Spells of Legend

New Spells for the Legend Roleplaying Game

VERSION 2.0

NOTE: All material in this document is designated as Open Game Content.

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New Rules

Availability of Common Magic

There is nothing in the *Legend* rulebook to suggest that characters should be granted access to the entire list of common magic spells!

In many fantasy settings, magical knowledge is jealously hoarded and those who have access to it will be reluctant to share it with outsiders. Keep in mind that there is no universal education system in a pre-modern setting - people acquire knowledge relevant to their profession during an arduous period of apprenticeship within a cult, guild, or military order. Even if you're an acolyte at the local temple, the high priest is unlikely to teach you the secret techniques of the cult until you have proven your commitment to the organisation. So don't let players bully you into giving them access to all of the common magic spells available - many of them are closely-guarded trade secrets that characters can only learn through membership in an appropriate organisation.

In low-magic settings (including swords and sorcery settings) the majority of the population will have no access to common magic at all - a typical man-at-arms is unlikely to know combat-oriented spell such as *Bladesharp*, but a warrior who has been initiated into a military cult or a chivalric order might have picked up the spell as part of their training.

As a rule of thumb, I tend to assume that about 80%-90% of NPCs have no access to common magic while the remainder know only 1d3+1 spells - and most of these will be mundane spells such as like Repair. There are exceptions to these guidelines, but they tend to be rare - professional adventurers tend to pick up a broader range of spells that the average person over time and sorcerous orders teach an interesting selection of common magic spells to adepts as they rise through the ranks.

The Demographics of Common Magic

Most rural villages will have a hedge wizard or wise woman who knows a handful of spells. To the peasants who make up the bulk of the population in ancient and medieval times, common magic is a part of village life but is not something that they encounter every day. Furthermore, the local practitioners of folk magic will tend to focus on those spells that are useful in the context of rural life - a spell that eases the pain of childbirth is far more useful to the local wise woman than something like *firearrow*.

Large towns and similar settlements may have a number of professional spellcasters - most of whom are affiliated with a guild, cult, or sorcerous order - but they still only make up a small percentage of the population. Assume that professional spellcasters are about as common as other skilled artisans. Note that it's possible for professional spellcasters to make a decent living with access to just a few common magic spells – provided that they are ones in demand.

And because the educational opportunities that exist in urban areas are greater than those that exist in rural areas, there are a greater number of people who know a smattering of common magic spells - maybe one person in every ten will know a couple of simple spells. People won't be startled when common magic is used in their presence, but it's still not something that is ubiquitous.

Learning Common Magic (Optional Rule)

This document increases the number of common magic spells available. This in turn increases the overall versatility of common magic. Although in theory, an Adventurer can learn every common magic spell available in a campaign this should be hard to achieve in practice. If there are dozens of common magic spells available, it can be unbalancing to allow adventurers to learn too many of them.

If a GM wishes to introduce a large number of new common magic spells from this document, it is strongly recommended that a limit should be imposed on the maximum number of spells each character can learn. It is suggested that every Adventurer should be limited to learning a number of common magic spells equal to INT x 2. This means that an Adventurer with an INT of 12 can learn up to 24 common magic spells.

Note that adventurers cannot cast any common magic spell with a Magnitude exceeding their INT divided by three (rounded up). This means that the maximum Magnitude of a common magic spell cast by an Adventurer with an INT of 12 is 4.

Common Magic

Allure

Duration 5, Magnitude 1, Progressive

For every point of Magnitude of this spell, the caster gains a +10% bonus to her Seduction skill. The caster cannot increase her Seduction skill by more than +50% by means of this spell. If the caster does not possess the Seduction advanced skill, she gains it at the base chance for the duration of the spell. However, a caster who does not normally possess the Seduction skill cannot use the variable magnitude of the spell to increase her aptitude with the skill above the base chance. This spell does not empower the caster to seduce NPCs who would not normally be sexually attracted to her.

