating in the séance is immediately subjected to Fear.



MORTICISM.



DEATH'S EMBRACE

DISTANCE: Yourself

REAGENTS: An expensive ruby held before your lips

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage which ignores any Damage Threshold Modifier their armor may confer. You can inflict Injuries with this Magick, but they are Slain! instead. Your foes can successfully Resist with a Coordination Test.

CRITICAL SUCCESS: As above, but your foes cannot Resist.

CRITICAL FAILURE: The ruby turns to dust in your hand, blown away with by Ætheric Winds. Today is not the day that they die and you must make an appropriate sacrifice of your own. You immediately suffer a Grievous Injury.



MORTICISM.



GRAVE WARD

DISTANCE: Any one grave you can touch

REAGENTS: A vial of holy water, sprinkled on a burial site (expended)

DURATION: Forever

EFFECT: After successfully casting this spell, a grave you touch imbues a terrible curse upon those who attempt to rob or desecrate it. Anyone who attempts either suffers a -20 Base Chance to all Brawn, Agility and Perception-related Skills, until they return any items which were stolen and the grave is restored to the condition before they despoiled it.

CRITICAL SUCCESS: As above, but the robbers suffer a -30 Base Chance instead.

CRITICAL FAILURE: Invoking the wrong name of the deceased, you awaken them from their slumber – but only in your mind's eye. Their voices haunt your dreams and you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.



MORTICISM.



HARVESTER OF SOULS

DISTANCE: Yourself

REAGENTS: A farmer's scythe, held in both hands

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the scythe is engulfed in purple, deadly energy. The scythe is a two-handed melee weapon with the Powerful Quality. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this scythe, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they Bleed instead.

CRITICAL SUCCESS: As above, but victims cannot Dodge or Parry this attack.

CRITICAL FAILURE: The scythe takes on its own personality, dancing into the air as if guided by an apparition, for the spell's Duration. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the scythe does nothing; and if the result is face '6', it will lash out at a random ally.



MORTICISM.



SWIFT PASSAGE

DISTANCE: Any one person you can touch

REAGENTS: Two brass pennies (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch (providing they are suffering from a Grievous Injury) must Resist with a successful Coordination Test or be instantly Slain!.

CRITICAL SUCCESS: As above, but the foe cannot Resist this Magick.

CRITICAL FAILURE: The twin pennies begin burning in your hand with a purple light. An Ætheric whiplash of energy springs forth from your hand, as you are automatically set on On Fire.



MORTICISM.



WITHER LIMB

DISTANCE: Any one person you can see

REAGENTS: A splinter from a coffin belonging to a Restless Spirit (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately cause a single limb of your choice – an arm or a leg – belonging to the person you look at, to atrophy. Although you do not lower their Damage Condition Track, they cannot use this limb for the Duration of the spell.

CRITICAL SUCCESS: As above, but they cannot use either their arms and legs and are left Helpless.

CRITICAL FAILURE: As you break the splinter of coffin in your hand, you hear haunted voices. You begin to tremble with trepidation and eventually collapse to the ground like a marionette whose strings have been cut. You are paralyzed, lying Helpless on the ground for the spell's Duration.



NECROMANCY.



ASHES TO ASHES

DISTANCE: Any one person you can see

REAGENTS: A handful of grave dirt blown into the air (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately blind one foe and they are unable to Counterspell, Dodge or Parry for the spell's Duration.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The dust blows into the air, entirely in-Effective. However, you are struck by a terrible Ætheric whiplash – a punishment! You are unable to Counterspell, Dodge or Parry for the spell's Duration.



NECROMANCY.



BANSHEE'S WAIL

DISTANCE: Yourself

REAGENTS: A veil from the wedding dress of a Restless Spirit

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in mental Peril. Your foes can successfully Resist with a Resolve Test.

CRITICAL SUCCESS: As above, but they automatically fail their Resolve Test.

CRITICAL FAILURE: A distant howling is heard as you lay your head down to rest. The veil is instantly torn from your hands and disappears into the Wind. You are haunted by terrible dreams of a wailing woman in a tattered dress as she rebukes you for leaving her at the altar. Her voice haunts your dreams, as you must succeed at a Resolve Test now and every morning for nine days or be made a victim of Terror.



NECROMANCY.



BRUSH WITH DEATH

DISTANCE: Any one person you can touch

REAGENTS: A hand of a murderer, held in a bag

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 2D10+[WB] in Damage and knocked Prone.

CRITICAL SUCCESS: As above, but the foe cannot Resist this Magick.

CRITICAL FAILURE: The hand begins to wriggle inside the bag. No one notices, save you. At some point during the night, the hand will crawl about and attempt to choke someone. The GM will choose one of your allies – which can include yourself – for its fearful grasp. The victim of the hand's grasp, either an ally or yourself, wakes up Incapacitated! for the next 6 days. On the last day, the hand crawls away and disappears



NECROMANCY.



CRIPPLING STARE

DISTANCE: Any one person you can see

REAGENTS: The leg bone of a priest, which must be thrice-broken (expended)

DURATION: Special

EFFECT: After successfully casting this spell, you immediately cause an Injury to the person you look at, as well as on each of the following Turns. Although you do not lower their Damage Condition Track, they will suffer a Moderate Injury on your first Turn, a Serious Injury on your second Turn and a Grievous Injury on your third Turn. This Magick requires Concentration.

CRITICAL SUCCESS: As above, but instead the foe suffers a Serious Injury instead of a Moderate Injury.

CRITICAL FAILURE: Staring long and deep into the eyes of your victim, you momentarily are taken by the inhumanity of this act. As you break the bone the first time, you immediately suffer a Moderate Injury. Again, you then suffer a Serious Injury. And finally, a Grievous Injury. You cannot help but break the bone thrice, despite the pain.



NECROMANCY.



DEATH'S VISAGE

DISTANCE: Any one person you can see

REAGENTS: A skull held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, your foe is subjected to Stress. In addition, they cannot Counterspell, Dodge or Parry for one Turn. Your foe can successfully Resist with a Coordination Test.

CRITICAL SUCCESS: As above, but your foe cannot Resist this Magick.

CRITICAL FAILURE: The jaw of the skull unhinges, cackling maniacally. You must immediately succeed at a Resolve Test or be subjected to Stress.



NECROMANCY.



GOLEMSKIN

DISTANCE: Yourself

REAGENTS: The skin of a dead strongman

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, add 6 to your Damage Threshold. In addition, you are immune to Injury and cannot Bleed.

CRITICAL SUCCESS: As above, but add 9 to your Damage Threshold instead.

CRITICAL FAILURE: Your skin cracks from weakness and you are wracked with intense pain. You suffer 2D10+2 physical Peril.



NECROMANCY.



SANGUINE RESTORATION

DISTANCE: Yourself

REAGENTS: A pint of blood from one of your own race, imbibed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you move one step up the Damage Condition Track positively. However, you suffer 3 Corruption as a result.

CRITICAL SUCCESS: As above, but you don't suffer any Corruption whatsoever.

CRITICAL FAILURE: As you drink deep from the vial, the blood tastes of ash. It cannot sate your own predilection for fresh blood. If you do not drink the blood from one of your own race within 24 hours, you move one step down the Damage Condition Track negatively (but don't suffer an Injury due to it).



NECROMANCY.



SPECTRAL FORM

DISTANCE: Yourself

REAGENTS: A death shroud, wrapped around you

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you are Æthereal – occupying a different reality but able to see perfectly into the Material Realm. While in Æthereal form, you cannot manipulate objects, but may pass through them effortlessly. You cannot inflict Damage while Æthereal. In addition, you are completely immune to Damage from melee and ranged weapons. However, Magicks and weapons imbued with Magick can harm you. You can manifest into a non-Æthereal, physical form into the Material Realm for 0 APs. However, turning Æthereal once again costs 2 APs.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Passing into the Æthereal Veil, you are tossed about by the Winds of chaos, returning a few seconds later. Upon return, you suffer 6 Corruption and are instantly Incapacitated!



NECROMANCY.



THE FINAL SURRENDER

DISTANCE: Any one person you can see

REAGENTS: A silver bottle with a person's name inscribed on it, spoken aloud

DURATION: Instantaneous

EFFECT: After successfully casting this spell, your foe is immediately Slain! and their spirit is transferred into the bottle. Their corpse remains perfectly intact and unaging. Only by feeding the bottle's contents back to the deceased's corpse can they be restored to life. If the body is destroyed, they are trapped in the bottle. Your foe can successfully Resist with a Toughness Test.

CRITICAL SUCCESS: As above, but your foe cannot Resist.

CRITICAL FAILURE: You accidentally drop the bottle, breaking beneath your feet. Uttering the person's name aloud, you feel as if something terrible just passed through you. You immediately suffer 9 Corruption.



PYROMANCY.



BOLT OF FLAME

DISTANCE: Any one person you can see

REAGENTS: A match, which must be struck (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe immediately suffers 1D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead.

CRITICAL SUCCESS: As above, but your foes are automatically set On Fire.

CRITICAL FAILURE: The searing bolt transforms into a frigid boomerang of ice, arcing back to strike you instead! As you are struck, you are frozen in place for a number of minutes equal to your [WB] and left Helpless.



PYROMANCY.



