



• THE CROUCHING ONE.



DANCE OF DEATH

DISTANCE: Any persons you can see

REAGENTS: A vial of blood from an honest priest (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. They must Resist with a Resolve Test or immediately suffer 3D10+their [BB] in Damage and dance in place for three minutes, unable to Counterspell, Dodge or Parry during this time. Those who do Resist suffer from Terror instead.

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

CRITICAL FAILURE: Your words send you into an endless dance, unable to do anything else and inflicting harm upon yourself in the process. You begin to dance and must do so for 72 hours; throughout, you are rendered Helpless. At the end of the dance, you suffer one Moderate, Serious and Grievous Injury.



• THE CROUCHING ONE.



ETERNAL DAMNATION

DISTANCE: Any one person you can touch

REAGENTS: The blood of your victim
(expended)

DURATION: Forever

EFFECT: After successfully casting this spell, the person you touch (providing they are already Slain!) is unable to be raised from the dead.

CRITICAL SUCCESS: As above, but you can affect a living person who is suffering from any kind of Injury.

CRITICAL FAILURE: Refusal of the blood god takes a wearisome toll upon you. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).



• THE CROUCHING ONE.



HAND OF THE MURDERED GOD

DISTANCE: Yourself

REAGENTS: The finger bones of a murderer, held in a purse

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, your hand begins to weep Ætheric blood. For the Duration of the spell, foes who attempt to target you with Attack Actions or Perilous Stunts must Resist with a Resolve Test or suffer a -20 Base Chance to strike you.

CRITICAL SUCCESS: As above, but your foes are unable to Resist this Magick.

CRITICAL FAILURE: Your hand begins to bleed, for real! You suffer from Bleeding for the Duration of the spell, or until it is stemmed.



• THE CROUCHING ONE.



KNIFE IN THE DARK

DISTANCE: Any one person you can touch

REAGENTS: A tail of a scorpion, held in-hand

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or suffer 1D10+[WB] in Damage and be unable to use any Movement Actions for one Turn. You can inflict Injuries with this Magick, as if it were a melee weapon.

CRITICAL SUCCESS: As above, but the foe also begins to Bleed.

CRITICAL FAILURE: The scorpion's tail stings you, instantly dissolving in-hand. You are affected by scorpion's venom, as indicated in **Chapter 9: Hazards & Healing**.



• THE CROUCHING ONE.



LUSTFUL BLADE

DISTANCE: Yourself

REAGENTS: A Castle-forged stiletto, held in-hand

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the blade of the stiletto oozes acid. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, whenever you strike or Parry with this stiletto, refer to your Incantation Skill instead of a Combat-based Skill. When you inflict an Injury on a foe, you instead move one step up the Damage Condition Track positively.

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

CRITICAL FAILURE: The stiletto takes upon 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 stiletto does nothing; and if the result is face '6', it will lash out at a random ally.



• THE CROUCHING ONE.



MURDEROUS DEMANDS

DISTANCE: Yourself

REAGENTS: A vial of blood from a corrupt priest other than yourself (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you can kill with a single blow. Anytime you inflict at least 12 Damage or cause an Injury with a melee weapon, you automatically render your foe Slain! instead. Those who are not Slain! begin to Bleed.

CRITICAL SUCCESS: As above, but you can slay someone when inflicting at least 9 Damage.

CRITICAL FAILURE: Your wounds begin to Bleed endlessly. Your Damage Threshold is reduced by 9, instead of the normal 6. For the Duration of the spell, should you suffer an Injury, you are Slain! instead.



• THE CROUCHING ONE.



SPIDER'S FANG

DISTANCE: Any one person you can see

REAGENTS: A spider's head, held in your pocket

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your attacks inject venom whenever they land. If you Injure a foe, they suffer both an Injury and are affected by spider venom, as indicated in **Chapter 9: Hazards & Healing**.

CRITICAL SUCCESS: As above, but the foe cannot Dodge or Parry your attacks.

CRITICAL FAILURE: The spider's head bites your leg, as it dissolves in your pocket. You are affected by spider's venom, as indicated in **Chapter 9: Hazards & Healing**.



• THE CROUCHING ONE.



STINGING BLOWS

DISTANCE: Any one person you can see

REAGENTS: A blackjack, held in your off-hand

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your attacks sting whenever they land. When you deal Damage with a melee weapon, your foe must Resist with a Toughness Test or suffer a -10 Base Chance to all Skill Tests for the Duration of the spell.

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

CRITICAL FAILURE: You're struck dumb by the gods for this transgression. Your head reels from dizziness and you must flip the results to fail all Combat-based Skill Tests for the Duration of the spell.



• THE CROUCHING ONE.



TERRIFYING ATTACKS

DISTANCE: Yourself

REAGENTS: The shrunken head of a priest, held on a necklace

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you automatically inflict Terror upon those whom you deal Damage to with melee weapons. They can suffer from multiple bouts of Terror with these attacks.

CRITICAL SUCCESS: As above, but foes who move down the Peril Condition Track are paralyzed and left Helpless, unable to use Movement Actions to get away.

CRITICAL FAILURE: The head begins to cackle, but only in your mind's eye. You are enervated, moving one step down the Peril Condition Track negatively at the start of your Turns for the Duration of the spell, until you are Incapacitated!



THE CUSTODIAN.



BEYOND THE PALE

DISTANCE: Yourself

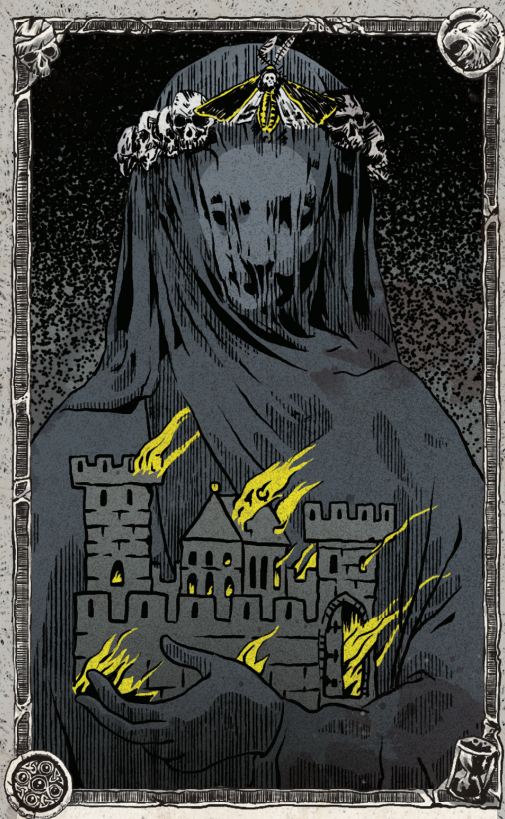
REAGENTS: A jar of epsom salt, poured upon the ground (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, you draw a three-yard long line upon the ground. Unless they successfully Resist with a Resolve Test, no creature classified as being Supernatural can cross it. If they do, they suffer 1D10+[WB] Damage, whether they successfully Resisted it or not.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Strange symbols begin to glow upon the ground. Those who behold these ebbing symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.



THE CUSTODIAN.



DÉJÀ VU

DISTANCE: Yourself

REAGENTS: Three sticks of frankincense, ignited (expended)

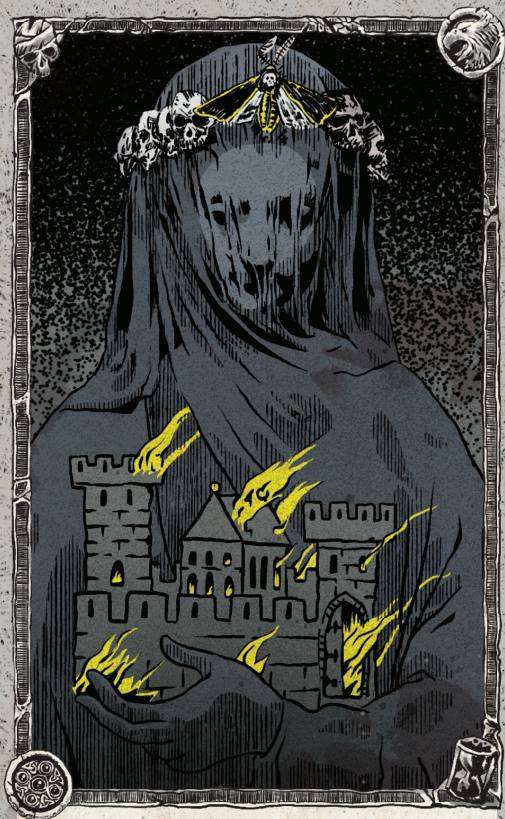
DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, you gain one temporary Fate Point to be used as you desire. Once this Fate Point is used, you suffer 6 Corruption as you've stolen what death was meant to take away. Once the Duration of the spell expires, the Fate Point goes away, regardless of whether it was used or not.

CRITICAL SUCCESS: As above, but you don't suffer Corruption once the spell expires.

CRITICAL FAILURE: You receive nothing. There is nothing to be learned here.

However, at an appointed time in the future by the GM, you will be ridden with a seizure and collapse, convulsing on the ground. You will be left Helpless for a total of six minutes, you cannot recast this Magick until the Duration of the spell has expired and finally, you suffer 6 Corruption.



THE CUSTODIAN.



DREAMWEAVER

DISTANCE: Any one person you have met

REAGENTS: A bit of wool, pulled between your forefingers and thumbs (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you send a message to one person you can envision. They will receive it the next time they go to sleep. The message can be no longer than one minute. The GM will likely time you with a watch.

CRITICAL SUCCESS: As above, but the message can be up to three minutes long.

CRITICAL FAILURE: As you weave the dream, the message becomes muddled. The person you envisioned as the recipient will wake up confused and bewildered and immediately suffer 1D10+1 mental Peril.



THE CUSTODIAN.



FINAL REST

DISTANCE: Any one person you can touch

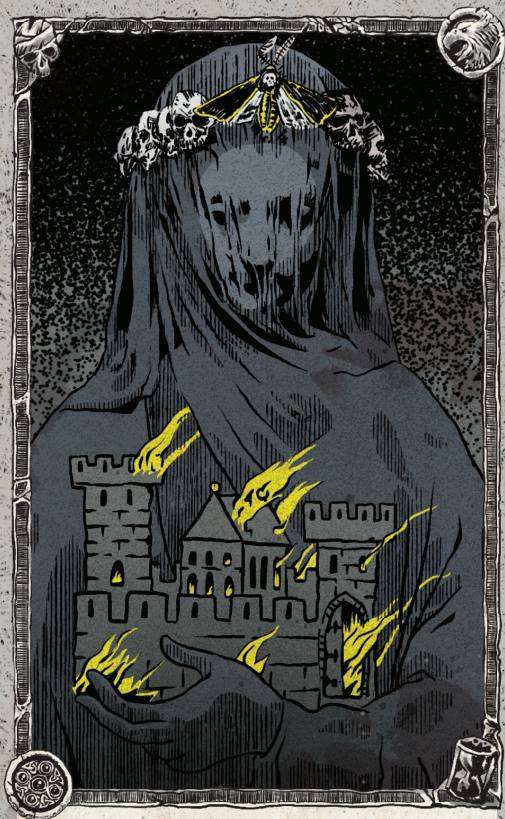
REAGENTS: A stake carved from rare ironwood, driven into the unliving (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch (providing they are classified as a Supernatural creature) must Resist with a successful Coordination Test or be Slain! If they fail, they are turned entirely to dust cannot be raised from the dead.

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

CRITICAL FAILURE: The stake splinters in-hand, and the very Supernatural creature you intended to drive it into is reinvigorated with 'unlife'. The Supernatural creature is instantly restored to Unhindered, Unharmed and loses all Injuries.



THE CUSTODIAN.



LAST RITES

DISTANCE: Any one person you can touch

REAGENTS: A brick, set between the teeth (expended)

DURATION: 3+[WB] in years

EFFECT: After successfully casting this spell, the person you touch (providing they are already Slain!) is cannot be raised from the dead by Magickal or supernatural means. This can only be cast upon a corpse once, regardless of whether it succeeds or fails.