Artisan's Boon

Instant, Magnitude 1, Progressive, Trigger

This spell actually consists of several different spells, each of which enables the caster to enhance his aptitude with a specific Craft skill. For example, Artisan's Boon (Blacksmith) temporarily enhances the caster's skill with metalwork and Artisan's Boon (Mason) temporarily enhances the caster's skill with stonework. There are numerous individual variants of this spell, but the GM may wish to disallow certain variants in her campaign.

In all cases, the spell grants the caster a +10% bonus per point of Magnitude to his next Craft Skill Test involving the relevant skill. The caster must have some training in the relevant skill to benefit from this spell – this spell does not grant practical knowledge to individuals who do not possess it, but rather enhances the training that is already present. Assume that the caster must have a skill level of competent (25% or above) in the appropriate Craft skill to benefit from this spell.

In many fantasy settings, individual variants of the Artisan's Boon spell are closely guarded trade secrets of craft guilds. They represent secret techniques only taught to individuals who have made a solemn commitment to the guild – adventurers must achieve Rank 2 or higher in the appropriate guild before they become eligible to learn the Artisan's Boon spell taught by that guild. Although most versions of the spell are very mundane, exotic variants are not unknown – for example, a setting might feature a Torturer's Guild that teaches *Artisan's Boon (Torturer)* or an Assassin's Guild that teaches *Artisan's Boon (Poisoner)*.

Aura Sight

Duration 5, Magnitude 1, Progressive, Resist (Special)

This spell enables the caster to see the aura surrounding a single living target, enabling her to assess the target's current emotional state. The caster gains a +10% bonus per point of magnitude to all Insight skill rolls against the target for the duration of the spell (up to a maximum of +50%). If the caster rolls a critical success when casting this spell, they can also determine the strength of the target's life force, enabling them to measure the target's POW characteristic.

Because this spell only works on living creatures, it can be used to determine whether or not the target is an undead entity. It can also be used to assess whether the target is a shape-shifter or is possessed by a malign spirit. However, the target may attempt to resist these applications of the spell with Persistence at the GM's discretion.

Optional Rule: In campaigns where good and evil are discrete cosmological forces, the GM may also allow the caster of this spell to distinguish the ethical allegiance of the target by expending a Hero Point.

Beggar's Feast

Duration 10, Magnitude 2, Touch, Resist (Special)

This minor illusion makes any collection of organic materials with an ENC of 2 or less look, smell, and taste like a sumptuous feast. It can be used to make rotting garbage look edible, but can also be used to make dangerous substances seem harmless. It does not add any nutritional value to the disguised materials, nor does it prevent any adverse consequences from ingesting them. Each person who observes the beggar's feast will experience a slightly different selection of foods based upon their personal tastes - and this may be sufficient to alert astute observers that something is awry. Spells such as *Second Sight* will automatically see through the illusion, and suspicious observers may voluntarily attempt an opposed test of their Persistence against the caster's Common Magic skill to discern the true nature of the "feast". This is a free action and does not require the expenditure of a Combat Action.

Blather

Concentration, Magnitude 1, Progressive

This spell makes anything the caster says sound extremely reasonable - but only while the caster continues speaking. The instant that the caster stops talking, it becomes glaringly obvious to all listeners that his speech was full of nonesense and contradictions. The spell grants the caster a +10% per Magnitude to and Commerce, Influence, or Oratory skill tests. This bonus persists for as long as the caster keep speaking or a maximum duration of 1 minute per Magnitude (whichever comes first). When the effect ends, listeners will realise that the caster is is speaking nonsense and are likely to conclude that they have been hoodwinked. Individual listeners will react to this realisation in accordance with their own nature, so the outcome may be unpredictable.

Calm Beast

Instant, Magnitude 1, Ranged

This spell calms a skittish beast. The animal targeted loses its agitation and becomes calm and non-aggressive, allowing the caster to approach it. If the caster or anyone else attacks the animal or some unexpected noise or movement startles it before the caster can touch the animal, the spell is broken and the animal's prior state of agitation returns. If the caster can touch the calmed animal, it will accept the caster and allow the caster to use further skills to tame the beast.