CATACLYSMIC INFERNO

DISTANCE: Any one place you can see

REAGENTS: A rod of petrified wood

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure a firestorm that rages in place where you targeted it. All those who are caught within the Explosion Template who fail to Resist with a Coordination Test suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. For each Turn they remain the Explosion Template must make an additional Coordination Test to withstand harm.

CRITICAL SUCCESS: As above, but those caught in the inferno automatically fail to Resist.

CRITICAL FAILURE: The rod of wood splinters and instead of appearing in the desired location, the Cataclysmic Inferno appears in a nearby location, but out of sight. The likelihood is that it will rain down on a nearby village, town square or city slum, killing and injuring all in the area for the spell's Duration and setting buildings alight. You are made immediately aware of this heinous act by the whispers of the Abyssal Prince of Violence. You immediately suffer 9 Corruption for the countless deaths caused by your Magicks. Test now and every morning for nine days or be made a victim of Terror.



PYROMANCY.



CAUTERIZE WOUND

DISTANCE: Any one person you can touch

REAGENTS: A spoonful of honey rubbed into a wound (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any wounds currently suffered by the person you touch immediately have their Bleeding staunched and the Infection seared from them.

CRITICAL SUCCESS: As above, but the person also moves one step up the Damage Condition Track positively.

CRITICAL FAILURE: Your touch is utterly painful, as a searing pain singes the skin and quickly spreads like wildfire. Although you staunch the Bleeding and sear the Infection from any wounds suffered by the person you are touching, you are set On Fire.



PYROMANCY.



COURAGE UNDER FIRE

DISTANCE: Yourself

REAGENTS: A tatter of a renowned battle standard, held aloft

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you gain a +20 Base Chance to Resolve Tests.

CRITICAL SUCCESS: As above, but increase the same allies' Initiative by 6.

CRITICAL FAILURE: The battle standard is immediately wreathed in a terrible flame and incinerated! A number of allies equal to your [FB] who can see and hear you suffer a -20 Base Chance to Resolve Tests and their Initiative is reduced by -6 for Duration of the spell.



PYROMANCY.



DRAGON'S BREATH

DISTANCE: Yourself

REAGENTS: The hide of a desert creature

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Your foes can successfully Resist with a Coordination Test.

CRITICAL SUCCESS: As above, but all foes struck automatically fail to Resist.

CRITICAL FAILURE: A grave mishap has occurred, as your breath uncontrollably ignites everything around you in an Explosion Template, centered on you. Those exposed suffer 3D10+[WB] in Damage from fire, including yourself as you are seared from inside. You can inflict Injuries with this Magick, but they are set On Fire instead.



PYROMANCY.



FIREPROOF

DISTANCE: Any one person you can touch

REAGENTS: An iron amulet, placed around the neck of the recipient (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch will add your [WB] to their Damage Threshold, but only to withstand fire.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Placing the iron amulet upon the bearer of this dark gift, they immediately burst into flames! They immediately set On Fire.



PYROMANCY.



FLAMING SWORD

DISTANCE: Yourself

REAGENTS: A hilt of any Castle-forged sword, held aloft

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a fiery blade extends from the glowing hilt. The blade is a one-handed melee weapon with the Punishing Quality. The Flaming Sword provides a significant amount of heat and light, equivalent to a torch. Its flames are considered to be Moderately Dangerous. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, but they are set On Fire instead.

CRITICAL SUCCESS: As above, but victims cannot Dodge or Parry this attack.

CRITICAL FAILURE: The sword takes upon its own personality, dancing into the air as if guided by an apparition. It glides effortlessly back and forth, teleporting when needed, and re-manifesting out of thin air as it strikes. For the Duration of the spell, roll 1D6 Chaos Die at the start of your Turn. If the result is face '1', it will lash out at you; if the result is face '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.



PYROMANCY.



METEORS OF DOOM

DISTANCE: Any persons you can see

REAGENTS: A rod of meteoric iron, held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers $3D10+[WB]$ in Damage. In addition, if your foes fail to Resist with a Coordination Test, they are knocked Prone.

CRITICAL SUCCESS: As above, but your foes cannot Resist this Magick.

CRITICAL FAILURE: The meteoric rod suddenly cracks and breaks. With a roaring thunder overhead, a searing iron meteor strikes you from above. You suffer $3D10+[WB]$ in Damage and are knocked Prone.



PYROMANCY.



SHIMMERING CROWN

DISTANCE: Yourself

REAGENTS: One gold coin (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you gain a +10 Base Chance to Intimidate and Leadership Tests. In addition, foes who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. Finally, the Shimmering Crown provides a significant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The crown of flame collapses at your feet, fizzling into a crumbled ashen ruin. Flames begin to lick up your pant legs and smolder. You immediately suffer 1D10+[WB] in Damage from fire. You can inflict Injuries on yourself with this Magick, but you are set On Fire instead. The spell ends immediately.



SHADOWMANCY.



ADDLE-COVED

DISTANCE: Any one person you can see

REAGENTS: A mirror shattered onto the ground (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, one foe must roll 1D6 Chaos Die at the start of their Turn. If the result is face '1', they lose 1 AP on their next Turn. If the result is face '2', they lose 2 APs on their next Turn. If the result is face '3', they must spend their next Turn running in a random direction. If the result is face '4', they must attack the nearest ally. If the result is face '5', they cannot attack anyone, but can defend themselves. However, if the result is face '6', they are left Helpless. Your foe can successfully Resist with a Scrutinize Test when this spell is cast and at the beginning of their Turn to shake off its Effects. Regardless, the actual casting of *Addle-Coved* is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but the foe is always left Helpless on a result of face '1' or '6'.

CRITICAL FAILURE: You find yourself exhausted, uncertain of what is occurring around you. You lose 2 APs for your Turns in combat for the spell's Duration.



SHADOWMANCY.



DEATH MASK

DISTANCE: Any one person you can touch

REAGENTS: An ivory death mask, held to your face

DURATION: Forever

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or immediately appears Slain! to all. They do not need to breathe or eat during this time, taking upon the color of someone recently deceased (yet do not rot). However, the foe can hear, taste and smell everything, unable to move or communicate as they're left Helpless. You can lift the Death Mask's Effects at any time you wish. Regardless, the actual casting of Death Mask is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but the foe cannot perceive anything around them.

CRITICAL FAILURE: Suddenly stricken by death's hand, you fall dead to the ground. Well, you appear dead at least. Hopefully, you don't awaken buried alive! This lasts for 72 hours.



SHADOWMANCY.



ETERNAL DARKNESS

DISTANCE: Any one place you can see

REAGENTS: The eyes of a salamander (expended)

DURATION: Forever

EFFECT: After successfully casting this spell, you conjure blinding darkness in a Burst Template within sight. This darkness is impenetrable, even to those who may normally see in the dark. You can see completely in the darkness and suffer no additional Effects to yourself from it. Those caught within start their Turn with 1 less AP in combat, until they move outside of the darkness. In addition, any Skills requiring vision automatically fail while standing within the darkness. Regardless, the actual casting of *Eternal Darkness* is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but those within lose 2 APs instead of 1 AP.

CRITICAL FAILURE: Manifesting instantaneously within your sight (and only in your sight) is a horrific shadow, a fiendish creature. It follows within your own shadow, constantly watching you. So unnerving is its appearance that you must succeed at a Resolve Test now and every morning for six days or be subjected to Fear.



SHADOWMANCY.



IMPOSTER

DISTANCE: Yourself

REAGENTS: A sketch of the person you wish to impersonate, immolated in fire (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you take upon the outer shape of a specific humanoid figure detailed in a sketch. The transformation doesn't change your voice nor does it impart the ability to speak the language of the figure you're impersonating. Regardless, the actual casting of *Imposter* is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but you can also mimic their voice and language perfectly.

CRITICAL FAILURE: Outwardly, you take upon the appearance of whomever you intended to impersonate. However, when confronted with those you wished to fool, your semblance becomes a horrid, wretched thing – monstrosly disfigured. This lasts for the Duration of the spell.



SHADOWMANCY.



MASS HALLUCINATION

DISTANCE: Any one place you can see

REAGENTS: A crystal diadem held in-hand

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure forth a perfect illusion of anything you want with an area equal to an Explosion Template. This illusion can be as complex as you like and can include sight, smell, sound, feel and taste. Anyone who exposes themselves to the illusion may attempt to see through it by succeeding at a Scrutinize Test. Otherwise, it appears real to them – even if their comrades deny it is there! This Magick require Concentration. Regardless, the actual casting of Mass Hallucination is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but the illusion is impenetrable, appearing real to everyone who witnesses it.

CRITICAL FAILURE: You have a difficult time distinguishing between what is real and what isn't. Your mind begins to reel from all manner of strange shadows and shapes playing around you. You remain Helpless for the Duration of the spell. Upon its completion, the diadem turns into a mere pebble.



SHADOWMANCY.



MINDWIPE

DISTANCE: Any one person you can see

REAGENTS: River water poured onto the ground (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, your foe completely forgets who you are, what you are doing here and everything else about you, up to the point after you cast the spell. Your foes can successfully Resist with a Scrutinize Test. Regardless, the actual casting of *Mindwipe* is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but you gain the last 48 hours of the person's memory you had Mindwiped.

CRITICAL FAILURE: Your mind is foggy, you seem to have forgotten something and you cannot recall what it is. Riddled with anxiety, you constantly fret and worry at your loss... Two valuable objects you own disappear. You can never get them back.



SHADOWMANCY.