CRITICAL SUCCESS: As above, but this Magick lasts for triple the Duration.

CRITICAL FAILURE: From the moment that the body is laid to rest, your dreams are haunted by the deceased's memories. For three nights hence, your Peril Condition Track may only recover to Imperiled as if you were resting in an unsafe place (as noted in **Chapter 9: Hazards & Healing**).



THE CUSTODIAN.



OMEN OF DEATH

DISTANCE: Any persons you can see

REAGENTS: A raven, slaughtered in-hand (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you have their Fury Dice explode on face '6', '5' and '4' when determining Total Damage.

CRITICAL SUCCESS: As above, but the affected have their Fury Dice explode on face '6', '5', '4' and '3'.

CRITICAL FAILURE: The crow you released is not dead, but becomes murderous, pecking and gnawing at you. For the Duration of the spell, you are unable to cast Magick and must succeed at a Coordination Test at the start of your Turn or else be knocked Prone.



THE CUSTODIAN.



SLEEPWALKER

DISTANCE: Any persons you can see

REAGENTS: A handful of powdered gold, poured onto the ground (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a number of foes equal to your [FB] who can see and hear you suffer a -30 Base Chance to Resolve Tests. In addition, those who fail to immediately Resist with a Resolve Test are left Helpless for the spell's Duration.

CRITICAL SUCCESS: As above, but the affected automatically fail to Resist.

CRITICAL FAILURE: As you invoke the walk of sleep among the throng, they grow incensed. Suddenly, you find yourself in a situation that begins to spiral out of control! You are left Helpless for the spell's Duration against those who you intended to use this Magick against.



THE CUSTODIAN.



THE INVITATION

DISTANCE: Any one person you can touch

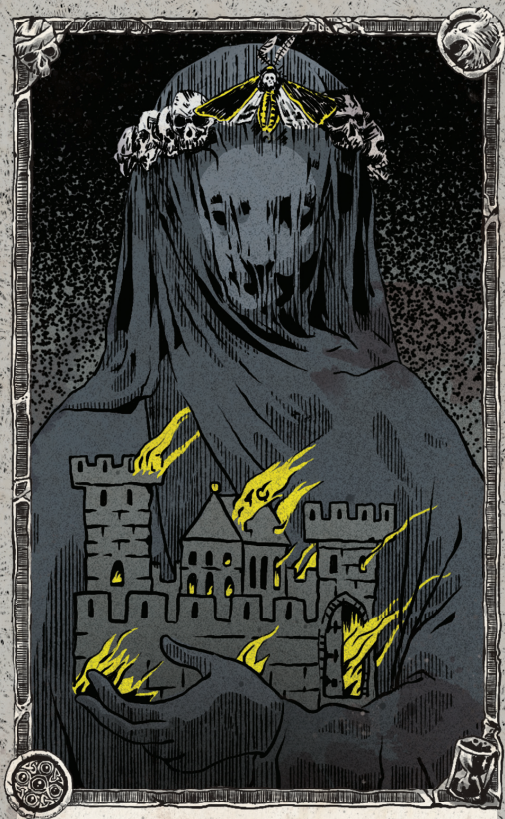
REAGENTS: A mirror, which you hold to the face of a corpse

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch (providing they are already Slain!) summons their spirit back from the dead to their corpse to speak with you. You can ask any questions and they will always answer truthfully. However, they cannot answer questions they did not know the answers to in life.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Behold, the terrible countenance of a Supernatural creature from beyond. 'Tis not the one you commanded to return. The mirror suddenly shatters, breaking in your hand! You are subjected to Fear.



THE CUSTODIAN.



TURN UNDEAD

DISTANCE: Any one person you can see

REAGENTS: Your holy symbol, held before you.

DURATION: Instantaneous

EFFECT: After successfully casting this spell, as long as they are classified as a Supernatural creature, you deal $2D10+[WB]$ in Damage to a single foe.

CRITICAL SUCCESS: As above, but the foe is also set On Fire.

CRITICAL FAILURE: You are suddenly filled with crippling anxiety, crushed as your god momentarily turns away from you. You suffer $2D10+2$ mental Peril and are knocked Prone.



THE DEMIURGE.



FURY OF THE WILDLANDS

DISTANCE: Any one person you can see

REAGENTS: The petrified penis of a Troll, held aloft

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe immediately suffers 3D10+[WB] in Damage now and every Turn thereafter until they are Slain! from it.

CRITICAL SUCCESS: As above, but the foe also suffers 3D10+[WB] in physical Peril now and every Turn thereafter until they are Incapacitated! from it.

CRITICAL FAILURE: The call of the wild goes unanswered. You are petrified into a soft stone and left Helpless for 72 hours.



THE DEMIURGE.



HARE'S SPEED

DISTANCE: Yourself

REAGENTS: A rabbit's foot, held on a chain

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you can increase your Combat Movement by 3. In addition, you reduce the number of APs required by 1 whenever you Charge, Get Up, Maneuver and Run.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You accidentally bound upwards into the air, a number of feet equal to 1D10+[WB]. You immediately suffer a fall, and are knocked Prone. In addition, you manifest a puff of fur on your bottom, your ears grow fuzzy and have a yearning for carrots for the next 24 hours.



THE DEMIURGE.



KING OF BEASTS

DISTANCE: Any one creature you can touch

REAGENTS: The tooth of a creature type you wish to tame (expended)

DURATION: Special

EFFECT: After successfully casting this spell, the creature you touch (providing they are considered to be a Beast) is yours to command for exactly one minute. Note that if you attack the creature or cause it further harm, the spell ends immediately.

CRITICAL SUCCESS: As above, but triple the Duration.

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 in the next three minutes.



THE DEMIURGE.



MOTHER'S CRADLE

DISTANCE: Any persons you can touch

REAGENTS: The breast milk of a woodland nymph, shared between the beneficiaries (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. Those so affected immediately restore their Peril Condition Track as if they had rested in safety, as indicated in **Chapter 9: Hazards & Healing**.

CRITICAL SUCCESS: As above, but the allies may also move two steps up the Damage Condition Track positively.

CRITICAL FAILURE: The moment that everyone has drunk of the milk, it turns sour, tasting vile. Their tummies begin to rumble and ache. Those who partook of the milk suffers 3D10+3 physical Peril and contract Bloody Flux. Note that there is no indication that the milk has soured until after everyone has swallowed (so no spitting it out).



THE DEMIURGE.



PART THE WAYS

DISTANCE: Yourself

REAGENTS: A small minnow, swallowed (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you may flip the result to succeed Athletics Test while swimming. In addition, you are not weighed down by any trappings or equipment you wear. Finally, you can add an additional 6 yards to your Combat Movement while swimming.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your stomach fills with Ætherically-summoned water. You immediately suffer 2D10+2 physical Peril and are knocked over, where you remain Prone on the ground, throwing up water for the spell's Duration.



THE DEMIURGE.



PRIMORDIAL TONGUE

DISTANCE: Yourself

REAGENTS: A crabapple, smashed beneath your boot (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, you gain the ability to speak with any creature classified as a Beast. In addition, you gain a +10 Base Chance to all Skill Tests to converse with and befriend them.

CRITICAL SUCCESS: As above, but add a +20 Base Chance instead.

CRITICAL FAILURE: With but a whisper, your voice is stricken from you and replaced by one taken from a Beast of the natural world (the GM will decide which Beast). For 24 hours you can nothing except grunt, growl or roar.



THE DEMIURGE.



RAGE OF THE PRIMAL LORD

DISTANCE: Yourself

REAGENTS: A mask made from a creature classified as a Beast, worn over your face

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, you can invoke Terror. In addition, you add a 1D6 Fury Die to all Damage – regardless of its source, from Magick or with a melee or ranged weapon. As with all Fury Dice, this die will explode on face ‘6’. Finally, you can spend 2 APs on your Turns in order to make two Melee or Ranged Attacks. However, you cannot Counterspell, Dodge or Parry for the Duration of the spell.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: Your mask drops to the ground and withers away, turning into worms. You have angered the Demiurge! You are small, unworthy of the primal lord’s light and must pay the price. You immediately suffer 9 Corruption, and cannot cast this spell again until you make another mask.



THE DEMIURGE.



SUFFOCATING GROWTH

DISTANCE: Any one place you can see

REAGENTS: A patch of solid earth you can see

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a crawling patch of vines and creeping plants surges up out of the ground, seeking to swallow those within its reach. All those who are caught within the Burst Template begin to suffer from Suffocation. The growth is considered to be Hard Terrain. In addition, those attempting to escape the growth must Resist with an Athletics Test or continue to suffer from Suffocation. Finally, any Movement Action made within the growth requires the expenditure of 1 additional AP to use.

CRITICAL SUCCESS: As above, but Movement Actions instead require the expenditure of 2 additional APs to use.

CRITICAL FAILURE: Vines burst from the ground beneath you, their fronds wrapping themselves around you and creeping down your throat. They threaten to tear you from the inside out. You must Resist with an Athletics Test now and at the start of your Turn for the Duration of the spell or suffer from Suffocation.



THE DEMIURGE.



THUNDERCLAP

DISTANCE: Yourself

REAGENTS: Two hands, brought together as a clap

DURATION: Instantaneous

EFFECT: After successfully casting this spell, any foes caught in its Cone Template suffer 1D10+[WB] in physical Peril and 1D10+[WB] in Damage. In addition, they lose 1 AP at the start of their Turns in combat for the next 48 hours. Your foes can successfully Resist with a Coordination Test.

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

CRITICAL FAILURE: As you bring your hands together, a bolt of lightning strikes nearby and you are deafened. You suffer 1D10+[WB] in physical Peril, 1D10+[WB] in Damage and cannot hear for 48 hours.



THE GOD-EMPEROR.



CELESTINE JUDGEMENT

DISTANCE: Any one person you can see

REAGENTS: An arrowhead fashioned from gold (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, one foe suffers 3D10+[WB] in Damage. In addition, they are knocked Prone for three Turns.

CRITICAL SUCCESS: As above, but the foe also cannot Counterspell, Dodge or Parry for three Turns.

CRITICAL FAILURE: As you throw the comet of justice towards your foe, you realize within your heart of hearts that it was solely intended for you. You suffer 3D10+[WB] in Damage and are knocked Prone and cannot Counterspell, Dodge or Parry for three Turns.



THE GOD-EMPEROR.



CHAOS OVERTURNED

DISTANCE: Yourself

REAGENTS: A bronze hammer held aloft

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you gain 1 additional AP at the start of your Turns in combat, to use as you see fit. This also means that you can make an additional Attack Action or Perilous Stunt, despite the normal limitations presented in **Chapter 8: Combat**.

CRITICAL SUCCESS: As above, but you also gain a +20 Base Chance to Combat-based Skill Tests for the spell's Duration.

CRITICAL FAILURE: As you raise the hammer above your head, it splits along the hilt, breaking in two. You lose 1 additional AP at the start of your Turns and suffer a -20 Base Chance to all Combat-based Skill Tests for the Duration of spell.



THE GOD-EMPEROR.



DAMNATION

DISTANCE: Any one person you can touch

REAGENTS: A mirror, held before the person you touch

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch (providing they're classified as a Mutant creature or have a Taint of Chaos) must Resist with a successful Coordination Test or be unable to Counterspell, Dodge or Parry for the Duration of the spell. In addition, they suffer a -20 Base Chance to Resist your Magicks for the Duration of the spell.

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

CRITICAL FAILURE: 'Tis not your enemy who is damned, but you instead! You suffer a -20 Base Chance to Resist Magicks for the Duration of the spell and are left Defenseless against them.



THE GOD-EMPEROR.



FLAMES OF ORDER

DISTANCE: Yourself

REAGENTS: A golden amulet inscribed with the holy symbol of your god

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you are instantly immolated in a harmless, white blinding light. Providing they are considered to be a heretic or a Mutant creature, those within the Explosion Template centered on you suffer $2D10+[WB]$ in Damage. This ignores any Damage Threshold Modifier their armor may confer.