Catfall

Duration 10, Magnitude 2, Trigger

Once this spell is cast, no matter how far the caster may fall, he will land safely and land on his feet. If the ground on which he lands is hazardous - broken glass, railings, a vat of boiling tar - he will suffer whatever hazard he lands in; but the fall alone will not harm him.

Carrion Stench

Area (Special), Duration 5, Magnitude 2, Ranged, Resist (Resilience)

This spell creates a foul odour similar to the stench of rotting carrion that fills an area with a radius equal to the caster's POW in metres. All living creatures within the area must make a Resilience roll or be overwhelmed with nausea. Those who fail this roll retch uncontrollably, suffering a -20% penalty to all physical actions. In addition, any who succumb to the nauseating stench must make a Persistence roll to perform actions that require concentration (such as casting spells).The nausea fades after 1d3 rounds after victims leave the zone or when the spell's duration expires (whichever happens first). The caster is immune to the effects of the spell and may act freely within the area of effect. A potentially hazardous side-effect of this spell is that it attracts any ghouls within a radius equal to the caster's POW x 10.

Clean

Area (Special), Magnitude 1, Progressive, Ranged

This spell instantly cleans all objects within a room or other area with a radius of one metre per point of magnitude. Everything within the area of effect is cleansed as though it was thoroughly scrubbed or otherwise manually cleaned. Not only are normal dirt and stains removed, but loose objects are stacked in a tidy manner.

Spell Design Credit: *Ian Magee.*

Climb

Duration Special, Magnitude 1, Touch

This spell allows the caster to climb any surface – no matter how sheer or smooth – at his normal running speed, clinging even on upside-down surfaces like a spider. The surfaces walked on must still be able to support the caster's weight. The spell lasts for as long as it needs to: once the caster's feet touch solid ground or he loses all physical contact with a surface, the spell ends and normal gravity takes over.

Confession

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

This spell creates an overwhelming guilt in the target, which he can only alleviate by an act of confession. When speaking, the target feels a compulsion to tell the truth as he knows it. Any attempt to lie floods him with feelings of guilt, halving any Oratory or similar skills he may be using to avoid telling the truth.

Conjuration

Instant, Magnitude 1, Progressive, Ranged

This spell creates tricks of genuine conjuration: candies spilling from an upturned hat or a box, a kitten appearing in the palm of the caster's hand, the exact playing card that a member of the audience was thinking about falling out of the sky at the caster's feet.

The effect always serves the purpose of entertainment: a conjurer could pull out a jug of fruit cordial from a hat, but not a sword (unless it was a part of the show).

Other than creating items out of thin air, the caster can also use this spell to swap the contents of one closed container with the contents of an identical container nearby, even one placed out of sight. Objects affected must be mobile, i.e. not attached to the ground or other surface. The caster could drape a tarpaulin about a statue and pull the sheet away to reveal the statue painted pink - but he could not make it disappear. That would require the *Obscure* spell, below.

The larger the object conjured, the greater the Magnitude required:

- *Magnitude 1* could conjure up a small pile of candies in a hat or a domesticated animal of SIZ 1;
- *Magnitude 2* could fill a large treasure chest with candies (or swap the contents of a treasure chest with the contents of a nearby treasure chest of identical SIZ stuffed with cabbages), or conjure up a domesticated animal of SIZ 3;
- *Magnitude 3* could fill an armoire with stuff (usually the stuff then falls over an unsuspecting mark who opens the door). Magnitude 3 also works on individual humans and humanoid volunteers (e.g. the "Lady Vanishes" cabinet trick), who must be willing.
- *Magnitude 4* works on small groups of people (up to a limit of the caster's POW / 3) and is capable of large - scale conjurations, such as swapping a cage of tigers with an empty cage nearby, or filling an entire house with candies or painting its entire exterior pink.