SHADOW SLIP

DISTANCE: Yourself

REAGENTS: One piece of charcoal, crushed beneath your boot (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you gain a +10 Base Chance to Stealth Tests. In addition, you do not require concealment or cover in order to sneak around, able to hide in plain sight. Regardless, the actual casting of *Shadow Slip* is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: As you step into the shadows, you are immediately struck by a sense of vertigo. Spiraling through the darkness, you seem to visit a dream-like reality where everyone around you is an apparition, a shade of their former selves. Eventually, you stumble out of the shadows after the Duration of the spell ends. You suffer 3 Corruption upon your return.



SHADOWMANCY.



TWO SELVES

DISTANCE: Yourself

REAGENTS: Your pointer fingers brought together side by side

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you produce a mirror image – an illusion – of yourself. This mirror image does whatever you command it to do, although it is incapable of physically manipulating objects. While the mirror image conducts its activity, you are rendered completely invisible. If you attempt to take any actions which will directly affect another (such as attacking them, lifting something off their person, etc.), they can immediately make a Scrutinize Test to see through this illusion before you take action. Regardless, the actual casting of Two Selves is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: As your second self steps away from you, it takes upon the same physical characteristics as you and your trappings (including the ability to cast Magick). For the spell's Duration, this doppelganger threatens to take your life, using whatever means or materials you had onhand which it now also possesses. Once destroyed, the doppelganger and its possessions dissipate into a gray mist.



SHADOWMANCY.



UMBRAL KNIVES

DISTANCE: Yourself

REAGENTS: One Castle-forged dirk, held before you

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers 3D10+[WB] in mental Peril. Regardless, the actual casting of Umbral Knives is never apparent to anyone, perfectly disguised.

CRITICAL SUCCESS: As above and it also immediately triggers any Disorders your foes may be suffering from.

CRITICAL FAILURE: The dirk drops immediately at your feet, twisting into a single screw and burying itself hundreds of yards beneath the earth. It is lost forever. You immediately suffer 3D10+[WB] in mental Peril. It also triggers any Disorders you may be suffering from.



SORCERY.



BASILISK'S SPITTLE

DISTANCE: Any one person you can see

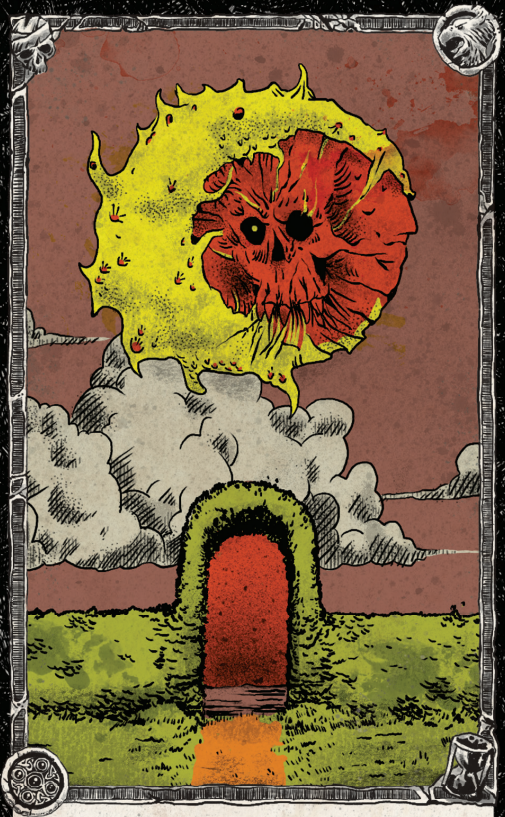
REAGENTS: A vial of blood from your own race, ingested (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the foe's armor loses 3 from its Damage Threshold Modifier from acid damage until it is repaired. Your foe can successfully Resist with a Coordination Test.

CRITICAL SUCCESS: As above, but the foe's armor and clothing are instantly destroyed.

CRITICAL FAILURE: Your stomach makes a terrible noise, as if you had too much blood sausage. You instantly soil your smallclothes and now suffer from Bloody Flux.



SORCERY.



CONDEMNATION

DISTANCE: Yourself

REAGENTS: The blood of an Abyssal creature (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, all those who are caught within the Burst Template immediately suffer 3D10+[WB] in Damage. In addition, those who fail to Resist with a Resolve Test are left Helpless for one Turn.

CRITICAL SUCCESS: As above, but those caught in the Burst Template cannot Resist this Magick.

CRITICAL FAILURE: Your words unwittingly unravel your hold over Magick. You immediately suffer 3D10+[WB] in Damage and are left Helpless for one Turn.



SORCERY.



GROTESQUE MIASMA

DISTANCE: Any one place you can see

REAGENTS: A plague victim's bones, ground into dust (expended)

DURATION: Special

EFFECT: After successfully casting this spell, all those caught within an Explosion Template immediately move one step down the Damage Condition Track negatively and gain a Mutation called Taint of Chaos. It is possible to successfully Resist this Effect with a Toughness Test every Turn while standing in the Explosion Template or drop one more step down the Damage Condition Track negatively. Mutations are covered in **Chapter 11: Game Mastery**. This Magick lasts up to the point when the affected finally succeed at a Toughness Test. A foe is never Slain! by this Magick, instead remaining Greivously Wounded. This Magick requires Concentration.

CRITICAL SUCCESS: As above, but those affected automatically fail their first three Toughness Tests to Resist.

CRITICAL FAILURE: Suddenly, you fall to the ground. As you twist and contort, your body does not seem to be your own. You suffer 9 Corruption as a result. At the end of the session, whenever the GM determines whether you gain an Order or Chaos Rank, you gain a Chaos Rank, you also gain a Taint of Chaos.



SORCERY.



HIS DARK GIFT

DISTANCE: Any one person you can touch

REAGENTS: An appropriate sacrifice, such as a small kitten (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch can add +5% to Combat, Fellowship and Willpower-related Skills. However, once the Duration of the spell has expired, they suffer 3 Corruption.

CRITICAL SUCCESS: As above, but they gain a +10% instead.

CRITICAL FAILURE: You have displeased whatever demon would have granted such chaotic power. As a consequence, the intended beneficiary to this Magick instead suffers from His Dark Punishment. The person you touch suffers a -10% to Combat, Fellowship and Willpower-related Skills for the Duration of the spell. In addition, they suffer 3 Corruption once the Duration ends.



SORCERY.



MARK OF CHAOS

DISTANCE: Any one person you can touch

REAGENTS: The horn of an Abyssal creature, used to touch a victim

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or gain a Mutation called Taint of Chaos (as covered in **Chapter 11: Game Mastery**). In addition, they are left Helpless for one Turn.

CRITICAL SUCCESS: As above, but your foe cannot Resist this.

CRITICAL FAILURE: The touch of the horn does nothing, at least at first. Instead, you find your hand instantly atrophies. You are unable to use your primary hand for 48 hours.



SORCERY.



METAMORPHOSIS

DISTANCE: Yourself

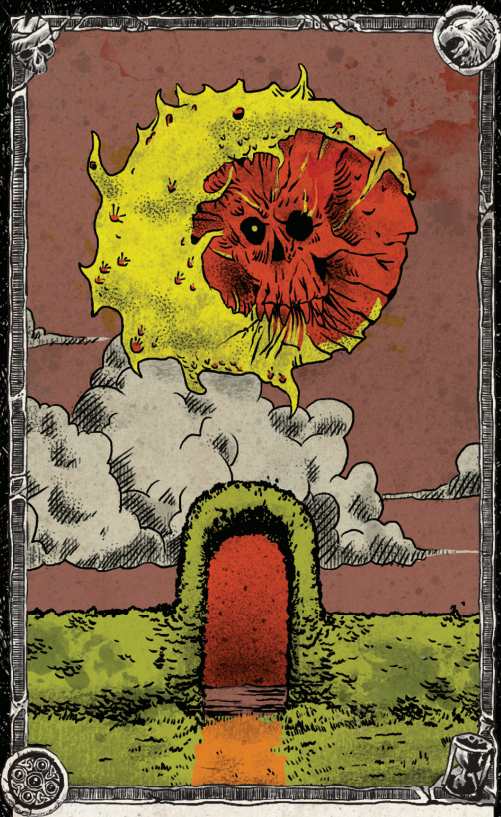
REAGENTS: A jar of flies smashed onto the ground (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, all your trappings fall to the ground and your body transforms into a swarm of six hundred and sixty-six flies. You can now levitate one yard above the ground as a part of your Movement. Furthermore, you cannot be struck by normal weapons, but can be harmed by Magick. You can move through small spaces unhindered. You can transform back and forth between your regular shape and the swarm of flies at will for the Duration of the spell (or in combat for 2 APs).

CRITICAL SUCCESS: All of your trappings metamorphose as well.

CRITICAL FAILURE: The Magick spell fails as your body rips at the seams and you are unable to act. You disappear. Once the Duration of the spell expires, you reform somewhere a number of miles away equal to your [WB] from where you transformed.



SORCERY.



NIGHTMARE VISIONS

DISTANCE: Any one person you can see

REAGENTS: A flaming candle made from fat of your own race, ignited

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your foe starts with 1 less AP at the start of their Turns in combat. Your foe can successfully Resist with a Resolve Test.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your body is wracked with pain, lighting lancing through your bones. Your own skin seemingly melts before you, dripping like hot butter into your boots. You have 1 less AP at the start of your Turns in combat for the Duration of the spell.