CRITICAL SUCCESS: As above, but those so affected are also set On Fire.

CRITICAL FAILURE: The flames of your inner passion fizzles out. So distraught are you that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].



THE GOD-EMPEROR.



HERESY DENIED

DISTANCE: Any one portal you can touch

REAGENTS: Three bent nails, hammered into a threshold (expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the portal cannot be trespassed by creatures that are classified as Mutants or other Humanoids possessing mutations unless they successfully Resist with a Resolve Test. Should they cross the portal, they suffer 1D10+[WB] in Damage, regardless of whether they successfully Resisted or not.

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

CRITICAL FAILURE: The three nails you hammer into the threshold instantly break. Strange symbols of judgement begin to ebb upon the threshold. Those who behold these symbols whose Chaos Ranks are higher than their Order Ranks are subjected to Stress.



THE GOD-EMPEROR.



IMPERIAL MIGHT

DISTANCE: Yourself

REAGENTS: Your hammer held aloft

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your hammer beams with pure, white light. Instead of using your [CB], refer to your [WB] to determine Damage. Finally, ever you strike or Parry with this weapon, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.

CRITICAL SUCCESS: As above, but any victim struck with the weapon cannot Dodge or Parry it.

CRITICAL FAILURE: You invoke the names of the sacred gods above incorrectly, you fool! As punishment, your weapon is sundered, ruined forever.



THE GOD-EMPEROR.



LIONHEART

DISTANCE: Yourself

REAGENTS: Your holy symbol, raised aloft

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you are immune to the Intimidate Skill and cannot be subjected to Stress or Fear.

CRITICAL SUCCESS: As above, but your allies are also immune to Terror.

CRITICAL FAILURE: Your words fail, as you invoke the damnation of your own god. Not only that, your allies are instilled with cowardice. A number of allies equal to your [FB] suffer a -6 to their Peril Threshold until the Duration is up.



THE GOD-EMPEROR.



ORDER'S MAJESTY

DISTANCE: Yourself

REAGENTS: A prism held to your eye

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, those who are subjected to Stress, Fear or Terror can immediately move three steps up the Peril Condition Track positively while lifting any lingering Effects of any Disorder that may have been triggered.

CRITICAL SUCCESS: As above, but those so affected also gain one Fortune Point.

CRITICAL FAILURE: The vision from your eyes is not of emboldening light, but of holy, unrepentant judgement! Those who behold your countenance must succeed at a Resolve Test or else they suffer from Terror.



THE GOD-EMPEROR.



UNASSAILABLE BULWARK

DISTANCE: Yourself

REAGENTS: An iron ring, forged in purifying flames

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, both Grievous and Serious Injuries inflicted upon you are treated as Moderate Injuries instead for the Duration of the spell.

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

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



THE LEARNER.



ALL-SEEING EYE

DISTANCE: Any one person you can see

REAGENTS: A miniature pyramid of clay, crushed (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can learn both the Order and Chaos Alignment of a person you can see and hear.

CRITICAL SUCCESS: As above, but you can also learn what Disorders or Drawbacks they are suffering from.

CRITICAL FAILURE: You behold not a vision of the person's temperament, but of the psychological horrors which have befallen them. You immediately suffer 3 Corruption as punishment.



THE LEARNER.



BONDS OF JUSTICE

DISTANCE: Any one person you can see

REAGENTS: A single link of a chain, held in-hand (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or be left Helpless. A foe caught in the shackles who wants to break free of them, is required to Resist with an Athletics Test. However, they cannot add their Skill Ranks to their Athletics Test to break them.

CRITICAL SUCCESS: As above, but the affected cannot break free of the shackles.

CRITICAL FAILURE: You have made a minor transgression against the gods. You are immediately rendered Helpless for the spell's Duration, unable to break free of the *Bonds of Justice*.



THE LEARNER.



CRIMINAL'S REMORSE

DISTANCE: Any one person you can touch

REAGENTS: A tuft of a dog's hair, burnt
(expended)

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch must Resist with a successful Coordination Test or be wracked with guilt. Whenever they commit a crime, they suffer 1D10+1 mental Peril.

CRITICAL SUCCESS: As above, but triple the Duration of this Magick.

CRITICAL FAILURE: Crime doesn't pay. Nor does the law, in your case. When you attempt to enforce the law three times over the Duration of the spell, you suffer 1D10+1 mental Peril.



THE LEARNER.



EYE FOR AN EYE

DISTANCE: Yourself

REAGENTS: A pair of weights from a scale, held in each pocket

DURATION: Special

EFFECT: After successfully casting this spell, the forces of order ensure that any chaotic act committed upon you is returned in kind to the transgressor of such acts. This means that if someone stole your coin purse, they'd immediately lose their purse in return. The same will happen if someone intentionally causes you to suffer Damage or Peril, they immediately suffer the same Damage or Peril in kind. It also means that if you were the target of a Perilous Stunt, the offender would immediately suffer the same in kind. This Magick lasts until it has been triggered.

CRITICAL SUCCESS: As above, but the affected is affected threefold. This means that if you suffered 4 Damage, they suffer 12 in kind. Or, if they stole your purse, they lose their purse and valuables of equal value in kind. It also means that if you had been the target of one Perilous Stunt, they are immediately made the target of three Perilous Stunts in kind.

CRITICAL FAILURE: By some mistake, you have disrupted the cosmic balance between order and chaos. The scales of justice do not weigh in your favor. Sometime in the next 48 hours, you will suffer retribution for the actions you took, not once, but threefold!



THE LEARNER.



GODS AS YOUR WITNESS

DISTANCE: Any one person you can touch

REAGENTS: Invoking 'gods as your witness...' before asking a question

DURATION: Special

EFFECT: After successfully casting this spell, the person you touch must give a truthful telling to your questions. You can only ask a number of questions equal to your [WB]. The person can only answer to the best of their abilities and must give honest answers.

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

CRITICAL FAILURE: You have made a critical error. You're not sure whether they're telling the truth or not. In fact, this may not bode well for you or your well-being. Stricken with anxiety, you immediately suffer 3D10+3 mental Peril.



THE LEARNER.



JUSTICAR'S BLADE

DISTANCE: Yourself

REAGENTS: Any sword, held in one hand

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, the sword shines like silver. The sword becomes a one-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 this sword, refer to your Incantation Skill instead of a Combat-based Skill. You can inflict Injuries with this Magick, as if it were a melee weapon.

CRITICAL SUCCESS: As above, but your foes 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, 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; '2-5', the sword does nothing; and if the result is face '6', it will lash out at a random ally.



THE LEARNER.



SEE THROUGH LIES

DISTANCE: Yourself

REAGENTS: A silken blindfold, worn for the Duration of the spell

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you are able to detect a lie made by anyone who you can hear. Note that you are completely blind to the Material Realm during this time, automatically failing any Skill Tests based on vision.

CRITICAL SUCCESS: As above, but you are not blind during this time.

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



THE LEARNER.



TOOTH FOR A TOOTH

DISTANCE: Any person you can see

REAGENTS: The blood of a victim who has suffered injustice (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a foe who can see and hear you must Resist with a Resolve Test or loses 3 APs at the start of their Turns in combat. A foe can attempt to Resist this Magick at the beginning of their Turns for the Duration of the spell.

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

CRITICAL FAILURE: Petty mortal! Who are you to exact revenge in the name of the gods? Today, you are not the arbiter of right and wrong. As punishment, you cannot cast Magick for 72 hours.



THE LEARNER.



TRIAL BY FIRE

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

REAGENTS: An expensive fire opal, held in palm

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a foe who can see and hear you is condemned as if they are guilty. Now and on your Turn in Combat, name a crime that the guilty committed. If the foe is guilty of this crime, they immediately suffer 3D10+[WB] in Damage from fire. You can inflict Injuries with this Magick, but they are set On Fire instead. Each crime you name must be unique – you cannot name the same crime multiple times – and must conform to the local law. If they are innocent of the crime, nothing happens.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You have made a major transgression against the gods. The fire opal burns in your palm, turning to dust. You will be punished for each and every lie or infraction of the law made in the next 72 hours. Should you even attempt to muddle the truth slightly or commit even the smallest of infractions against the law, you suffer 9 Corruption each time you do.



THE LEVIATHAN.



BECALM SQUALL

DISTANCE: Any one boat you can touch

REAGENTS: A whalebone dagger, thrust into the boat's mast (expended)

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, a boat you touch (providing it is a river- or sea-going vessel) is saved from any bad winds or storm that surrounds it. The winds buffet outside of the area, but provide only a gentle breeze upon the boat. An area of calm radiates around the boat a number of yards equal to your [WB], allowing companion boats to take advantage of the Magick. If becalmed, the boat moves as if it were guided by a gentle wind and the thrashing waters no longer impede its ability to navigate.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The storm grows even more precipitous. Roll a 1D6 Chaos Die. If it lands on face '6', lightning strikes the mast of the boat you're on, splitting it from the ship.



THE LEVIATHAN.



BLESSED ALBATROSS

DISTANCE: Any one boat you can touch

REAGENTS: Three albatross, released from a cage (expended)

DURATION: Forever

EFFECT: After successfully casting this spell, a boat you touch (providing it is a river or sea-going vessel) will never sink, should the albatrosses all remain alive as they hover above the mast.

CRITICAL SUCCESS: As above, but it will also protect anyone aboard the boat from falling, being blown, knocked or swept overboard.

CRITICAL FAILURE: The albatross bring not fortune, but a terrible curse. You, along with passengers and crew are unaware that you've irrevocably cursed the boat. At a time appointed by the GM, the boat will flounder and eventually sink. This will always be precipitated by the blackened husks of albatross being struck by lightning, one by one, day over day, for three days. As each is struck, those in the boat suffer 3D10+3 mental Peril.



THE LEVIATHAN.



BON VOYAGE

DISTANCE: Any one boat you can touch

REAGENTS: A bottle of wine, shattered on a boat's hull (expended)

DURATION: Special

EFFECT: After successfully casting this spell, a boat you touch grants anyone aboard a +10 Base Chance to Navigation Tests while on the boat. This Magick lasts so as long as you remain on the boat and you must name both the port of departure and the destination port. Ports of call do not account for this Magick. Once the boat reaches its destination, the Magick fades.

CRITICAL SUCCESS: As above, but those who use Navigation Tests gain a +20 Base Chance to succeed instead.

CRITICAL FAILURE: The bottle does not shatter against the hull, instead bouncing off of it and rolling away. When it stops, the cork suddenly pops on its own accord and the alcohol flows out not as liquid, but as silt. This boat is cursed and if you choose to board it before it leaves port, all those upon it must flip the results to fail all Navigation Tests instead.



THE LEVIATHAN.



BREATH OF THE ÆTHER

DISTANCE: Any one person you can touch

REAGENTS: The kiss of a woman, placed on a kerchief or the mouth (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch adds your [WB] to their [BB] to determine how many minutes they can hold their breath to withstand the Effects of Suffocation (or drowning). Once these minutes pass by, the Magick fades.

CRITICAL SUCCESS: As above, but they also gain a +10 Base Chance to Athletics Tests to swim.

CRITICAL FAILURE: As the woman places her kiss upon the unwitting, it spells their doom. Once they hold their breath, they fall unconscious from Suffocation, requiring a Kiss of Life!



THE LEVIATHAN.



FISHER'S INTUITION

DISTANCE: Self

REAGENTS: A fishing lure, dropped into the water (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, name any one creature of the sea. You now know the inherent direction to find it, providing it dwells in an area within your field of vision. Once located, the Magick fades.

CRITICAL SUCCESS: As above, but you are guaranteed to catch your prey.

CRITICAL FAILURE: Your Magick leads you astray, as whomever attempts to catch the prey draws something terrible from below the depths. Likely, it will attempt to either swallow them once captured or pull them back into the waters!



THE LEVIATHAN.