Cook

Instant, Magnitude 1, Ranged

This spell will completely cook one item: a pot of stew, a piece of meat, a block of risen dough. The item must be placed within a sealed container such as a pot or cauldron. This spell is cast over the container, and the item is cooked and ready within one minute of casting. The item will be as hot as if it had been cooked in a proper oven or pot. This spell has no effect on non-food items or small living creatures.

Cutpurse's Boon

Instant, Magnitude 1, Progressive, Trigger

This spell grants the caster a +10% bonus per point of Magnitude to his next Sleight skill, and cannot stack with any other spell-effect bonuses

Deflection

Duration 5, Magnitude 1, Progressive, Touch

The subject of this spell gains +1 AP to all hit locations per point of Magnitude invested in the spell (up to a maximum of AP 4). However, this protection vanishes as soon as the subject is struck by a blow powerful enough to penetrate the magical protection (even if the subject is wearing armour that would otherwise absorbs the force of the blow). In any case, the subject must spend 1 Magic Point for each point of damage that the spell absorbs - regardless of whether they penetrate the magical protection or not.

Entrancing Glow

Concentration, Magnitude 1, Ranged, Progressive, Resist (Persistence)

This spell creates a sphere of swirling, multicoloured light about the size of a small buckler shield, floating at eye height. The caster can move the sphere about slowly by concentrating.

People who gaze on the light must make a Persistence roll at a penalty of -5% per point of Magnitude or remain in place, staring at the light until the spell ends. The caster can maintain this spell for as long as he concentrates; while concentrating, he cannot do anything else beyond walk at his normal speed. A successful attack on anyone snared by the spell immediately breaks the spell for that person; a disturbance or an attack on the caster breaks the spell completely, releasing everyone caught by it.

Firefly Flash

Duration 10, Magnitude 1, Progressive

This spell creates a pretty dance of tiny motes and balls of coloured light that drift and change colours at the caster's direction. The lights can distract an opponent, afflicting him with a -10% penalty on all actions per point of Magnitude as the lights buzz him, annoying him and forcing him to swat them out of the way.

Forestwalk

Duration 5, Magnitude 1, Progressive, Ranged

The target of this spell suffer no penalties for rough terrain when passing through natural forest, woodlands or jungle. In addition, they may add +1 meter of movement to their normal movement rate per point of magnitude when travelling through these types of terrain. This stacks with any bonus granted by the Mobility spell, but only when passing through forest or woodlands. The recipient of the spell can even pass through heavy undergrowth with ease. Mounted spellcasters can place this spell upon their mount in order to facilitate rapid travel through forest or woodland.

Fortification

Duration 5, Magnitude 1, Progressive, Touch

This spell temporarily strengthens a single inanimate object, increasing its HP (but not AP) by an amount equal to the 2 x Magnitude of the spell. The spell can affect an object whose SIZ does not exceed the spell's Magnitude. For example, if an adventurer casts this spell on a wooden door at Magnitude 4, he would temporarily increase its hit points by +8 but its Armour Points would remain the same. This spell only affects inanimate objects - it has no effect on living creatures, elementals, or constructs such as golems. If the object drops to negative HP when the temporary hit points granted by this spell dissipate, it is destroyed instantly when the duration of the spell expires.

Kiss of Weakness

Duration 5, Magnitude 1, Progressive, Touch, Resist (Persistence)

For every point of Magnitude invested in this spell, the target temporarily loses one point of STR (up to a maximum of five points of STR). In order to trigger the spell, the caster must engage the target in a passionate kiss. Strength lost through this spell returns at a rate of one point per round once the spell's duration expires.

