

— PETTY MAGIC —

Petty Magic is the lowest form of magic. It is what spellcasters first learn when discovering how to manipulate the Winds of Magic. Some, like Hedge Wizards, discover it through trial and error. Others, like Apprentice Wizards, have the basics drilled into them by rigorous instruction. All spellcasters must learn petty magic before they can master more powerful forms.

PETTY MAGIC (ARCANE) SPELLS

Anyone with the Petty Magic (Arcane) talent can attempt to cast the following spells. The following spells are those traditionally taught to all Apprentice Wizards, regardless of their Order, as they are given a wide grounding in the basic principles of magic.

GLOWING LIGHT

Casting Number: 3

Casting Time: Half action

Ingredient: A drop of lamp oil (+1)

Description: You can cause any item in your grasp to glow with the light of a lantern for one hour or until you let it go.

SOUNDS

Casting Number: 4

Casting Time: Half action

Ingredient: A tiny bell (+1)

Description: You can create a phantom noise with this spell, with volume ranging from a whisper to a roar. You can choose the type of noise and the volume; the spell can reproduce any type of noise but speech. The noise can last for up to one round.

DROP

Casting Number: 4

Casting Time: Half action

Ingredient: A dab of butter (+1)

Description: You compel a target character within 24 yards (12 squares) to drop whatever he is holding. The subject of this spell can resist it with a successful Will Power Test.

MARSH LIGHTS

Casting Number: 6

Casting Time: Full action

Ingredient: A firefly (+1)

Description: You create the appearance of a number of distant lights that suggest torches or lanterns. They appear within 100 yards (50 squares) of you and can then be sent off in any direction. They naturally follow corridors or paths and do not need to be controlled or overseen in any way. You can control them more closely if desired, but only as long as they remain in line of sight. You can't perform any other actions while controlling the lights. The lights travel at various speeds, but never slower than 8 yards (4 squares) per round or faster than 16 yards (8 squares) per round. They last for one hour, and then gradually fade and vanish.

MAGIC DART

Casting Number: 6

Casting Time: Half action

Ingredient: A small dart (+1)

Description: You throw a dart of magical force at an opponent within 16 yards (8 squares). Although small, the *magic dart* strikes with considerable force. A *magic dart* is *magic missile* with Damage 3.

SLEEP

Casting Number: 6

Casting Time: Half action

Ingredient: A piece of down (+1)

Description: Your touch causes one opponent to fall into a slumber for 1d10 rounds unless a successful Will Power Test is made. Sleeping characters are considered to be helpless. *Sleep* is a touch spell.

PETTY MAGIC (DIVINE) SPELLS

Anyone with the Petty Magic (Divine) talent can attempt to cast the following spells. These are the typical spells learnt by aspiring Priests, as they test all areas of a cleric's faith.

BLESSING OF COURAGE

Casting Number: 3

Casting Time: Half action

Ingredient: A tuft of dog hair (+1)

Description: Your inspirational words put fire in the heart of an ally. Any one frightened or terrified character within 24 yards (12 squares) immediately regains his composure and may once again act as normal.

BLESSING OF SPEED

Casting Number: 4

Casting Time: Half action

Ingredient: A snake scale (+1)

Description: The touched character receives a +5% bonus to Agility and a +1 bonus to Movement. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of speed* at a time. This is a touch spell and you can cast it on yourself.

BLESSING OF FORTITUDE

Casting Number: 5

Casting Time: Half action

Ingredient: A piece of turtle shell (+1)

Description: The touched character receives a +5% bonus to Toughness and Will Power. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of fortitude* at a time. *Blessing of fortitude* is a touch spell and you can cast it on yourself.

BLESSING OF HEALING

Casting Number: 5

Casting Time: Half action

Ingredient: A sprig of holly (+1)

Description: Your touch heals an injured character of 1 Wound. A wounded character can only receive such healing once during

or after each battle or encounter in which Wounds are lost. This is a touch spell and you can cast this spell on yourself.

BLESSING OF MIGHT

Casting Number: 6

Casting Time: Half action

Ingredient: An iron nail (+1)

Description: The touched character receives a +5% bonus to Weapon Skill and Strength. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of might* at a time. This is a touch spell and you can cast it on yourself.

BLESSING OF PROTECTION

Casting Number: 7

Casting Time: Full action

Ingredient: A small token with your deity's symbol (+1)

Description: You receive the protection of your patron deity. Anyone who tries to attack you must make a successful Routine (+10%) Will Power Test. Those that fail must pick another target or take a different action. The spell lasts 1 minute (6 rounds) and you can only benefit from one *blessing of protection* at a time.

PETTY MAGIC (HEDGE) SPELLS

Anyone with the Petty Magic (Hedge) talent can attempt to cast the following spells. They represent the most typical hedge magic spells. Since each Hedge Wizard is self-taught, however, many other unique (and largely useless) hedge spells exist.

PROTECTION FROM RAIN

Casting Number: 3

Casting Time: Full action

Ingredient: A freshly picked leaf (+1)

Description: This spell protects you from the rain and other types of precipitation. Even in the heaviest downpour, you and your belongings remain perfectly dry. The spell lasts for 1 hour, though you may dismiss it any before that at your option.

MAGIC FLAME

Casting Number: 3

Casting Time: Half action

Ingredient: A piece of flint (+1)

Description: You cause a bluish flame to burst to life in your open palm. It lasts as long as your palm stays open or until you cast another spell (whichever comes first). The flame is too small to cause any damage in combat, but it provides the illumination of a candle and can be used to ignite flammable materials like torches, thatch, etc.

GUST

Casting Number: 4

Casting Time: Half action

Ingredient: A bird's feather (+1)

Description: The wave of your hand creates a light gust of wind to blow through the area. It is strong enough to blow out candles and scatter papers, but not of such force to knock over objects of any weight.



GHOST STEP

Casting Number: 4

Casting Time: 1 full action and 1 half action

Ingredient: A pinch of sand (+1)

Description: You leave no visible tracks for 1 hour no matter what type of terrain you are walking through. Anyone trying to Follow Trail suffers a -30% penalty.

ILL FORTUNE

Casting Number: 5

Casting Time: 1 full action and 1 half action

Ingredient: A crude doll of the victim (+1)

Description: You can enchant an item so that its bearer is cursed with bad luck. You must be able to touch the item to cast the spell (if the item is on someone's person, the rules for touch spells apply). For the next 24 hours, the bearer of the cursed item suffers a penalty equal to your Magic Characteristic on all tests. A character can only be the subject of one *ill fortune* at a time.



SHOCK

Casting Number: 6

Casting Time: Half action

Ingredient: A small pin (+1)

Description: Your touch stuns one opponent for a number of rounds equal to your Magic Characteristic unless a successful Will Power Test is made. *Shock* is a touch spell.