KRAKEN'S CURSE

DISTANCE: Any persons you can see

REAGENTS: A bone rod made from a deep sea monster

DURATION: Instantaneous

EFFECT: After successfully casting this spell, select a number of foes equal to your [WB]. Each foe suffers a Grievous Injury.

CRITICAL SUCCESS: As above, but your foes also begin to Bleed.

CRITICAL FAILURE: The rod of the ancient sea creature dissolves, turning into silt between your fingers. You immediately suffer a Grievous Injury, and begin to Bleed.



THE LEVIATHAN.



SALTWATER BLAST

DISTANCE: Yourself

REAGENTS: A piece of coral (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you conjure forth a briny, powerful blast of water and dangerously sharp coral. All those who are caught within the Cone Template suffers $2D10+[WB]$ in Damage. This Magick also extinguishes Mildly and Moderately Dangerous fire and those who are already On Fire.

CRITICAL SUCCESS: As above, but all foes caught in the Saltwater Blast are knocked Prone.

CRITICAL FAILURE: A briny blast of water washes up over you from below your feet. You suffer $2D10+[WB]$ in Damage and are knocked Prone.



THE LEVIATHAN.



SEASICKNESS

DISTANCE: Any one person you can see

REAGENTS: A splinter of a wrecked boat, snapped in half (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a foe is knocked Prone and suffers a -20 Base Chance to all Skill Tests for that Turn. Your foe can successfully Resist with a Coordination Test when this spell is cast and at the beginning of their subsequent Turns for the Duration of the spell, or continue to be knocked Prone and suffer a -20 Base Chance to all Skill Tests for that Turn.

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

CRITICAL FAILURE: Your stomach begins to turn, as if you had been drawn from the depths of the sea too quickly. Taken by the bends, you are unable to stand, knocked Prone every Turn and suffer a -20 Base Chance to all Skill Tests for the Duration of the spell.



THE LEVIATHAN.



WALK UPON WATER

DISTANCE: Yourself

REAGENTS: A water strider, consumed (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can walk upon water or wet ground as if it were firm land.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You cannot walk upon water. Nor, can you walk atop land! You cannot stand up without automatically being knocked Prone for the Duration of the spell.



THE MARTYR.



COMPASSIONATE WORDS

DISTANCE: Any persons you can see

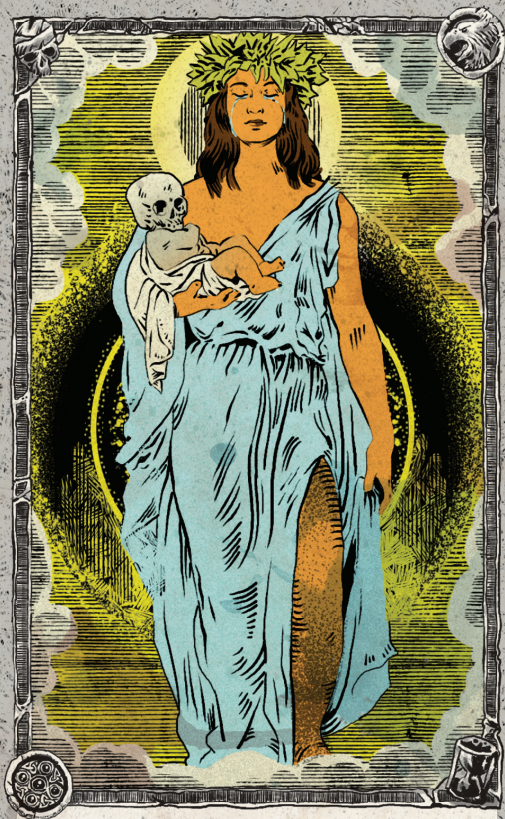
REAGENTS: A vial of holy water, sprinkled over the recipients of this Magick

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you add a +20 Base Chance to Resist Perilous Stunts and Magick.

CRITICAL SUCCESS: As above, but they are also immune to Stress and Fear, but not Terror.

CRITICAL FAILURE: While the words seem to work, they fall upon deaf ears. Your comrades have been made the victims of a terrible hex on your behalf. Whenever they have to Resist Perilous Stunts and Magick, they suffer a -20 Base Chance to Resist. In addition, when they are subjected to Stress and Fear, they are unable to Resist their Effects, for the Duration of the spell.



THE MARTYR.



CURE MALADY

DISTANCE: Any one person you can touch

REAGENTS: The proper treatment agents required to normally treat the Disease (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch is cured of the Disease they are suffering from. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but if the person lost points from their Primary Attributes due to a Disease's Effects, these points are restored.

CRITICAL FAILURE: Your words are twisted, as you forget the correct convocation to draw your god's might. Your victim immediately suffers the Effects of another Disease (of the GM's choosing).



THE MARTYR.



EXPEL POISON

DISTANCE: Any one person you can touch

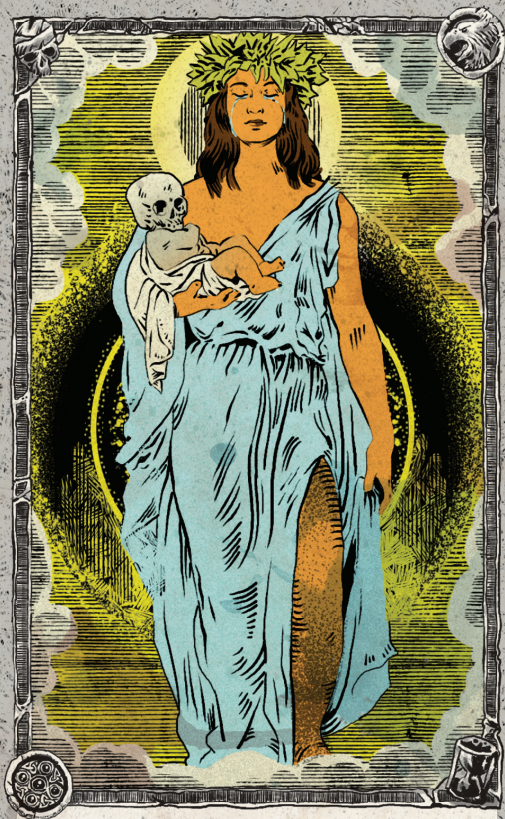
REAGENTS: The blood of a poisonous snake, consumed by the victim (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch instantly recovers from the Poison they were suffering from. This also allows them to recover from Intoxication. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but if the person suffered Corruption from a Poison's Effects, they can also remove the Corruption.

CRITICAL FAILURE: The only mercy for the wounded is simply to let them pass onwards into the mother's loving arms. Your victim is immediately affected by an additional dose of the same Poison you had sought to expel.



THE MARTYR.



LAY ON HANDS

DISTANCE: Any one person you can touch

REAGENTS: Your bare hand, placed upon the chest of a victim

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch moves one step up the Damage and Peril Condition Tracks positively. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but they move three steps up the Damage and Peril Condition Tracks positively.

CRITICAL FAILURE: Your touch causes a corpulent decay to spread across the intended beneficiary's wounds. They are now suffering from Filth Fever.



THE MARTYR.



MARTYRDOM

DISTANCE: Any one person you can touch

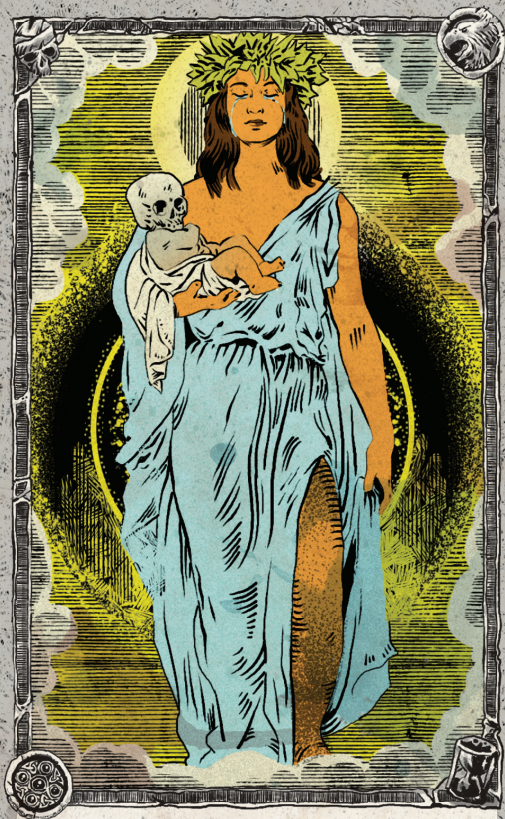
REAGENTS: A lock of hair from the victim
(expended)

DURATION: 6+[WB] in days

EFFECT: After successfully casting this spell, the person you touch ignores any Damage or Peril they suffer. Instead, it is dealt to you. You need not be near the person in order for Martyrdom to work.

CRITICAL SUCCESS: As above, but if they begin to Bleed, suffer from Infection or an Injury, you suffer it in their stead.

CRITICAL FAILURE: A terrible mangling of the proper form renders this Magick completely useless. Not only does the person suffer, but you suffer in kind also. This means if they suffer Damage, you suffer it as well. The same goes for Bleeding, Infection and Injuries for the spell's Duration.



THE MARTYR.



PURIFYING HALO

DISTANCE: Yourself

REAGENTS: A halo made from an unbroken circle of gold leaf

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, a halo of golden light hovers above your head. During this time, you are entirely immune to Diseases, Infection, Injuries and Poison. In addition, any foes who may be classified as Abyssal or Supernatural creatures automatically suffer a -30 Base Chance to strike you with Attack Actions and Perilous Stunts.

CRITICAL SUCCESS: As above, but foes who are Abyssal or Supernatural creatures are automatically set on On Fire if they attempt to bring harm to you.

CRITICAL FAILURE: The flames of your inner passion fizzles out. So distraught as you are that you suffer a -30 Base Chance to all Skill Tests for a number of minutes equal to your [WB].



THE MARTYR.



RESOLVE INJURY

DISTANCE: Any one person you can touch

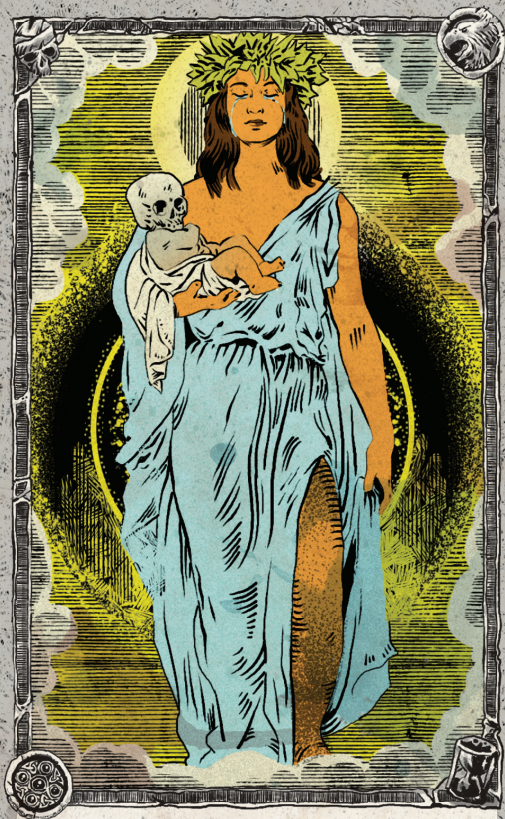
REAGENTS: A honeycomb, imbibed by the victim (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch removes one Injury they are suffering from, as it has completely recuperated. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but if the person lost points from their Primary Attributes from an Injury's Effects, they can restore the lost points.

CRITICAL FAILURE: A buzzing sound can be heard from the honeycomb. You pay no mind, as they eat the honeycomb. A bee then stings the victim's throat and they are unable to speak for 48 hours.



THE MARTYR.