SORCERY.



SKIN GUEST

DISTANCE: Any one person you can see

REAGENTS: A cat's cradle made from muscle sinew of the race of the person you wish to control

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately gain control of another. You bend them to your will, forcing them to commit acts they would normally not do. Although not truly 'charmed', they cannot defy your commands. They may speak as they'd normally would. This Magick require Concentration. Your foe can successfully Resist with a Resolve Test.

CRITICAL SUCCESS: As above, but your foe cannot Resist this Magick.

CRITICAL FAILURE: Suddenly, your limbs jerk upwards as if controlled by an invisible puppeteer. You are immediately made the cat's paw of an Abyssal fiend, as fight your own allies for the Duration of the spell.



SORCERY.



WITHERING TOUCH

DISTANCE: Any one object or person you can touch

REAGENTS: A bad apple writhing with maggots, crushed under heel (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or age $1D10+1$ years. Their Agility and Brawn Primary Attributes are reduced by the same number of that they age. If this Magick is used on inorganic objects smaller than a sword, it can permanently splinter, shatter and rust objects, making them have the Ruined! Quality. When you touch organic objects such as food, it immediately spoils, swarming with maggots and bot flies.

CRITICAL SUCCESS: As above, it immediately renders inorganic objects to dust, left destroyed.

CRITICAL FAILURE: This dark Magick withers both yourself and your possessions. Two random trappings of your own are instantly destroyed and you are aged $1D10+1$ in years. Your Agility and Brawn Primary Attributes are reduced by the same number of that you age.



TRANSMUTATION.



CORROSION

DISTANCE: Any one object you can touch

REAGENTS: A rusted nail, crushed beneath your heel (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) is permanently rusted, considered to be useless until repaired.

CRITICAL SUCCESS: As above, but you can permanently rust an object no larger than a carriage is tall.

CRITICAL FAILURE: As you stomp on the nail, it drives deep into your foot! Although you do not suffer Damage, all terrain is treated as Hard Terrain for 24 hours.



TRANSMUTATION.



DANCING ARROWS

DISTANCE: Any persons you can see

REAGENTS: A number of silver arrowheads equal to your [WB] (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. Providing you can see your foes, each foe suffers $3D10 + [WB]$ in Damage. In addition, if your foes fail to Resist with a Coordination Test, they drop whatever is in their hands just outside of easy reach.

CRITICAL SUCCESS: As above, but your foes cannot Resist this Magick.

CRITICAL FAILURE: The dancing arrows shoot off into the air, all but one misses and that one returns to strike you. You suffer $3D10 + [WB]$ in Damage and drop whatever is in your hands just outside of easy reach.



TRANSMUTATION.



ENCHANT TRAPPING

DISTANCE: Any one object you touch

REAGENTS: The feather of a rare creature, used to draft a formula on paper (expended)

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, the object you touch is temporarily turned into an arcane artifact. Whenever you enchant the object, it grants +10% towards one relevant Primary Attribute. For instance, you can enchant a jaunty hat to grant a boon to Intelligence or a codpiece to grant a benefit to Combat. Perhaps you enchant a set of slippers to grant a boost to Agility or a pair of silken gloves to improve Brawn; it is your choice. Whatever you wish to enchant, the form must follow its function. Such objects may only bear one enchantment at a time. Furthermore, a person cannot wield more than one Enchanted Trapping at a time.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Not only does the Magick fail, it also instantly dispels all Magick around within a Burst Template, centered on the trapping you were attempting to enchant (as if affected by the Generalist Petty Magick called *Dispel Magick*).



TRANSMUTATION.



FOOL'S FORTUNE

DISTANCE: Any one object you touch

REAGENTS: A handful of pyrite, sprinkled over the object (expended)

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, the object you touch can appear to be far more valuable than it really is. For instance, you can turn a penny into gold, make a wooden staff appear as if made from ironwood or make a teetering wagon look like a shimmering crystal cart. Once affected, the object appears to be worth three times its original market value. Objects affected by *Fool's Fortune* cannot be discerned to be false by normal means.

CRITICAL SUCCESS: As above, but you can affect three objects instead.

CRITICAL FAILURE: As you gently sprinkle the pyrite, three objects appear to become something incredibly valuable. However, within a few moments they disintegrate, forever destroyed.



TRANSMUTATION.



GIRD OF IRON

DISTANCE: Yourself

REAGENTS: A handful of small steel balls
(expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can Dodge ranged attacks and Parry melee attacks using your Incantation Skill.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The steel balls knock the Wind out of you. You immediately suffer 1D10+1 physical Peril.



TRANSMUTATION.



LAW OF ORDER

DISTANCE: Any one person you can touch

REAGENTS: A piece of paper with a mathematical formula written on it (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch can automatically succeed at one Skill Test they make for the Duration of the spell. The Skill Test can be any one of their choice, even one that has been failed or Critically Failed.

CRITICAL SUCCESS: As above, but triple the Duration

CRITICAL FAILURE: Misfortune hexes the would-be recipient. The GM will determine one Skill Test the person will automatically fail – even if they Critically Succeed – for the Duration of the spell.



TRANSMUTATION.



RESHAPE METAL

DISTANCE: Any one object you touch

REAGENTS: An iron hammer, touched to the object you want to reshape

DURATION: Forever

EFFECT: After successfully casting this spell, the object you touch (providing it's no larger than a human is tall) can be physically altered. For instance, you could reshape a door into a sled, a lead flagon into a fishing lure or a sword into a dirk. The object being changed must be larger than the new object, although you can reshape objects into similarly- shaped or sized objects. In addition, it cannot change the properties of the metal (meaning you could not turn a lead ball into a gold coin). If you attempt to use this on a foe's armor, they can avoid it with a successful Coordination Test as the metal reshapes. Otherwise, they are knocked Prone.

CRITICAL SUCCESS: As above, but the object is crafted as if Castle-forged or the best quality you can create.

CRITICAL FAILURE: The tolling of the bell rings in your head, as you immediately double over and vomit copiously. Your hearing is stricken from you and you are temporarily deaf for 48 hours. During this time, you automatically fail any Skill Test which requires you to hear.



TRANSMUTATION.



TRANSMUTATE MIND

DISTANCE: Any one person you can touch

REAGENTS: A madman's book, torn to shreds (expended)

DURATION: Special

EFFECT: After successfully casting this spell, the person you touch permanently reduces their Chaos Ranks equal to your [WB].

CRITICAL SUCCESS: As above, but you also cure a single Disorder (if the person has one).

CRITICAL FAILURE: Your touch warps the mind of the patient, driving them deeper into madness. They immediately gain Corruption equal to your [WB].



TRANSMUTATION.



UNLOCK SECRETS

DISTANCE: Any one object you can touch

REAGENTS: A ruby of arsenic crystal,
peered through

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the object you touch is now known to you. You know the material composition, who made it (if it was crafted) and any mundane properties it may possess. In addition, you can discern from a Magickal object a number of secrets equal to your [WB]. This includes any special properties it may possess and how to activate it (even if it is cursed or corrupted).

CRITICAL SUCCESS: As above, but you uncover every bit of history and secret imaginable that the object may possess.

CRITICAL FAILURE: Your mind is filled with confusion, as thousands upon thousands of secrets come pouring into your head. The crystal immediately turns into liquid mercury, slipping between your fingers. You start with 1 less AP at the start of your Turns in combat for 72 hours.



GENERALIST
PETTY MAGICK.



ÆGIS

DISTANCE: Yourself

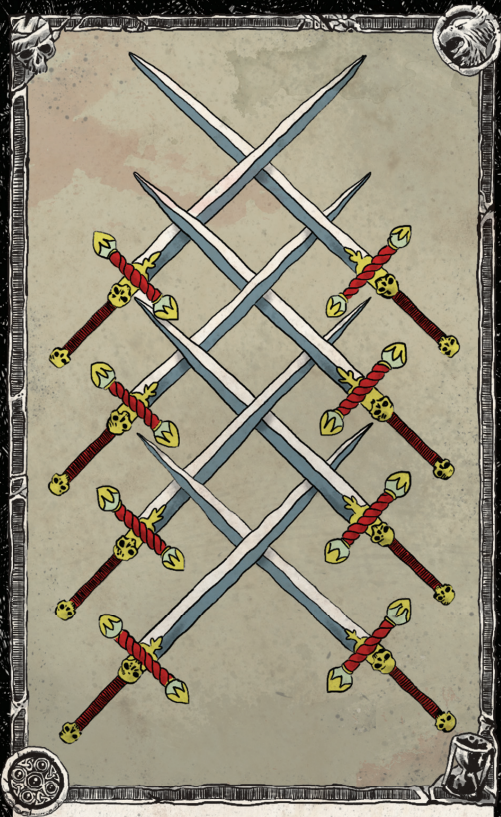
REAGENTS: A splinter of a wooden shield kept in your pocket

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, add 3 to your Damage Threshold and you cannot Bleed. If you are currently Bleeding, you are Bleeding no more.

CRITICAL SUCCESS: As above and you are immune to Damage inflicted by ranged weapons.

CRITICAL FAILURE: Your Magick goes terribly awry, as the wind is knocked out of you. You immediately suffer 1D10+1 physical Peril and are left Defenseless for the spell's Duration of the spell.



GENERALIST
PETTY MAGICK.