Lassitude

Duration 5, Magnitude 1, Progressive, Ranged, Resist (Persistence)

This spell weakens the willpower of a single living target, temporarily reducing their Persistence by -10% per Magnitude. When this spell is cast, the target feels a languid weakness stealing over him. The target may resist the sapping of his will by winning an opposed Persistence test against the caster's Common Magic skill. If successful, the target manages to shakes off the enchantment and may act normally. However, if the Persistence roll fails, the target will stand motionless as though in a stupor for the duration of the spell. Any sharp physical pain (such as a slap across the face) will instantly snap

the target out of the entrancement. Note that multiple castings of this spell do not stack - you cannot cast it on a single target repeatedly in order to reduce them to a mindless automaton.

Lethargy

Duration 5, Magnitude 1, Ranged, Resist (Resilience)

This spell increases the target's Fatigue Level by 1. If the target is exhausted, he falls into a deep natural slumber for the duration of the spell. The target can be awakened by normal means during this period, but possesses the Debilitated Fatigue Level until the spell expires (−50% to all skill tests, movement is halved, and −6 penalty to Strike Rank).

Levitate Object

Duration 5, Magnitude 1, Progressive, Ranged

The caster can levitate small inanimate objects with the power of his mind. The caster can mentally "lift" an object with one maximum bulk of 1 ENC per point of Magnitude invested in the spell. However, the spell cannot be used to levitate any object with either an ENC or SIZ greater than that the caster's Common Magic skill divided by 10 (rounded down).

The levitated object can be moved horizontally or vertically at a speed equivalent to a slow walk (roughly 2m per round). The caster must maintain concentration while levitating the object and can take no other actions. Furthermore, the caster must make a Persistence skill test to avoid dropping the object if his concentration is interrupted. Because the levitated object moves slowly, the caster cannot use this spell to hurl objects at an opponent with sufficient force to inflict damage. This spell does not permit the caster to levitate living creatures – it is only effective on inanimate objects.

Although this spell grants the caster the power to move objects through the air, the caster cannot perform fine manipulation of the object without making a second Common Magic skill roll modified for the difficulty of the task. For example, if a prisoner levitates the key to his cell while the gaoler is asleep, he might need to make a Common Magic roll at -30% to open the lock with it due to the tricky mental manipulation involved.

Obscure

Duration 15, Magnitude 1, Ranged, Progressive

This spell conceals an single inanimate object from view. Onlookers require a critical Perception success to know that the item is there, unless they walk into it - and even under scrutiny with magical spells of vision enhancement the spell effect remains for its duration. Magnitude 1 can conceal an object up to SIZ 3; Magnitude 2 can conceal a human-sized object; Magnitude 3 can cloak a maximum number of human-sized objects up to the caster's POW / 3, all of them in close proximity; Magnitude 4 can make a house, or house-sized object, temporarily fade from perception.

Premonition

Instant, Magnitude 1, Progressive, Trigger

The caster has a moment of prescience about a significant event that will occur in the near future. This glimpse into the future provides the character with a +10% bonus to a single dice roll or an extra Combat Action for a single round. The Magnitude of the spell determines how far into the future the caster's vision extends - the caster must use the bonus provided by the spell before this period elapses or the opportunity to shape the future is lost. For each point of Magnitude that the caster invests in this spell, he can glimpse an event up to 10 minutes in the future. Thus, at Magnitude 3 the spell allows the caster to hold the bonus provided by the spell up to 30 minutes, and at Magnitude 6 the caster can hold the bonus up to one hour. The caster can only use the bonus provided by this spell to influence events that he is personally involved in and that have some degree of importance to his own fate – it can't be used to change the outcome of events that have little or no narrative significance (GM's discretion).

Preserve

Instant, Magnitude 1, Touch, Progressive, Trigger

This spell maintains the freshness of perishable supplies, as long as they remain wrapped and sealed somehow - liquids in a sealed barrel, bottle, keg or cottrell, bread wrapped in waxed paper, eggs in a box, filled with straw packing.

No matter how long the journey, as long as the item remains sealed, it will remain as fresh as the exact moment it was sealed up; it will never spoil or break, nor be distorted or squashed. As soon as the seal is broken, the spell ends. Each point of Magnitude can preserve one adventurer's stash of supplies, or enough to feed one person for a day during Down Time.