SOOTHE CORRUPTION

DISTANCE: Any one person you can touch

REAGENTS: Your tears, placed upon the cheek of a victim

DURATION: 3+[WB] in hours

EFFECT: After successfully casting this spell, the person you touch immediately removes 1 Corruption. In addition, it temporarily delays the Effects of all Diseases, Disorders, Poisons and similar Effects for the spell's Duration. Anyone who has this spell cast upon them must spend a Fortune Point for it to take Effect.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You shed crocodile tears and your god knows it. You are withdrawn and cannot muster the inner fortitude to bring yourself to act. You must flog yourself before casting Magick again, moving one step down the Damage and Peril Condition Tracks negatively.



THE MARTYR.



SUPPRESS AFFLICTION

DISTANCE: Any one person you can touch

REAGENTS: Three vials of holy water, imbibed by the victim (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch is cured of one Disorder they are currently suffering from. A Character may only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but if the person lost points from their Primary Attributes from a Disorder's Effects, they can restore the lost points.

CRITICAL FAILURE: You mangled the words to the prayer. The afflicted is not brought peace, but instead afflicted by chaos. You fail to cure the Disorder, instead triggering its Effects instantly.



THE NIGHTFATHER.



BARGAIN BIN

DISTANCE: Yourself

REAGENTS: One brass penny, thrown into a well or body of water (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you automatically know the best source for any goods you're seeking at the cheapest prices in the area. While using this prayer, you must intone the settlement you're in and name the specific goods you're seeking (black market or otherwise). If these goods are unavailable in the area, you automatically learn this. The prices of the goods you seek are usually 25% less than market cost.

CRITICAL SUCCESS: As above, but you so compel the retailer to sell the desired goods to you at 50% less than the market cost.

CRITICAL FAILURE: You have made a critical error. Merchants are compelled to refuse service to you, until you successfully cast this Magick again in the same settlement.



THE NIGHTFATHER.



EYES WITHOUT A FACE

DISTANCE: Yourself

REAGENTS: An expensive gold and ivory venetian mask, held to your face (expended)

DURATION: 9+[WB] in hours

EFFECT: After successfully casting this spell, make up a nom de guerre – an alternative appearance and personality – and describe it to the GM. You make it difficult for others remember what you truly look like while under this illusion. This could be anything as crazy as appearing as a brooding bat-winged freak, a caped man clad entirely in red and blue steel or even a crazily-painted maniacal jester. While under this Magick's Effects, this is the appearance you take upon, except to those you deem worthy of seeing your true countenance. This allows you to build a reputation without bringing harm to your true identity.

CRITICAL SUCCESS: As above and you retain the reagent.

CRITICAL FAILURE: Oh, how fickle are the gods? You are made the catspaw of the Abyssal Prince of Pleasure for the Duration of the spell. You vanish from sight. Returning after the Duration of the spell ends, you are unaware of what you did during your time. So ridden are you with anxiety with what you might have done, that you suffer 3D10+3 mental Peril. Only time will tell what terrible deeds you committed.



THE NIGHTFATHER.



FLIMFLAM

DISTANCE: Any one person you can see

REAGENTS: A handful of wool (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you convince one person to immediately carry through with an action of your choosing. You must tell the person what you wish for them to do out loud. Although this action cannot be used to Damage themselves, it can be used to persuade someone to ignore you, give you the best bargain, look the other way, do something foolish or other critical commands that would benefit you. Once cast, the subject of this Magick carries out the action, but is unaware that they have been given instructions to do so and once done, forget what it was they were instructed to do. Unless proven otherwise, they will deny all knowledge of the action and believe themselves to be innocent of it. The action they are instructed to do must take two minutes or less to complete.

CRITICAL SUCCESS: As above, but the action can be up to three minutes long.

CRITICAL FAILURE: Today is not your lucky day. Your ignorance of the proper incantations has left you dumbfounded. You are left Helpless and can be convinced to do anything by the very same person you attempted to Flimflam, for up to three minutes.



THE NIGHTFATHER.



FORTUNE FAVORS THE BOLD

DISTANCE: Any persons you can see

REAGENTS: A pair of silver dice, rolled on the ground

DURATION: 6+[WB] in hours

EFFECT: After successfully casting this spell, select a number of allies equal to your [WB]. They automatically succeed at a single Skill Test of their choice. When they succeed, it is always considered a Critical Success.

CRITICAL SUCCESS: As above, but they can automatically succeed at three Skill Tests instead.

CRITICAL FAILURE: Fortune favors the bold and you are not bold. Nor are your comrades. The GM will make certain that they will automatically fail any three Skill Tests for the Duration of the spell. When they fail, it is always considered a Critical Failure.



THE NIGHTFATHER.



LUCK OF THE DRAW

DISTANCE: Yourself

REAGENTS: Special (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, roll 1D6 Chaos Die. Whatever the value is, place that many Fortune Points into the Fortune Pool. An equal number of gold crowns (gc), multiplied by three, disappear from your pockets. Every time you cast this Magick, roll 3D6 Chaos Die to determine whether you provoke Divine Punishment.

CRITICAL SUCCESS: As above, but only one gold crown (gc) disappears for every Fortune Point.

CRITICAL FAILURE: You were a fool to believe that you could bend the rules in your favor. Roll 3D6 Chaos Dice. Whatever the result is, you suffer Corruption equal to the result.



THE NIGHTFATHER.



MY LUCKY DAY

DISTANCE: Yourself

REAGENTS: One silver shilling, spun in place (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you can restore one Fortune Point to the Fortune Pool, but only if it has already been spent. Every time you cast this Magick, roll 1D6 Chaos Die to determine whether you provoke Divine Punishment.

CRITICAL SUCCESS: As above, but may avoid rolling a 1D6 Chaos Die to determine whether you provoke Divine Punishment.

CRITICAL FAILURE: You have made a critical error in your summoning of the god of fortune. You are punished with a setback. Remove one Fortune Point from the pool and convert it into a Misfortune Point for the GM. If there is one not available, you provoke Divine Punishment.



THE NIGHTFATHER.



OPEN SESAME

DISTANCE: Any one portal or lock you can see

REAGENTS: A sesame seed, ingested (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you unlock one portal or lock of your choosing. If it has been ensorcelled Magickally to be held fast, you dispel this Magick temporarily for one minute, and are able to trespass as you like.

CRITICAL SUCCESS: As above, but the mechanism that was used to lock the door is broken. In addition, any Magick that may have been cast on it to hold it fast is dispelled.

CRITICAL FAILURE: The invocation goes slightly haywire. Not only is the portal or lock permanently jammed, it is held fast with Magick. It cannot be opened by you ever again.



THE NIGHTFATHER.



PUSSYFOOT AROUND

DISTANCE: Yourself

REAGENTS: One silver shilling, flipped over your shoulder (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, if you are caught while shadowing or hiding with a Stealth Test, you may re-roll to generate a better result, but must accept the outcome. When you succeed at this Skill Test, those who originally found you completely ignore you for the spell's Duration, forgetting that you were ever there.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The price you paid to foolishly miscast this Magick wasn't enough. Your god demands tribute. You must sacrifice one gold coin or else suffer 6 Corruption in turn.



THE NIGHTFATHER.



RICHES TO RAGS

DISTANCE: Any persons or objects you can see

REAGENTS: A silken purse, turned inside out.

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies or objects equal to your [WB]. The persons you see may hide any of their valuables, stored in a space outside of the Material Realm. The valuables they hide are up to them to decide. You can even make objects appear to be shabby or disguised as crumbs and trash; this is a helpful spell with which to hide contraband. Once the Duration of the spell ends, all valuables reappear.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: For a moment, all valuables you intended to hide disappear into the Æther. A moment later, they return. However, three of the objects that were hidden will never be seen again. The GM will make the determination which of the objects do not reappear.



THE STEWARD.



BLAZING RETRIBUTION

DISTANCE: Yourself

REAGENTS: A religious condemnation, written upon paper (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 physical Peril. In addition, they must Resist with a Resolve Test or lose 1 AP on their next Turn.

CRITICAL SUCCESS: As above, but your foes cannot Resist and are also set On Fire.

CRITICAL FAILURE: Your words betray you; you are nothing more than a false avatar! Condemned by the gods, you immediately suffer 3D10+[WB] in physical Peril. In addition, you lose 1 AP on your next Turn and are set On Fire.



THE STEWARD.



BLITZKRIEG

DISTANCE: Yourself

REAGENTS: A charm that is shaped like a lightning bolt

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can immediately make an Opportunity Attack with a melee weapon. In addition, you can make a Called Shot with a melee weapon or Melee Attack for 0 APs for the Duration of the spell. However, you can only use one Attack Action on your Turn.

CRITICAL SUCCESS: As above, and you can make two Attack Actions on your Turn, spending 0 APs for each.

CRITICAL FAILURE: You have made a grave mistake and angered your god. Your body is wracked by electricity, as you suffer 2D10+2 physical Peril.



THE STEWARD.



COMMANDER'S VISION

DISTANCE: Yourself

REAGENTS: A gold-rimmed monocle, worn over your eye

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can survey any place you can think of from the sky, as if you were there yourself. This place must be within a number of miles no greater than your [WB], it must be a place you've visited before and it must be open to the sky (meaning you cannot view inside buildings or caverns). This provides total line of sight, so that you can cast Magick upon the battlefield as if you were above it. In addition, it grants a +20 Base Chance to any Warfare Tests you wish to make for the Duration of the spell. This Magick requires Concentration.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The monocle shatters, temporarily blinding you. You automatically fail any Skill Tests based on vision for the next 48 hours.



THE STEWARD.



HIS GREAT BLESSING

DISTANCE: Any persons you can see

REAGENTS: A standard with an eagle upon it, held aloft

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies equal to your [FB]. Providing you can see your allies, they gain +9 Damage Threshold. This Magick requires Concentration.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: The fabric of the standard is torn to shreds before your very eyes, as the eagle takes shape into a great Abyssal monstrosity, before flying away. A number of allies who see this, equal to your [FB], are made a victim of Terror.



THE STEWARD.



MASK OF TERROR

DISTANCE: Yourself

REAGENTS: A mask made from copper, worn upon your face

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, any foes who attempts to use Attack Actions or Perilous Stunts against you must first Resist with a Resolve Test or be made a victim of Terror.

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

CRITICAL FAILURE: As you place the mask upon yourself, you are temporarily blinded to the world. Within, you see galaxies born, stars die and the husks of dead gods floating in the vast emptiness of the Æthereal Veil. You immediately suffer 9 Corruption.



THE STEWARD.



PRAISE THE LIGHT

DISTANCE: Any persons you can see

REAGENTS: Stand before your enemies, as your allies draw their weapons

DURATION: Special

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you (providing their Order Ranks exceeds their Chaos Ranks) may increase their Initiative by their Order Rank. This lasts until combat ends.

CRITICAL SUCCESS: As above, but they are also immune to Intimidate, Stress and Fear.

CRITICAL FAILURE: Once weapons are drawn and your chanting ends, you are not chosen to be the victors. Nay, but the losers! Everyone you had intended to affect with this Magick immediately reduces their Initiative by their Chaos Rank. This lasts until combat ends.



THE STEWARD.



VENGEFUL WRATH

DISTANCE: Any one weapon you can touch

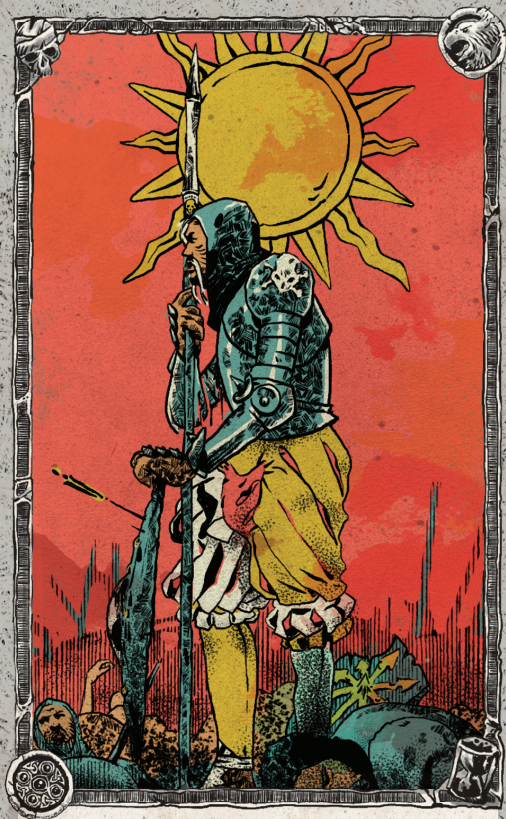
REAGENTS: A whetstone used to sharpen a weapon (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, a weapon you touch is given the gift of wrath. A foe who is struck by this weapon ignores any modifier to their Damage Threshold when considering Damage. This Magick is then immediately expended afterwards.