ANNOINT WEAPON

DISTANCE: Any one weapon you can touch

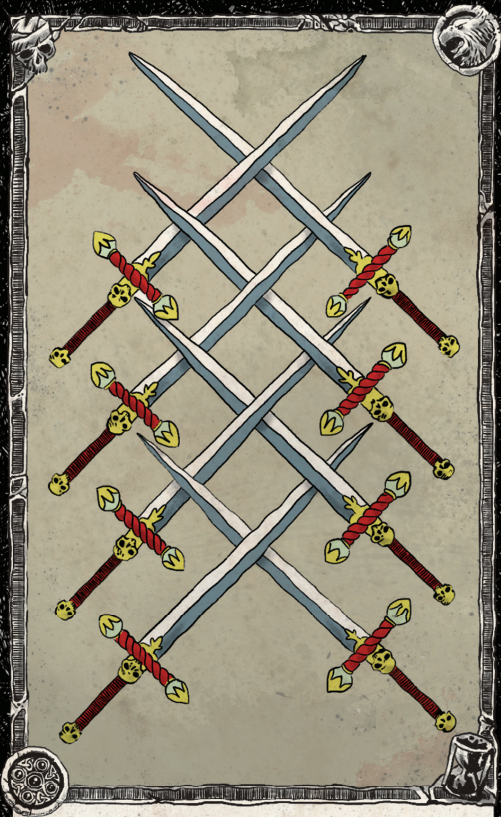
REAGENTS: Three drops of holy water dabbed upon the weapon (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, a weapon you touch gains the ability to strike enemies that may be normally unharmed by non-Magickal weapons.

CRITICAL SUCCESS: As above, but you can anoint up to three weapons instead.

CRITICAL FAILURE: Your call to bless a weapon has angered gods unknown, as you now suffer from a terrible curse. For the next 24 hours, you must add an additional 1D6 Chaos Die to all Magicks you cast.



GENERALIST
PETTY MAGICK.



BEWITCHED

DISTANCE: Any one object you can touch

REAGENTS: An inanimate object you wish to curse, which must be small enough to carry in the hand

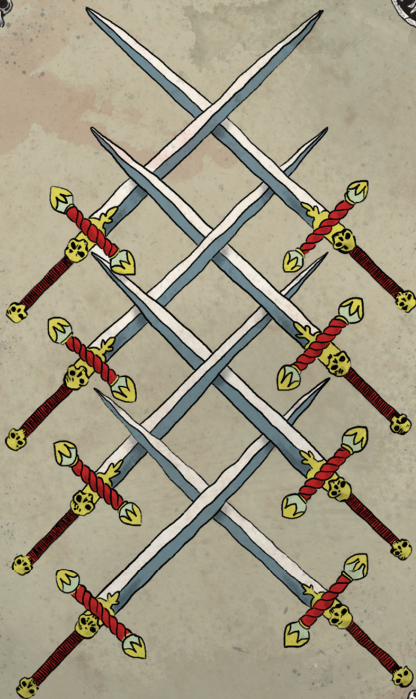
DURATION: Forever

EFFECT: After successfully casting this spell, the object you touch is bewitched. Whenever another carries this object, they suffer an irritating curse – such as flatulence, hiccups, pimples, warts or an otherwise innocuous but annoying

EFFECT: As a consequence, the cursed suffers a -10 Base Chance to all Fellowship-based Skill Tests while the object remains in their possession. A foe cannot be made subject to the Effects of more than one curse at a time.

CRITICAL SUCCESS: As above, but the cursed instead suffers a -20 Base Chance to all Fellowship-based Skill Tests.

CRITICAL FAILURE: Your Magick backfires in the worst way imaginable! An object on your person is cursed instead, as you suffer a -20 Base Chance to all Fellowship-based Skill Tests so as long as you possess the object. Unfortunately, you do not know which object has been bewitched without use of further Magick!



GENERALIST
PETTY MAGICK.



CACK-HANDED GRASP

DISTANCE: Any one person you can see

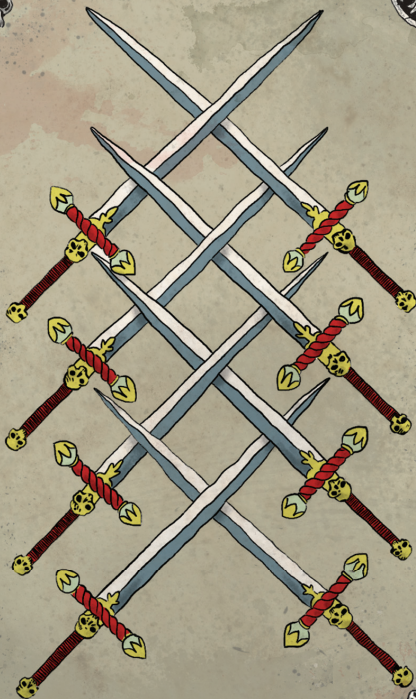
REAGENTS: A dab of animal fat, rubbed between two fingers (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe instantly drops whatever is in their hands onto the ground just outside of easy reach.

CRITICAL SUCCESS: As above and your foe is knocked Prone.

CRITICAL FAILURE: Butter weaps from your hands. You are rendered maladroit for 24 hours. You cannot hold anything in your hands without it slipping out of grasp.



GENERALIST
PETTY MAGICK.



CANDLELIGHT

DISTANCE: Any one object you can see

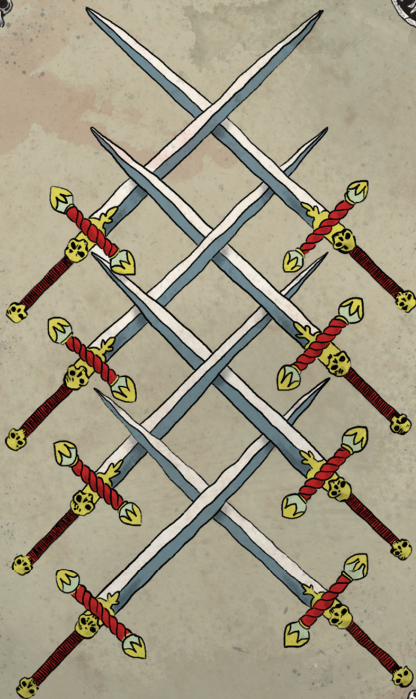
REAGENTS: A drop of lantern oil rubbed between your fingers (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can ignite a candle, torch or other tiny object you can see. It provides an insignificant amount of heat and light, equivalent to a candle. Its flames are considered to be Mildly Dangerous. Optionally, you can hold this burning light in your palm without risk of harm, until you must use your hand again.

CRITICAL SUCCESS: As above, but you can ignite up to three objects instead.

CRITICAL FAILURE: Fire suddenly engulfs your arm. You immediately suffer 1D10+1 Damage from fire. If you suffer Injuries from this Damage, you are On Fire instead.



GENERALIST
PETTY MAGICK.



DISPEL MAGICK

DISTANCE: Any one object or person you can see

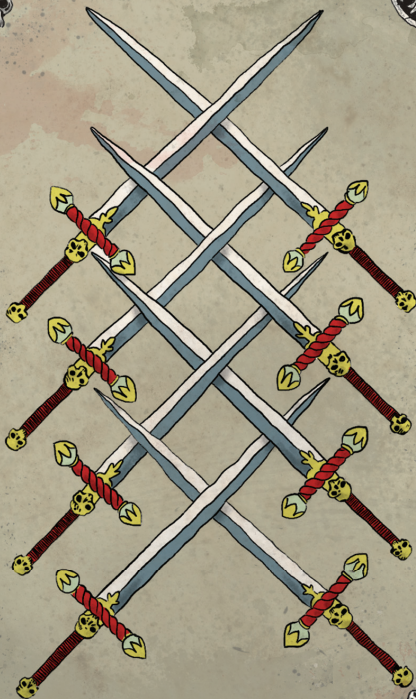
REAGENTS: A silver tuning fork, struck against the ground

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you immediately cause one Magickal spell's Effect to end permanently. This can be used to dismiss Magickal Effects, such as Ægis or other Magick spells which may protect another. This has no Effect on summoned creatures or Rituals. You must have this Magick in order to Counterspell. Finally, you can never use Dispel Magick to dismiss the Effects of other Magick spells whose Duration is listed as Instantaneous.

CRITICAL SUCCESS: As above and the person who was affected by the Dispel Magick suffers 1D10+1 physical Peril.

CRITICAL FAILURE: As the tuning fork strikes the ground, your ears begin to bleed as you are deafened and concussed. You immediately suffer 1D10+1 physical Peril and cannot hear for 24 hours.



GENERALIST
PETTY MAGICK.



GUST OF WIND

DISTANCE: Any one object you can see

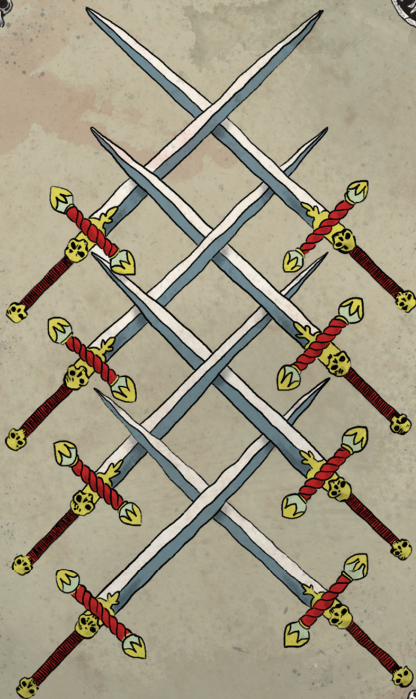
REAGENTS: The breath of a chaste woman, contained in a jar (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can conjure a gust of wind which instantly extinguishes candles, blows papers about and tosses blankets around.