Example: Irina casts this spell on three loaves of fresh bread to give to her adventurer husband Ivan. Ivan has to trek for seventeen days without stopping for supplies. After two days, Ivan breaks open the first seal. The bread smells as fresh as if it had just popped out of the oven. Three days later, and he is eating bread that is only three days old, not five days old. After two weeks on the road, Ivan breaks open the seal on the last loaf of bread. It smells as fresh as the first two did. By the time he gets to Leningrad, the remains of his last loaf are only three days old.

Shimmer Screen

Duration 10, Magnitude 1, Ranged, Progressive

This spell erects a wall of shimmering distortion, which makes it very hard for people to see what is happening beyond it. Sound and vision are equally distorted, making it just as hard to overhear a conversation as to see what is going on. This spell is used to generate a zone of privacy, and entertainers can use it to draw in crowds eager to catch tantalising, but ultimately frustrating, glimpses of the ladies (and gents) troupe as they change clothes between acts. The shimmer screen's area is 10 square metres per point of Magnitude, which allows the caster to shape it appropriately - a Magnitude 1 spell can create a shimmer screen five metres long by two metres high, for example. Extra Magic Points can be spent on casting to bolster its duration, each Magic Point increasing its duration by another 10 minutes. In combat, each point of Magnitude delivers a penalty of -10% to anyone attempting to shoot someone with any kind of missile, magical or mundane, on the other side of the blurry wall.

Siren's Song

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

By making a successful Sing skill test immediately after casting this spell, the caster can enthral a single target for as long as she keeps singing or until the spell expires (whichever occurs first). While enthralled, the target will listen intently to the caster's song to the exclusion of other activities and will attempt to follow the caster wherever she goes. If attacked, the target will defend himself and will try to fend off his opponents in order to keep following the caster. The caster will also attempt to evade any obvious dangers encountered whilst following the caster, but suffers a -20% penalty to Perception rolls required to notice subtle hazards. The target may attempt to resist attempts by his comrades to restrain him from following the singer, but will avoid using lethal force if there is any alternative. Note that if the caster fails the Sing skill required to activate the spell, it automatically fails to enthral the target (but the Magic Points are spent as normal).

Sobriety

Instant, Magnitude 1, Ranged

This spell instantly neutralises the intoxicating effects of alcohol, rendering the target stone cold sober. The target of the spell must make a resilience roll or suffer mild nausea for 1d4 rounds due to the abrupt end to their intoxicated state. During the period of nausea, the target suffers a -10% penalty to all actions involving physical coordination or concentration. If the target of this spell does not wish to "sober up", they may attempt to resist it by making an opposed Resilience roll against the caster's Common Magic skill. Note that a drunk adventurer may have great difficulty casting this spell upon himself!

Spook

Duration 10, Magnitude 1, Progressive

This spell creates illusionary sounds in the vicinity. Strange creaks, footsteps approaching or receding, a door slamming unexpectedly or a voice whispering beside the target's ear. On their own they have little magical impact, beyond mildly demoralising people who are not expecting such intimidating sounds; however, used in conjunction with a mundane attempt to scare people this spell adds +10% per point of Magnitude to any skill rolls required to scare the victims.

Style

Duration Special, Magnitude 1, Progressive

This spell creates minor, yet striking, surface alterations to a person's hair, eye colour or skin colour. The caster can choose from among the following effects:

- **Alter Colour:** The caster chooses to alter his hair colour, the colour of the irises or sclera (the whites of his eyes), or his skin to the desired colour.
- **Hair:** The caster sculpts his hair to a desired shape, growing it out or shortening it as desired - from a massive bouffant to a topknot or even completely bald. As a benefit of this spell, a man can style his beard or even remove it completely (no need to shave), and women can completely depilate their bodies.

The effect of this spell is to add +10% per point of Magnitude to any skill involving staying in fashion or getting noticed. The change lasts for a number of hours equal to the Magnitude, eventually wearing off. Depilated hair does not immediately spring back into being on the caster's face, but gradually begins to grow back normally after the spell expires.