CRITICAL SUCCESS: As above and the person may add the Vicious Quality to their weapon until it is expended afterwards.

CRITICAL FAILURE: Your invocation has angered the gods. In fact, on the next attack you suffer from a melee or ranged weapon you must ignore your armor's modifier to Damage Threshold. In addition, it is treated as if it had the Vicious Quality, until it is expended afterwards.



THE STEWARD.



VOICE OF THE LEGION

DISTANCE: Yourself

REAGENTS: A trumpet wrought into the shape of an eagle, held to your lips

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, all allies you can see can hear your words clearly, as if you were standing beside them. In addition, it grants a +10 Base Chance to any Leadership Tests you wish to make for the Duration of the spell.

CRITICAL SUCCESS: As above, but you triple the Duration.

CRITICAL FAILURE: The horn does not call forth your god's blessing, but warns of the end times. Anyone who can hear the trumpet's blare suffers 1D10+1 mental Peril.



THE STEWARD.



WARRIOR'S BLESSING

DISTANCE: Any one person you can touch

REAGENTS: A pebble with an eagle's eye etched onto it (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, the person you touch is immediately moved to the top of the Initiative Ladder and can take their Turn immediately. A Character can only gain the benefit of this Magick once per day.

CRITICAL SUCCESS: As above, but you do not expend the reagent.

CRITICAL FAILURE: Your Magick utterly fails, as the person you would have touched immediately moves to the bottom of the Initiative Ladder and loses their next Turn.



THE WINTER KING.



BATTLE RAGE

DISTANCE: Yourself

REAGENTS: Fresh blood, smeared on your face (expended)

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, you can make additional Attack Actions or Perilous Stunts on your Turn, despite the normal limitations presented in **Chapter 8: Combat**. However, you cannot retain your APs to Counterspell, Dodge or Parry.

CRITICAL SUCCESS: As above, but you can Counterspell, Dodge and Parry as you wish.

CRITICAL FAILURE: You are so possessed by a blinding rage that you cannot see straight. You are left Defenseless and cannot use Attack Actions on your Turn.



THE WINTER KING.



DICTION OF THE WINTER KING

DISTANCE: Any one person you can see

REAGENTS: A Castle-forged axe, leveled at your enemy

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, providing they are considered to be dishonorable or have Chaos Ranks higher than their Order Ranks, the person suffers 1D10+[WB] in Damage now and at the beginning of their subsequent Turns for the Duration of the spell.

CRITICAL SUCCESS: As above, but they also begin their Turns with 1 less AP for the Duration of the spell.

CRITICAL FAILURE: Your dictum goes unnoticed by the Winter King. You have brought great shame upon yourself and must pay the price. You suffer 9 Corruption!



THE WINTER KING.



FROSTBITE

DISTANCE: Any one person you can see

REAGENTS: A drop of frozen blood
(expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, your foe immediately drops one step down the Peril Condition Track negatively. In addition, they cannot Counterspell, Dodge or Parry for the spell's Duration.

CRITICAL SUCCESS: As above, but your foe immediately drops two steps down the Peril Condition Track negatively.

CRITICAL FAILURE: Your bones creak and rattle from a bitter cold wind. You drop two steps down the Peril Condition Track negatively and cannot Counterspell, Dodge or Parry for the Duration of the spell.



THE WINTER KING.



ICE STORM

DISTANCE: Any one place you can see

REAGENTS: An icicle, thrown into the air (expended)

DURATION: Instantaneous

EFFECT: After successfully casting this spell, you conjure forth a terrible storm of ice which rains down on an area you target. All those who are caught within the Explosion Template suffers $2D10+[WB]$ in physical Peril and $1D10+[WB]$ in Damage. In addition, they must Resist with a successful Coordination Test or begin their next three Turns with one less AP.

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

CRITICAL FAILURE: You have once again brought shame with your actions. While your prayers are heeded, the storm of ice instead rains down on you. Center the Explosion Template upon yourself and those caught in it suffer the consequences as per the Effect. Those so affected cannot Resist this Magick.



THE WINTER KING.



ROAR OF WINTER

DISTANCE: Any persons you can see

REAGENTS: The tail of a wolf, incinerated (expended)

DURATION: 9+[WB] in minutes

EFFECT: After successfully casting this spell, select a number of allies equal to your [FB]. All allies may spend 1 AP to make two Attack Actions or two Perilous Stunts on their Turn, despite the normal limitations presented in **Chapter 8: Combat**.

CRITICAL SUCCESS: As above, but those so affected gain 2 APs instead.

CRITICAL FAILURE: You have trespassed upon the threshold of your god and must pay the price. The Winter King demands that you sacrifice a part of yourself, as you suffer a Grievous Injury, Serious Injury and Moderate Injury.



THE WINTER KING.



THE WOLFPACK

DISTANCE: Any persons you can see

REAGENTS: A horn made from wolf bone, blown

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, a number of allies equal to your [FB] who can see and hear you can invoke Fear.

CRITICAL SUCCESS: As above, but your allies can invoke Terror instead.

CRITICAL FAILURE: Lo, for the pack is vicious. You are not the alpha of your kin, another is. You cower before them, showing your belly. You suffer from Terror in the face of your friend, knocked Prone for the spell's Duration.



THE WINTER KING.



TO CRUSH YOUR ENEMIES

DISTANCE: Yourself

REAGENTS: A paw of a wolf, worn around your neck

DURATION: 6+[WB] in minutes

EFFECT: After successfully casting this spell, whenever you fail an Attack Action or Perilous Stunt, you may re-roll to generate a better result, but must accept the outcome. Whenever you strike successfully, add a 1D6 Fury Die to the Total Damage.

CRITICAL SUCCESS: As above, but if you don't like the outcome, re-roll one final time and accept the outcome.

CRITICAL FAILURE: Your prayers go unanswered. Your ignorance of the proper form has angered the Winter King. Filled with anguish, whenever you succeed at an Attack Action or Perilous Stunt, you must re-roll to generate a worse result and must accept the outcome.



THE WINTER KING.



WINTER'S BONE

DISTANCE: Yourself

REAGENTS: A wolf hide, worn on your shoulders

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, any foes who are engaged with you suffer a -10 Base Chance to all Skill Tests. This affects foes as they attempt to strike you and persists for the Duration of the spell – even if they elect to attack others.

CRITICAL SUCCESS: As above, but triple the Duration.

CRITICAL FAILURE: You are instantly possessed by a dank chill that radiates from your body. Although your enemies do not suffer, your hands are rigid and cold. You suffer a -10 Base Chance to all Attack Actions and Perilous Stunts you make, until the Duration of the spell expires.



THE WINTER KING.



WOLVENHEART

DISTANCE: Any one person you can touch

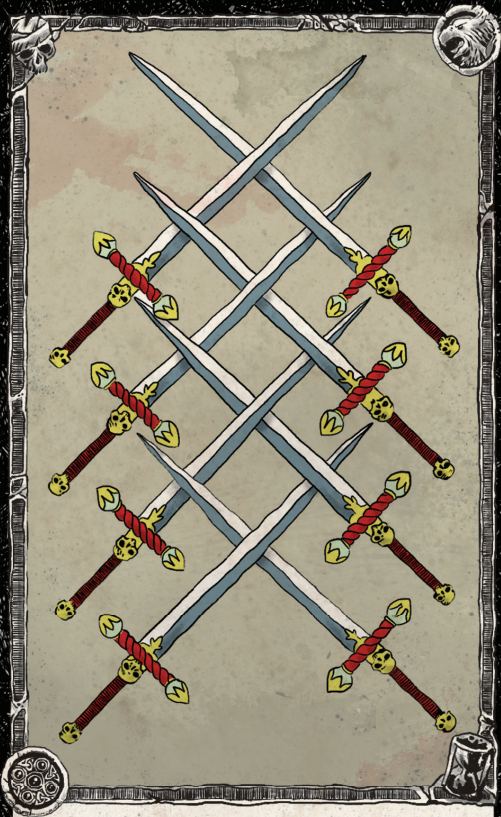
REAGENTS: Three drops of a wolf's blood, smeared on the person (expended)

DURATION: 3+[WB] in minutes

EFFECT: After successfully casting this spell, the person you touch always inflicts Injuries whenever they reduce a foe to Moderately Wounded, Seriously Wounded or Grievously Wounded.

CRITICAL SUCCESS: As above, but you can affect up to three allies instead.

CRITICAL FAILURE: Your friends are not worthy! Three random allies cannot inflict Injuries for the Duration.



GENERALIST
PETTY MAGICK.



ÆGIS

DISTANCE: Yourself

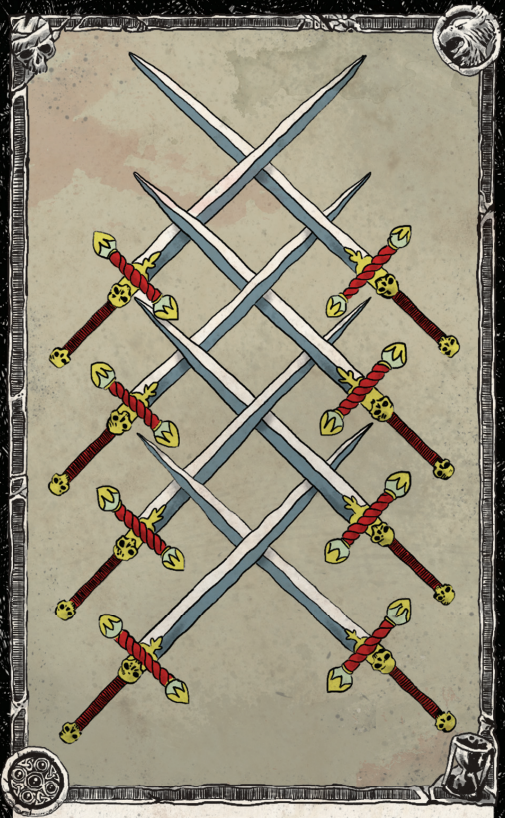
REAGENTS: A splinter of a wooden shield kept in your pocket

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

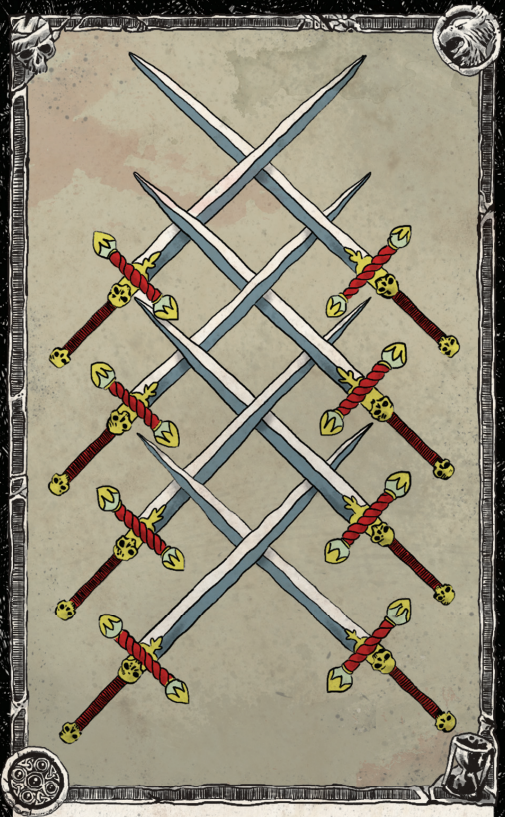
REAGENTS: Three drops of holy water dabbed upon the weapon (expended)

