

Petty Spells

Animal Friend

Difficulty: Easy(1), **Range:** Short, **Target:** 1, **Duration:** 1 encounter

You make friends with a creature that is Silhouette 0. The animal trusts you completely and regards you as a friend.

Bearings

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** Instant

You sense the influx of the Winds of Magic from their source. You know which direction North is.

Dazzle

Difficulty: Easy(1), **Range:** Engaged, **Target:** 1, **Duration:** Willpower Rounds

The target gains the Blinded Condition for the duration of the spell.

Careful Step

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** Willpower minutes

The magic flowing through your feet ensures any organic matter you tread upon remains undamaged: twigs do not break, grass springs back to its original position, and even delicate flowers are unharmed. Those seeking to use the Track skill to pursue you through rural terrain suffer ■■ to their Tests.

Conserve

Difficulty: Easy(1), **Range:** Short, **Target:** 1, **Duration:** 1 week

You preserve up to a day's worth of rations. During this time they will not rot, develop mould, or go stale, although they can still be harmed by external factors, such as getting wet or being burned or poisoned.

Dart

Difficulty: Easy(1), **Range:** Medium, **Target:** 1, **Duration:** Instant

You cause a small dart of magical energy to fly from your fingers. This is a magic missile with a Damage of the number of uncanceled ✨.

Drain

Difficulty: Easy(1), **Range:** Engaged, **Target:** 1, **Duration:** Instant

You touch your targets, draining their life. The target takes Damage equal to the number of uncanceled ✨. You then Heal 1 Wound.

Eavesdrop

Difficulty: Easy(1), **Range:** Medium, **Target:** 1, **Duration:** Vigilance minutes

You can hear what your targets say as if you were standing right next to them.

Gust

Difficulty: Easy(1), **Range:** Medium, **Target:** Special, **Duration:** Instant

You create a brief gust of wind, strong enough to blow out a candle, cause an open door to slam, or blow a few pages to the floor.

Light

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** 1 scene/encounter

You create a small light, roughly equivalent to a torch, which glows from your hand, staff or some other part of your person. While the spell is active, you may choose to increase the illumination to that of a lantern, or decrease it to that of a candle.

Magic Flame

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** Willpower Rounds

You kindle a small flame that flickers to life in the palm of your hand. It will not burn you, but will emit heat and set flammable objects alight, like a natural flame.

Marsh Lights

Difficulty: Easy(1), **Range:** Medium, **Target:** Special, **Duration:** 1 scene/encounter

You create a number of flickering magical lights up to your Intelligence Bonus. They resemble torches or hooded lanterns. Providing they remain within line of sight, for your Action you may control the lights by passing a Average(2) Magic Test; a success allows you to send the lights moving in any direction. They will move at walking pace in a straight line, passing through any objects (or witnesses) in their path, unless you test again to change their direction.

Murmured Whisper

Difficulty: Easy(1), **Range:** Medium, **Target:** Special, **Duration:** Willpower Rounds

You cast your voice at a point within range, regardless of line of sight. Your voice sounds from this point, and all within earshot will hear it.

Open Lock

Difficulty: Easy(1), **Range:** Engaged, **Target:** Special, **Duration:** Instant

One non-magical lock you touch opens.

Produce Small Animal

Difficulty: Easy(1), **Range:** Engaged, **Target:** Special, **Duration:** Instant

You reach into a bag, pocket, or hat, or under a rock, bush or burrow, producing a small animal of a type you would expect to find in the vicinity, such as a rabbit, dove, or rat. If there are no appropriate local animals, the spell does nothing. The temperament of the animal is not guaranteed.

Protection from Rain

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** 1 scene/encounter

You can keep yourself dry whatever the weather, unaffected by precipitation. This affects rain, hail, sleet and snow, and any similar water falling from the heavens, but not standing water.

Purify Water

Difficulty: Easy(1), **Range:** Short, **Target:** Special, **Duration:** Instant

You purify all water within a receptacle, such as a water flask, stein, or jug. All non-magical impurities, such as poison or contaminants are removed, leaving crisp, clear, potable water. If the vessel contained another liquid that is predominantly water – such as ale, or wine – this is also purified, turning into delicious, pure, non-alcoholic water.

Rot

Difficulty: Easy(1), **Range:** Short, **Target:** Special, **Duration:** Instant

You cause a roughly fist-sized volume of organic material to immediately rot. Food stuffs perish, clothes crumble, leathers shrivel (one level of item damage), and similar, as dictated by the GM.

Sleep

Difficulty: Easy(1), **Range:** Engaged, **Target:** 1, **Duration:** Willpower Rounds

You touch your opponent, sending them into a deep sleep. If the target has the Prone Condition, they gain the Unconscious Condition as they fall asleep. They remain unconscious for the duration, although loud noises or being moved or jostled will awaken them instantly. If your targets are standing or sitting when affected, they start themselves awake as they hit the ground, gaining the Prone Condition, but remaining conscious. If your targets are not resisting, and are suitably tired, they will, at the spell's end, pass into a deep and restful sleep.

Spring

Difficulty: Easy(1), **Range:** Engaged, **Target:** Special, **Duration:** Willpower Rounds

You touch the ground and water bubbles forth at the rate of 1 pint per Round, to a total of your Intellect in pints.

Shock

Difficulty: Easy(1), **Range:** Engaged, **Target:** 1, **Duration:** Instant

Your target receives Off-Balance Condition.

Sly Hands

Difficulty: Easy(1), **Range:** Self, **Target:** Self, **Duration:** Willpower Rounds

You teleport a small object — no bigger than your fist — from about your person into your hand.

Sounds

Difficulty: Easy(1), **Range:** Medium, **Target:** Special, **Duration:** Willpower Rounds

You create small noises nearby. You can create quiet, indistinct noises that sound as if they come from a specific location within range, regardless of line of sight. The noises can evoke something specific, such as footsteps, whispers or the howl of an animal, but nothing so distinct that it might convey a message. While the spell is active, you may control the sounds by passing a Average(2) Magic Test. A success allows you to move the sounds to another point within range, or to increase or decrease their volume.

Twitch

Difficulty: Easy(1), **Range:** Short, **Target:** Special, **Duration:** Instant

You cause a small object to move, slightly. Something may fall from a shelf, or a book may slam its pages shut. If the object is held, the holder must pass an Average(2) Dexterity Test or drop the object.

Warning

Difficulty: Easy(1), **Range:** Short, **Target:** Special, **Duration:** Instant

You channel magic into an object, noticing immediately if it has been poisoned or trapped.