CRITICAL SUCCESS: As above, but instead the wind can be directed to open an unlocked door or move a heavy object no larger than a carriage.

CRITICAL FAILURE: A sudden gale of wind blows you over, as you are knocked Prone.



GENERALIST
PETTY MAGICK.



HAT-TRICK

DISTANCE: Yourself

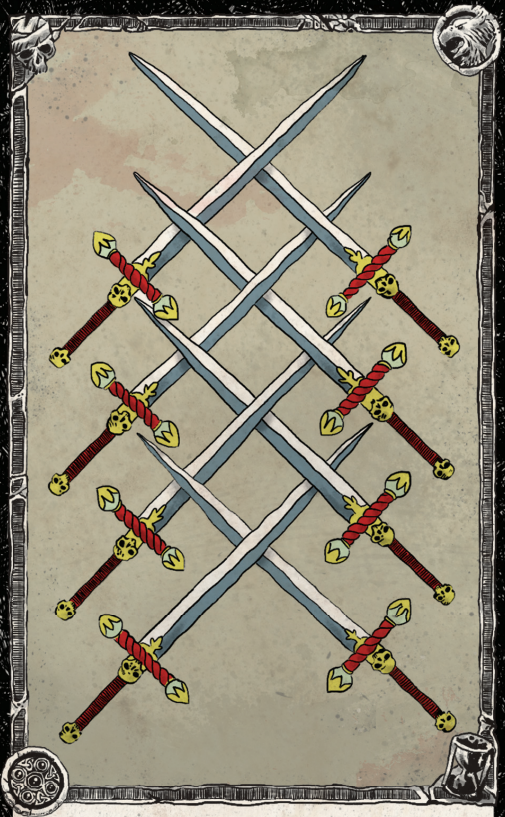
REAGENTS: A bag, hat or pocket from where an animal can be withdrawn

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you produce a small living animal of your choice, such as a dove, fish, mouse or rabbit. This creature has an odd mutation about them, such as mismatched eyes, hidden boils beneath their fur or even two tails.

CRITICAL SUCCESS: As above, but you instead draw three creatures forth instead.

CRITICAL FAILURE: You draw nothing from your hat, save bloodied fingers! You begin to Bleed and are unable to use your primary hand for 24 hours.



GENERALIST
PETTY MAGICK.



HAUNTING

DISTANCE: Any one place you can see

REAGENTS: The death shroud of someone murdered

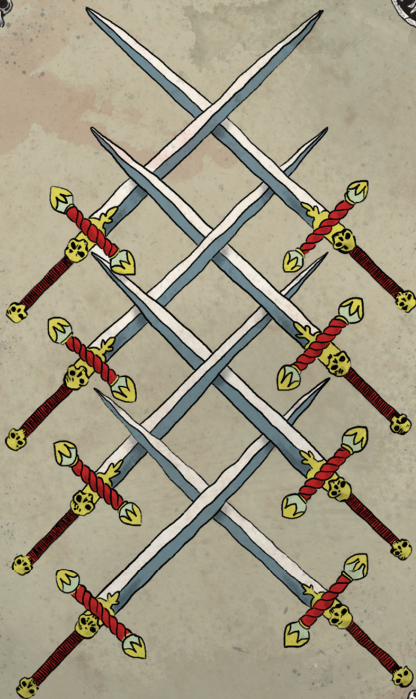
DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can conjure ghostly sounds or voices, which manifest as a low whisper or a dull roar. They can only mimic natural sounds or voices

that your Character would know (the GM may require you as the player to sound them out at the game table).

CRITICAL SUCCESS: As above, but instead those who witness the Haunting suffer from Stress (as mentioned in **Chapter 11: Game Mastery**).

CRITICAL FAILURE: You are contacted by the Abyssal Princes, babbling in ancient languages within your mind. A terrible secret of your past is revealed to you. You immediately suffer 3 Corruption.



GENERALIST
PETTY MAGICK.



HASTEN SPEED

DISTANCE: Any one person you can touch

REAGENTS: The boot of a weary traveler, worn on your feet

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch increases their Combat Movement and Initiative by 3.

CRITICAL SUCCESS: As above, but they also gain 1 additional AP per Turn in combat.

CRITICAL FAILURE: Time begins to ebb strangely around you. The person you intended to hasten immediately ages three years.



GENERALIST
PETTY MAGICK.



HUSH

DISTANCE: Any one person you can see

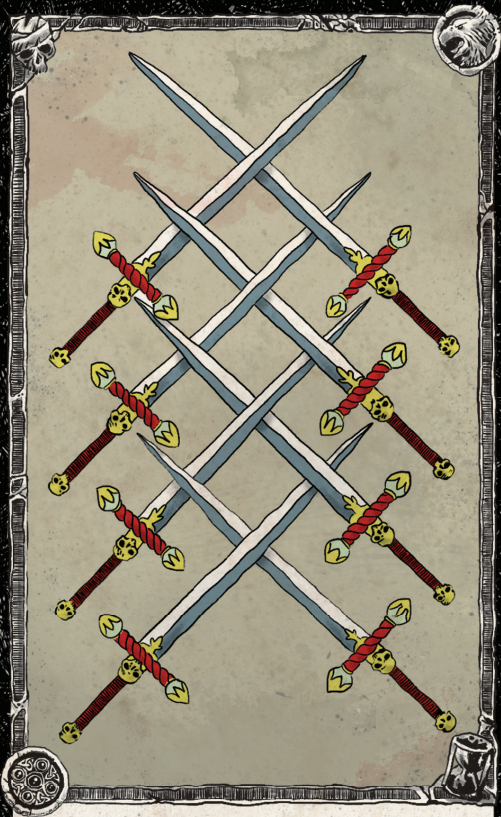
REAGENTS: A silver thimble placed upon your finger, raised to your lips

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately silence one foe and render them unable to verbally communicate whatsoever. Your foe can successfully Resist with an Awareness Test.

CRITICAL SUCCESS: As above, but your foe is unable to Resist this Magick.

CRITICAL FAILURE: An invisible, demonic cat steals your tongue and will not return it for 24 hours. During this time, you cannot speak.



GENERALIST
PETTY MAGICK.



INDOMITABLE SPIRIT

DISTANCE: Any one person you can touch

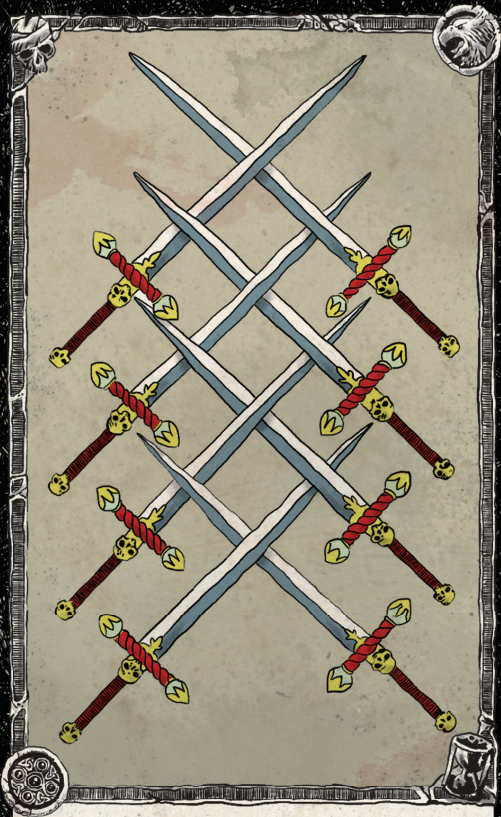
REAGENTS: A shell of a tortoise (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch increases their Peril Threshold by 3.

CRITICAL SUCCESS: As above and they immediately move one step up the Peril Condition Track positively.

CRITICAL FAILURE: With but a touch, the strength withers away from the intended beneficiary of this Magick. They suffer a -3 to Peril Threshold for the spell's Duration.



GENERALIST
PETTY MAGICK.



INVOKE FURY

DISTANCE: Any one person you can touch

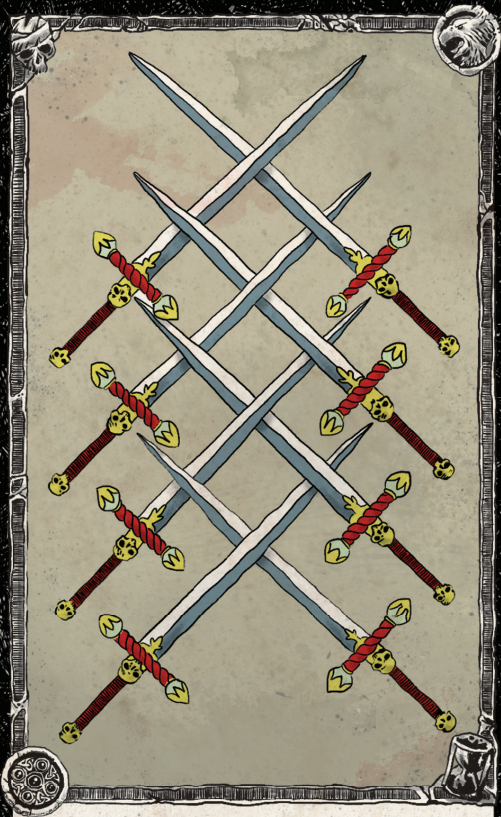
REAGENTS: Ink or dye, which is painted on the person's hands or face (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch is given the gift of retribution. They may add a 1D6 Fury Die to their next Total Damage roll with a melee or ranged weapon.