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

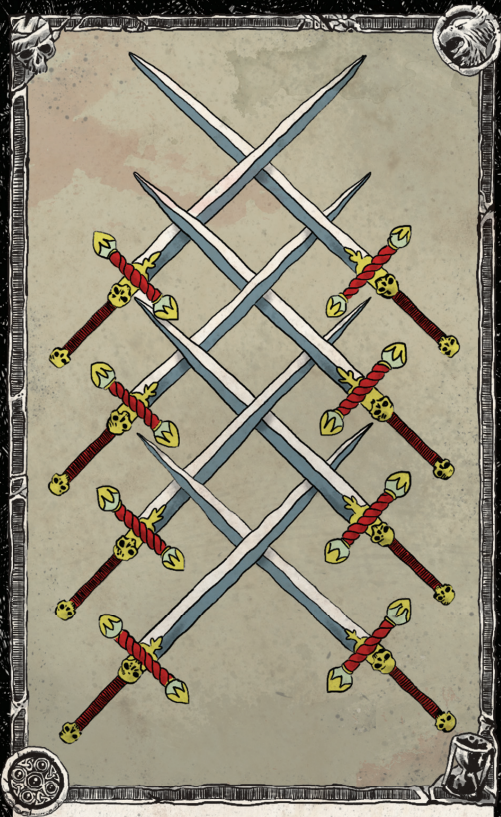
DURATION: Forever

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

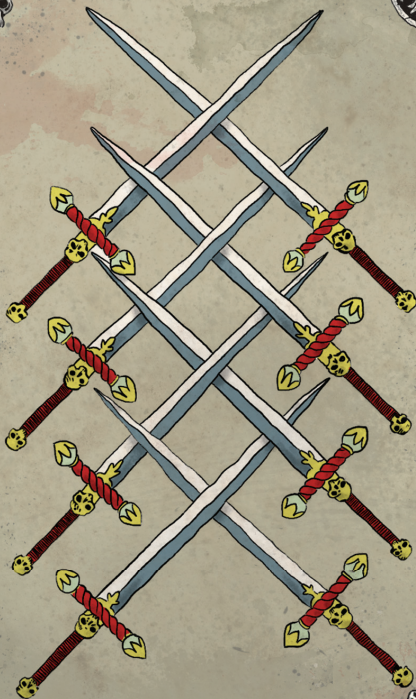
REAGENTS: A dab of animal fat, rubbed between two fingers (expended)

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

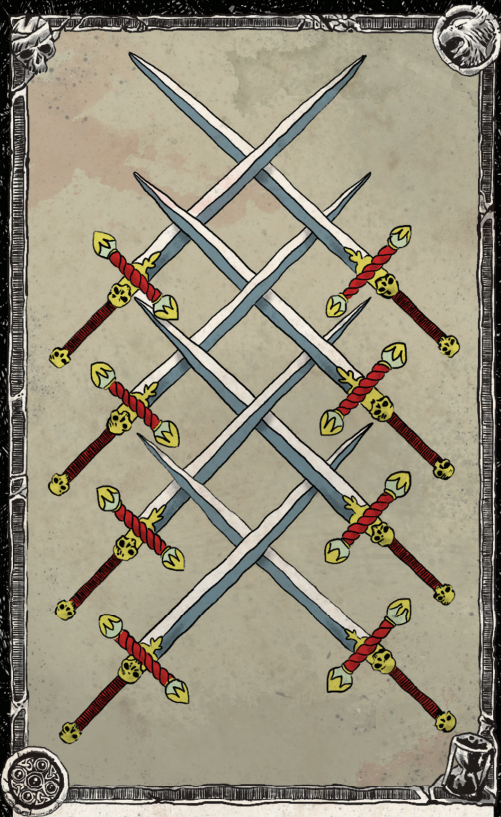
REAGENTS: A drop of lantern oil rubbed between your fingers (expended)

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

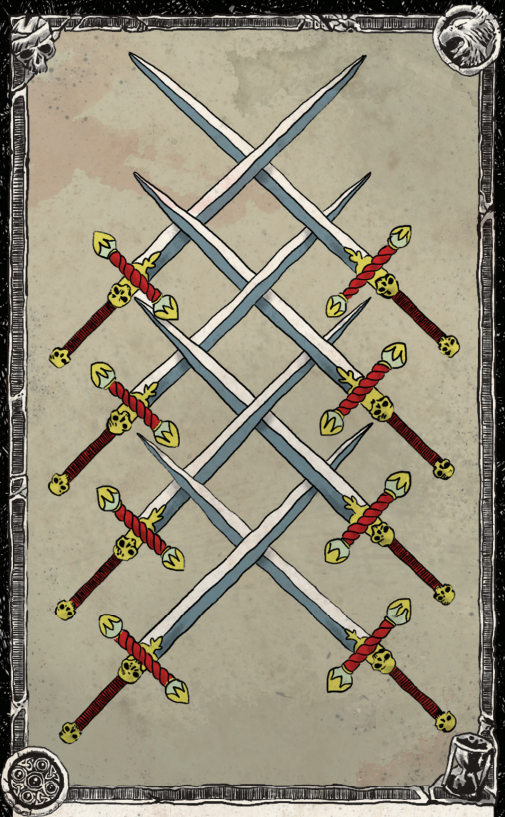
REAGENTS: A silver tuning fork, struck against the ground

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

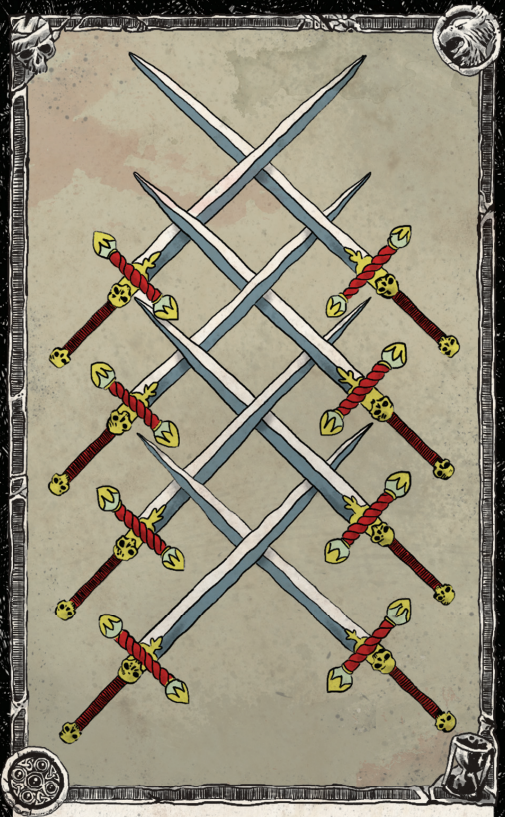
REAGENTS: A bag, hat or pocket from where an animal can be withdrawn

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

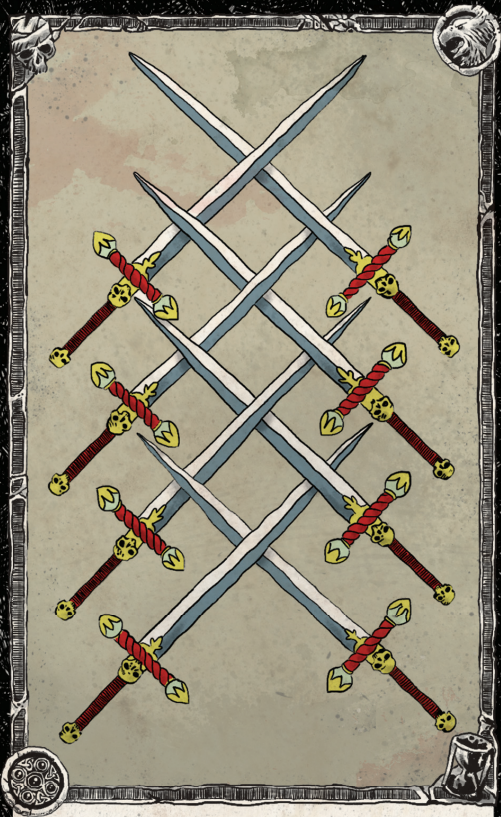
DURATION: 3+[WB] in minutes

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

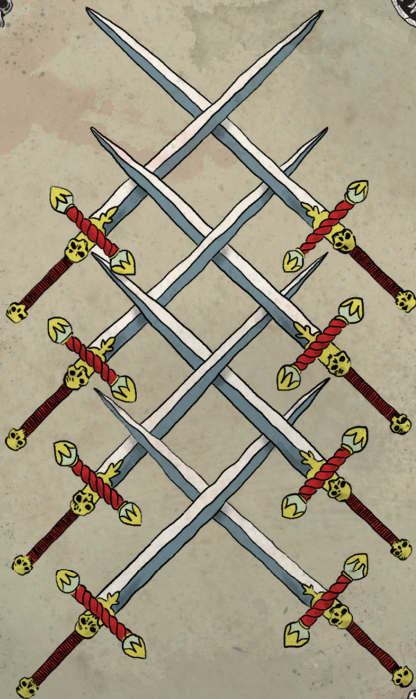
REAGENTS: The boot of a weary traveler, worn on your feet

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

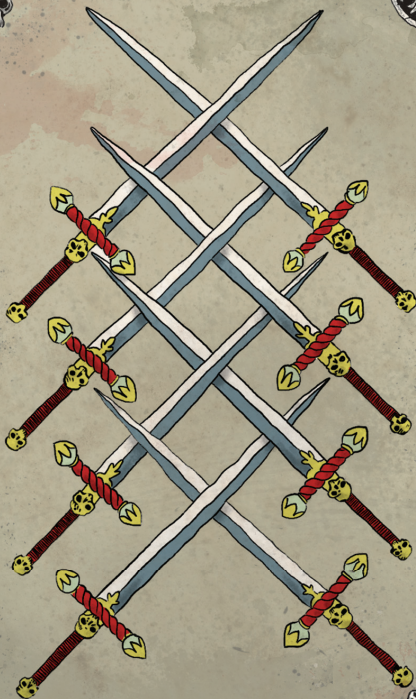
REAGENTS: A shell of a tortoise (expended)

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

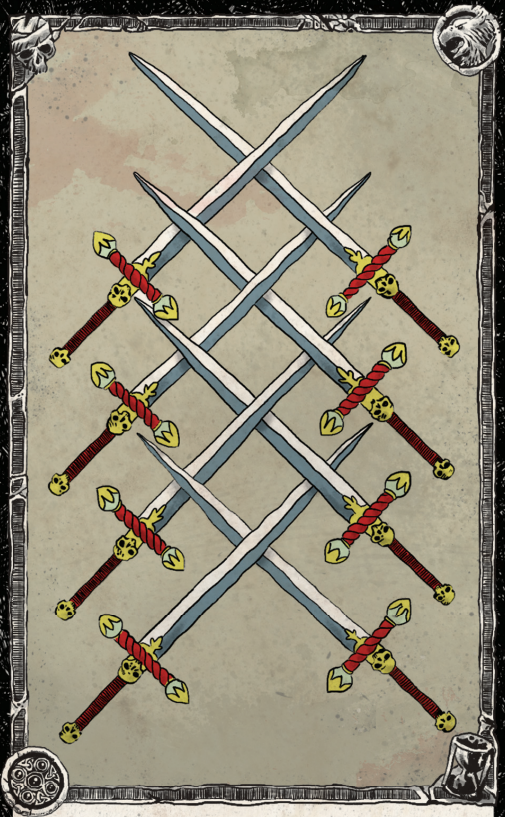
REAGENTS: Ink or dye, which is painted on the person's hands or face (expended)