Traceless

Duration 5, Magnitude 1, Progressive, Ranged

The target of this spell will leave minimal tracks or other signs of their passage when passing through natural surroundings. Attempts to use the Track skill to follow a character under the effects of this spell suffer a -10% penalty for each point of magnitude, up to a maximum penalty of -50%. Even animals will find it difficult to follow the target by scent. Note that this spell is only effective when used outdoors in a natural setting – it does not provide any benefit indoors or in urban areas.

Telekinetic Slam

Instant, Ranged, Magnitude 1, Progressive

With a gesture, the caster inflicts knockback on a single opponent from a distance. This inflicts no damage on the target, but may cause them to fall prone. For each point of Magnitude that the caster invests in this spell, roll 1d6. The total rolled determines how much telekinetic force the spell generates. Compare this to the target's SIZ to determine whether knockback occurs. If the total amount rolled is greater than the target's SIZ, they must make an Athletics test to avoid falling prone. In addition, the target is also shoved backwards by one metre also for each five points (or fraction thereof) exceeding the target's SIZ.

Example: *Alaric and the sorceress Liliana burst into the fane of an evil warlock. Snarling with anger, the wizard makes an arcane gesture and Liliana is knocked backwards and hurled against the wall behind her. The warlock used the Telekinetic Slam spell with a Magnitude of 4. He rolled 4D6 and compared the result to Liliana's SIZ. In this case, the warlock was lucky enough to roll a total of 17. Liliana must make an Athletics roll to remain standing. In addition, she is flung a meter backwards by the force of the blow because the wizard's roll is more than five points above her SIZ of 10.*

Trade Secrets (Trade)

Instant, Magnitude 1, Progressive, Trigger
Many variants of this spell exist, one for each trade with a Lore skill, such as armourer, armoursmith, blacksmith, joiner, midwife, nanny and cartographer. This spell grants the caster a +10% bonus per point of Magnitude to his next Lore Skill Test involving the trade specified, and cannot stack with any other spell-effect bonuses.

Tradesperson's Boon (Trade)

Instant, Magnitude 1, Progressive, Trigger

Many variants of this spell exist, one for each trade requiring a Craft skill, such as armourer, armoursmith, blacksmith, joiner, midwife, nanny and cartographer. This spell grants the caster a +10% bonus per point of Magnitude to his next Craft Skill Test involving the trade specified, and cannot stack with any other spell-effect bonuses. This spell goes by many different names: Armoursmith's Boon and Mason's Boon are the most well-known, but spells such as Cartographer's Boon, Tanner's Boon and Green Fingers (a Tradesperson's Boon spell for Craft skills involving living plants) also exist.

Water Walking

Duration 5, Magnitude 2

For the duration of the spell, the caster can walk on water or other liquids at her normal Movement speed. The caster can walk across the surface of the liquid, unless she is carrying a load whose ENC is greater than *half* her STR+SIZ. If the caster is carrying a heavier load, she will slowly sink into the liquid as though it were molasses. This spell does not provide protection from adverse effects associated with exposure to unusual liquid. For example, a character who uses this spell to walk on molten lava will suffer damage from radiant heat, although this might be slightly less harmful than total immersion. The caster may need to make an Athletics skill roll to traverse areas dominated by swift currents while under the effects of this spell. Turbulent water should otherwise be treated as rough terrain.

Divine Magic

Blight Crops

Duration Special, Magnitude 1, Progressive, Touch

When cast upon area of cultivated farmland, this spell reduces the agricultural productivity of the area by -10% for each point of Magnitude (up to a maximum of -70%). The blight lasts until the current crop would normally be harvested. This spell affects an area of one hectare (approx 2.5 acres) per point of Magnitude. The Bless Crops divine spell automatically dispels the blight and renders the area of effect immune to further castings of this spell for a full year.

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