CRITICAL SUCCESS: As above and the person may add the Punishing Quality to their weapon.

CRITICAL FAILURE: Your invocation has angered the god of war. As a result, the next attack successfully made upon you with a melee or ranged weapon inflicts an additional 1D6 Fury Die to the Total Damage roll and adds the Punishing Quality.



GENERALIST
PETTY MAGICK.



MAGICK MISSLE

DISTANCE: Any one person you can see

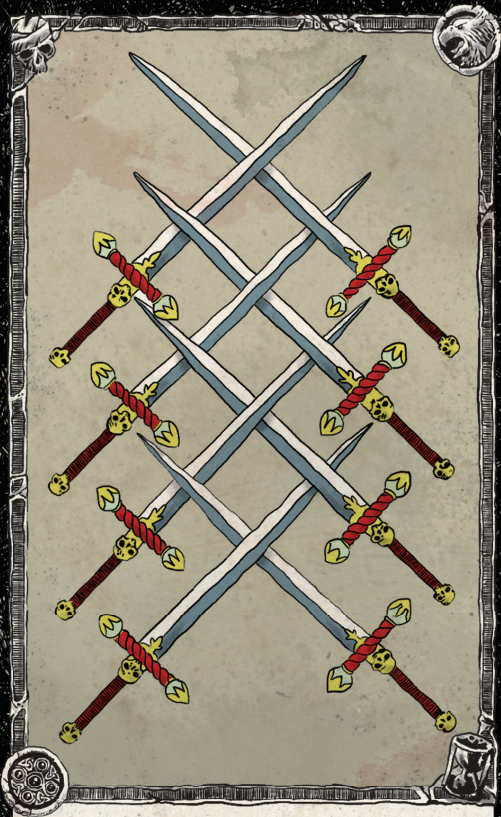
REAGENTS: A silver dart, held in-hand
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell,
one foe suffers $1D10+[WB]$ in Damage.

CRITICAL SUCCESS: As above and the foe
drops whatever is in their hands just outside
of easy reach.

CRITICAL FAILURE: The bolt flickers
outwards before turning and striking you!
You suffer $1D10+[WB]$ in Damage and drop
whatever is in your hands just outside of easy
reach.



GENERALIST
PETTY MAGICK.



PINPRICK

DISTANCE: Any one person you can touch

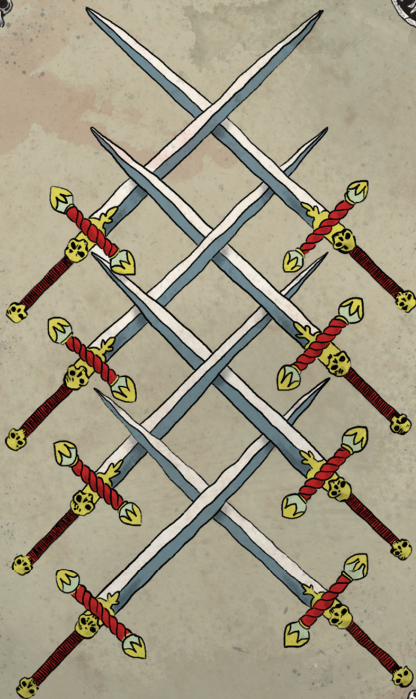
REAGENTS: A small needle, held in-hand
(expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe suffers 1D10+[WB] in physical Peril.

CRITICAL SUCCESS: As above and the foe is unable to Counterspell, Dodge or Parry on their next Turn.

CRITICAL FAILURE: Your body is wracked with pain, lightning lancing through your bones. You suffer 1D10+[WB] in physical Peril.



GENERALIST
PETTY MAGICK.



RAINSHADE

DISTANCE: Yourself

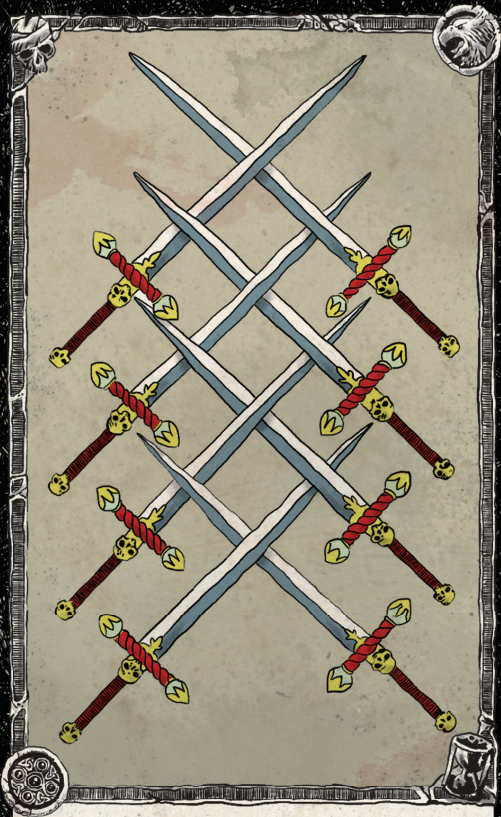
REAGENTS: A leafy branch held above your head (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, you can travel in the rain or snow without getting wet. This does not ward against other Effects related to rain or snow that may inflict Peril or other penalties related to weather. However, it will keep your clothes dry, your torch lit and your grimoires safe!

CRITICAL SUCCESS: As above, but you also clear the area of bad weather within a Burst Template around you, so that others may take advantage of this Magick.

CRITICAL FAILURE: The weather around you grows worse, as you're drenched to the bone. You suffer 1D10+1 physical Peril.



GENERALIST
PETTY MAGICK.



ROBBER'S MISERY

DISTANCE: Any one key you can touch

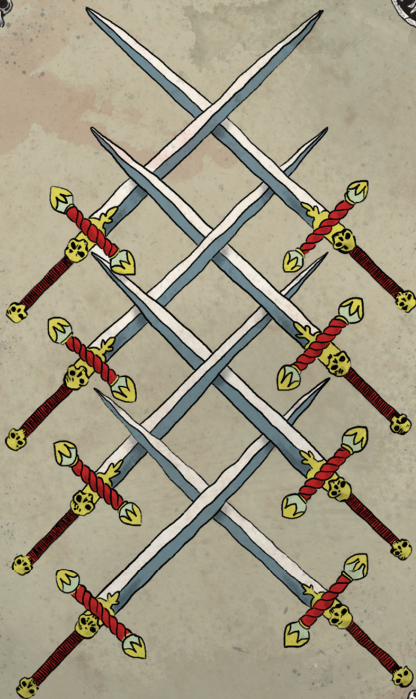
REAGENTS: A skeleton key

DURATION: Forever

EFFECT: After successfully casting this spell, a key you touch can be used to permanently lock one portal or lock. That lock can never be picked or the door opened without use of this key. However, it doesn't prevent it from being busted open.

CRITICAL SUCCESS: As above, but this key can be used on three portals.

CRITICAL FAILURE: Doubtlessly, you will be made victim to theft in the next 24 hours. Likely, it will be at the hands of a treacherous little Guttersnipe. Only the GM knows the truth of what is to occur.



GENERALIST
PETTY MAGICK.



SANCTUARY

DISTANCE: Yourself

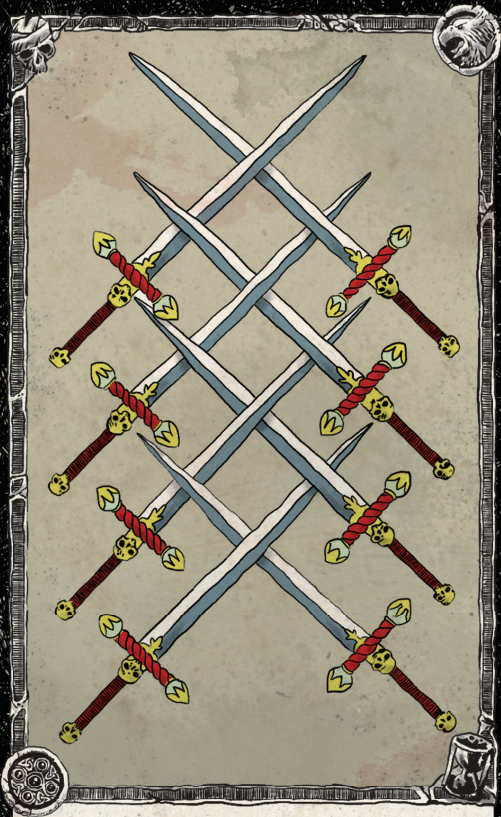
REAGENTS: The bone of a saint or revered priest

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, foes who are classified as Humanoids who attempt to attack you must immediately succeed at a Resolve Test or choose to ignore you for the spell's Duration. This Magick is broken if you attempt to bring harm upon any whom have been made victim to this Magick.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Suddenly, you provoke all foes to immediately target you. They make you the object of their ire for the spell's Duration, attempting to end your life!