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

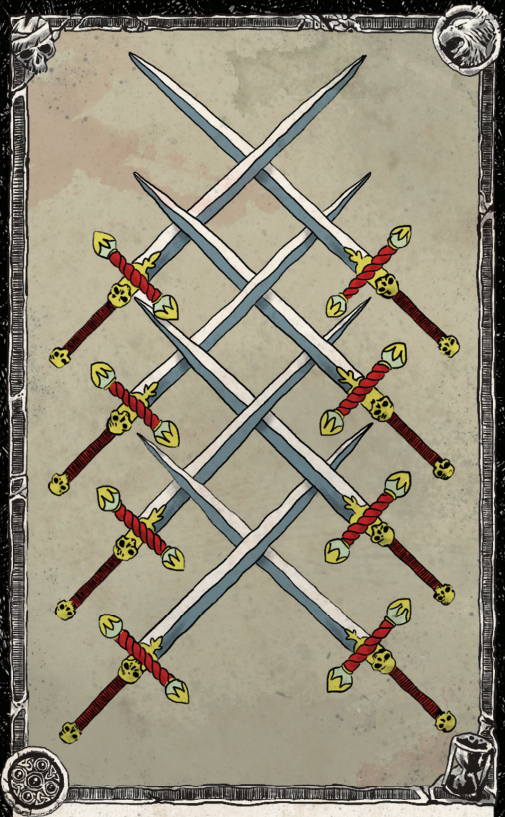
REAGENTS: A silver dart, held in-hand
(expended)

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

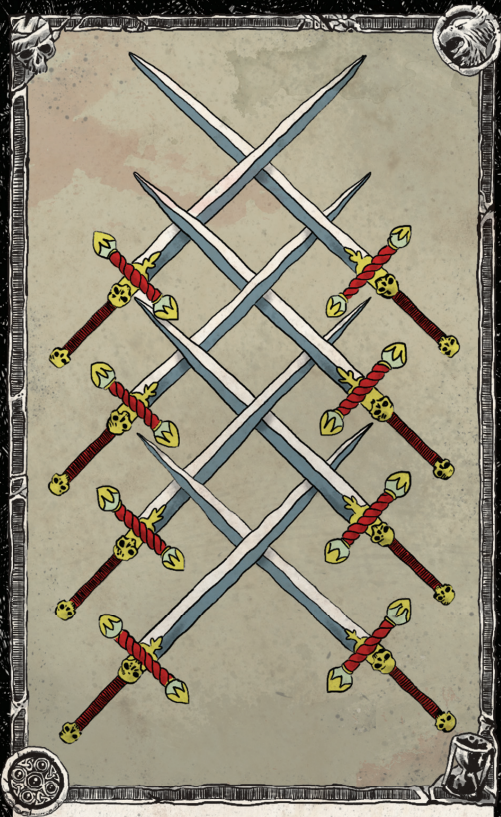
REAGENTS: A small needle, held in-hand
(expended)

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

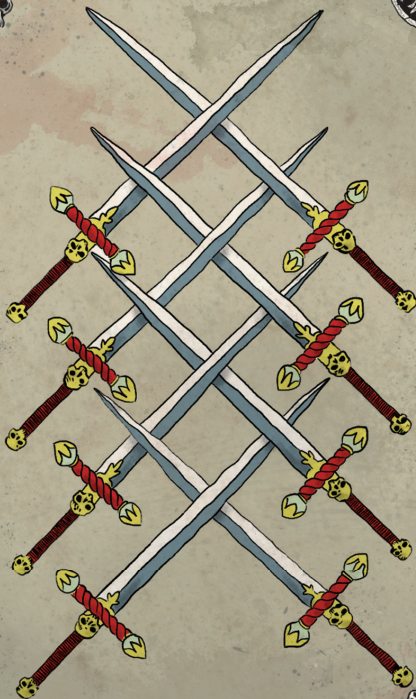
REAGENTS: A leafy branch held above your head (expended)

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

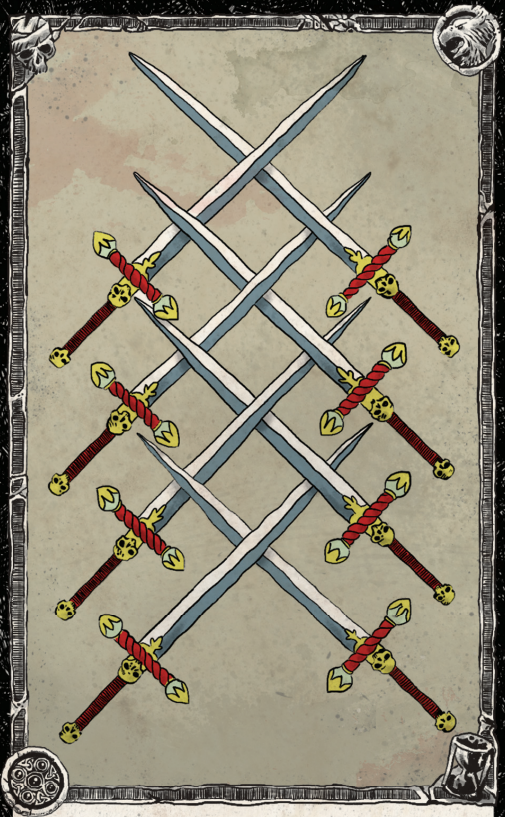
REAGENTS: A skeleton key

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

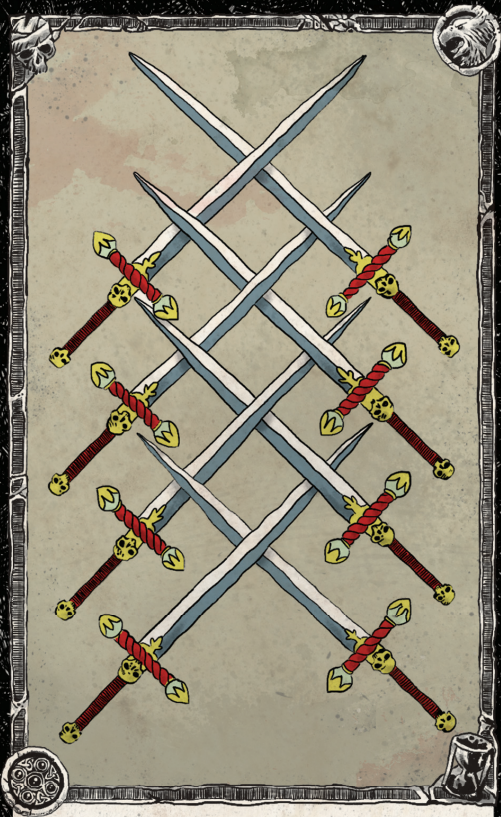
REAGENTS: A handful of sand poured onto the ground (expended)

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

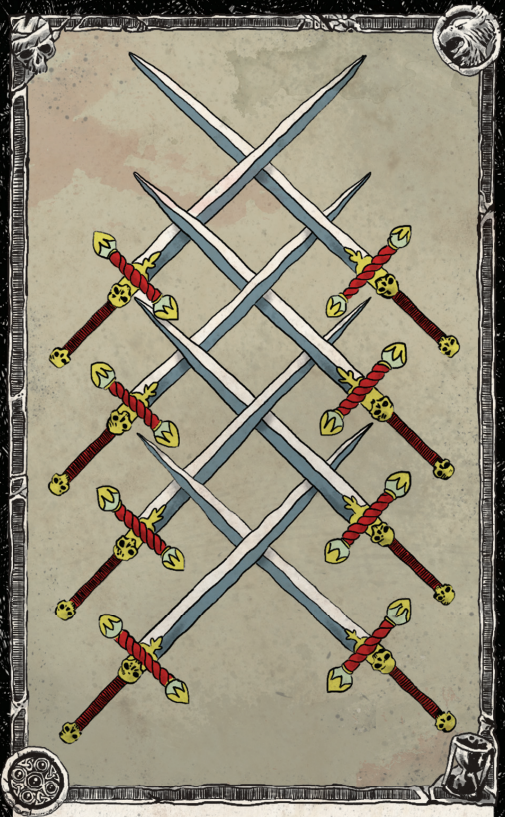
REAGENTS: A jar of epsom salt, sprinkled in your wake (expended)

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

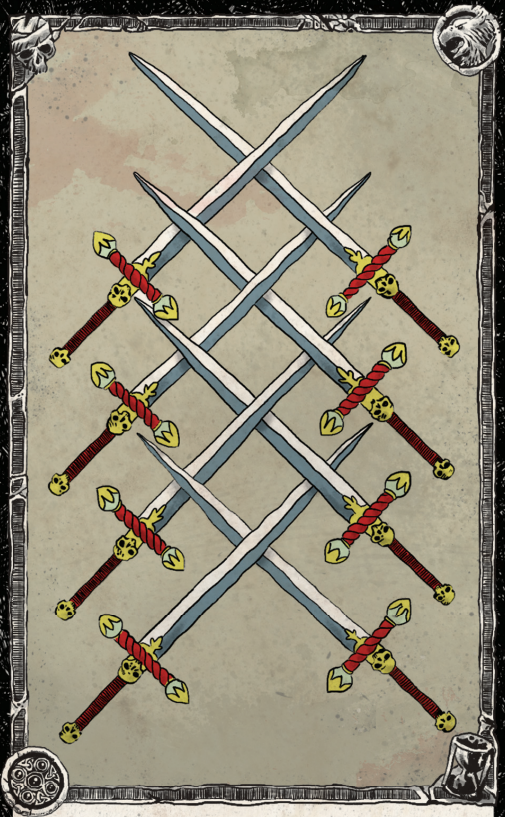
REAGENTS: A willing participant, whose name you announce

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

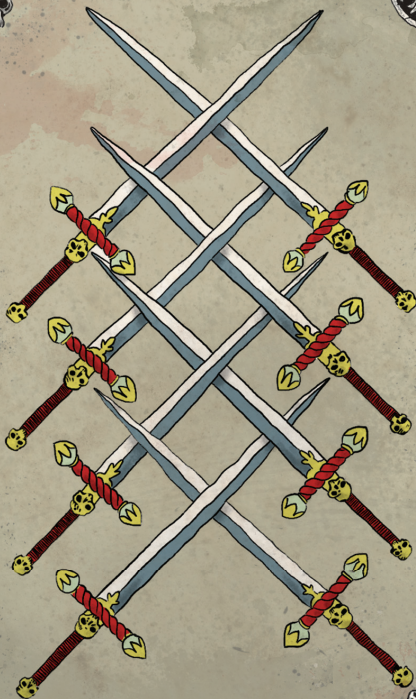
REAGENTS: A tiny bell rung three times

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

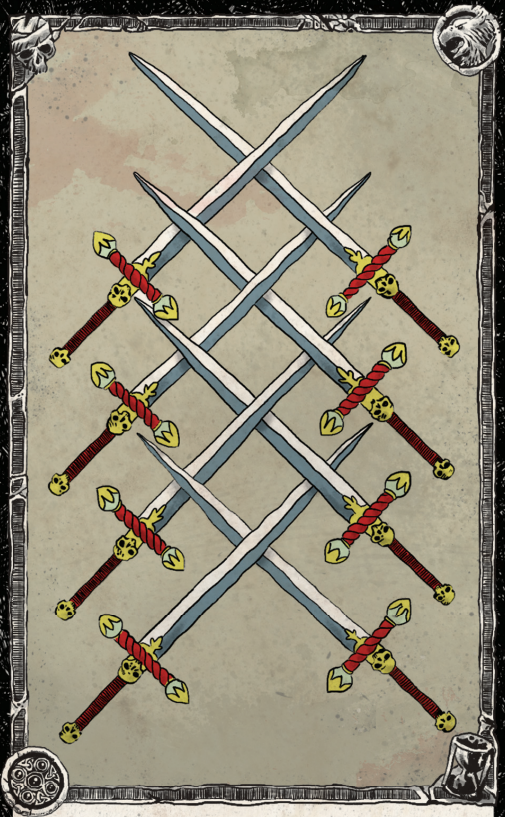
REAGENTS: A firefly crushed in-hand
(expended)

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.