GENERALIST
PETTY MAGICK.



SUBDUE

DISTANCE: Any one person you can touch

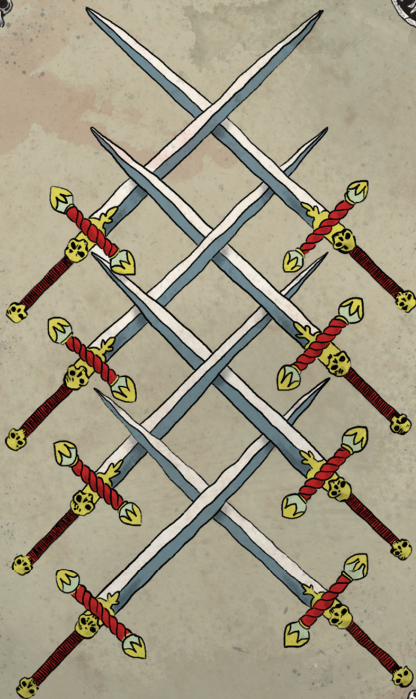
REAGENTS: A handful of sand poured onto the ground (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you immediately render one foe Helpless as they are knocked Prone. Your foe can successfully Resist with an Awareness Test.

CRITICAL SUCCESS: As above, but your foe cannot Resist this Magick.

CRITICAL FAILURE: You cannot seem to rest, despite what you do. You suffer from Sleep Deprivation for 24 hours.



GENERALIST
PETTY MAGICK.



TRACKLESS STEP

DISTANCE: Yourself

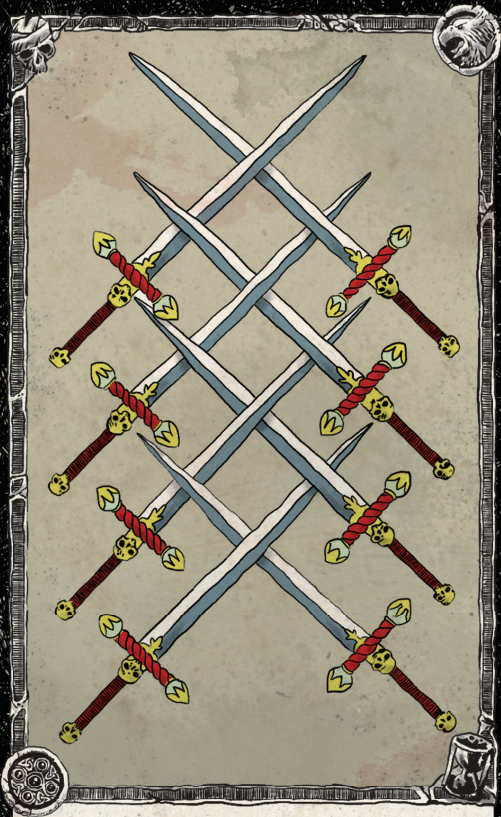
REAGENTS: A jar of epsom salt, sprinkled in your wake (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, you and a number of allies equal to your [WB] are able to pass over surfaces such as snow, mud and vegetation without leaving a trace behind. You must be on foot and can run as well as walk while still benefiting from this spell. Your progress cannot be tracked for the Duration of the spell. It does not work while riding beasts or aboard a wagon or coach.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your feet give out from underneath of you, as you grow tired and weak. You and your allies suffer from 1D10+1 physical Peril for every hour of travel or the Duration of the spell.



GENERALIST
PETTY MAGICK.



VOW OF FEALTY

DISTANCE: Any one person you can touch

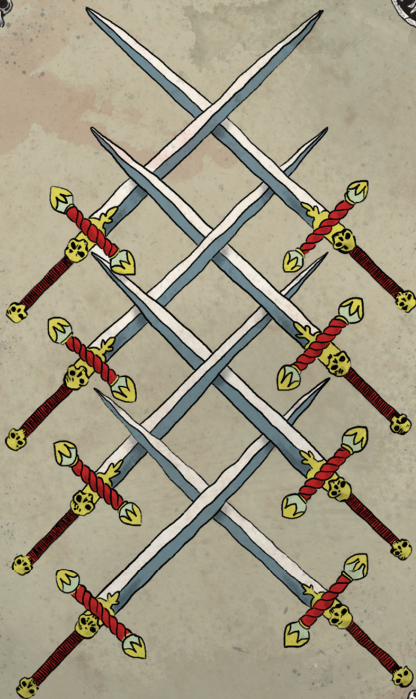
REAGENTS: A willing participant, whose name you announce

DURATION: Forever

EFFECT: After successfully casting this spell, the person you touch vows to carry out or swear against an action you set. Breaking this vow temporarily drops their Brawn by -10%, until the oath-breaker appeals to you to lift the Magick or completes the task they were charged to do. Once the vow is upheld and comes to fruition, the Magick fades.

CRITICAL SUCCESS: As above, but they instead suffer -20% to Brawn.

CRITICAL FAILURE: Although you word the pledge right, it doesn't seem to take Effect. You are held to a vow yourself, given at the behest of the Abyssal Princes. You will suffer a -20% to Brawn if you break this vow and must see it through to its completion.



GENERALIST
PETTY MAGICK.



WARDING

DISTANCE: Any one object or portal you can touch

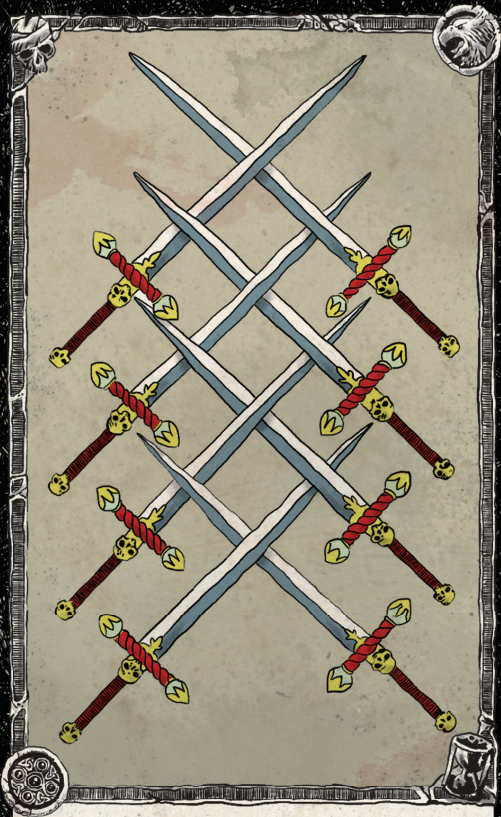
REAGENTS: A tiny bell rung three times

DURATION: Special

EFFECT: After successfully casting this spell, the object or portal you touch can make you mentally aware if it has been trespassed against or stolen – even if you are asleep or hundreds of leagues away. Once triggered, the Magick fades.

CRITICAL SUCCESS: As above, but the Warding never fades. It can be dispelled though.

CRITICAL FAILURE: Tracing your fingers to produce the wards causes terrible intestinal discomfort. You suffer 1D10+1 physical Peril.



GENERALIST
PETTY MAGICK.



WILL O' THE WISP

DISTANCE: Yourself

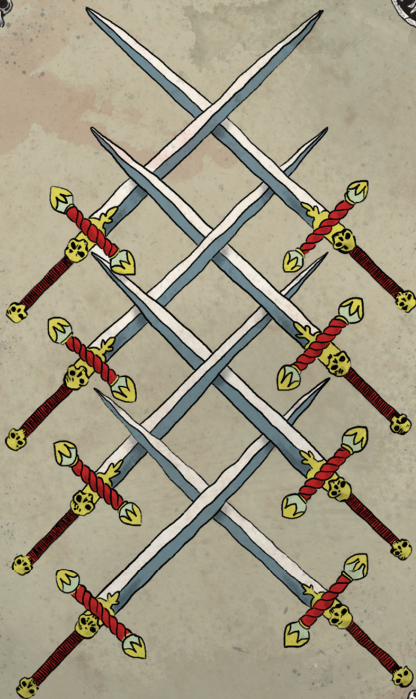
REAGENTS: A firefly crushed in-hand
(expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you conjure nine green wisps of light, gently floating above the ground. They can be mentally controlled to move slowly out into the distance, but must remain within sight or else wink out of existence. They cast a poor light, no greater than that of a candle.

CRITICAL SUCCESS: One wisp can be trapped in a container, to forever conjure poor light as a candle.

CRITICAL FAILURE: Green fireflies dart back and forth, stinging you with tiny electrical zaps, but then disappear to hide in the nearest tree or building. You suffer from Sleep Deprivation for 24 hours.



GENERALIST
PETTY MAGICK.



WYCHSIGHT

DISTANCE: Yourself

REAGENTS: A blindfold placed over your eyes

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can visually determine if an object or person is imbued or under the influence of Magick. Naturally, since dark Magick flows within the unliving, you can also detect creatures that are classified as Supernatural.

CRITICAL SUCCESS: As above, but you can also detect what sort of Magick spell has affected the object or person, if any.

CRITICAL FAILURE: You behold a terrible vision of nightmare beings beyond the mortal realm. Your eyesight is stricken from you, as you're temporarily blinded for 24 hours. During this time, you automatically fail any Skill Test which requires you to see.