

Spell Name	Glowing Light		
Casting #	3	Casting Time	1 HA
Ingredient	A drop of lamp oil +1		
Description	Effect: Item glows as lantern Target: 1 held item Duration: 1 hour or until dropped Resist: NA		
Petty Magic Arcane			

Spell Name	Sounds		
Casting #	4	Casting Time	1 HA
Ingredient	A tiny bell +1		
Description	Effect: Create phantom noise Target: NA Duration: Instant Resist: NA		
Petty Magic Arcane			

Spell Name	Drop		
Casting #	4	Casting Time	1 HA
Ingredient	A dab of butter +1		
Description	Effect: Target drops whatever it is holding Target: One creature within 24y Duration: Instant Resist: WP (no effect)		
Petty Magic Arcane			

Spell Name	Marsh Lights		
Casting #	6	Casting Time	1 FA
Ingredient	A firefly +1		
Description	Effect: Create lantern-like lights Target: NA Range: 100 yards Duration: Duration 1 hour Resist: NA		
Petty Magic Arcane			

Spell Name	Magic Dart		
Casting #	6	Casting Time	1 HA
Ingredient	A small dart +1		
Description	Effect: Target suffers a Dam 3 hit Target: 1 creature within 16y Duration: Instant Resist: No (Auto-hit)		
Petty Magic Arcane			

Spell Name	Sleep		
Casting #	6	Casting Time	1 HA
Ingredient	A piece of down +1		
Description	Effect: target falls asleep Target: One touched living creature Duration: 1d10 rounds Resist: WP (no effect)		
Petty Magic Arcane			

Spell Name	Blessing of Courage		
Casting #	3	Casting Time	1 HA
Ingredient	A tuft of dog hair +1		
Description	Effect: Target no longer frightened / Terrified Target: One creature within 24y Duration: Instant Resist: NA		
Petty Magic Devine			

Spell Name	Blessing of Speed		
Casting #	4	Casting Time	1 HA
Ingredient	A snake scale +1		
Description	Effect: Target gains +5% Ag and +1 M Target: One touched creature Duration: 1 minute Resist: NA		
Petty Magic Devine			

Spell Name	Blessing of Fortitude		
Casting #	5	Casting Time	1 HA
Ingredient	A piece of turtle shell +1		
Description	Effect: Target gains +5% T, +5% WP Target: One touched creature Duration: 1 minute Resist: NA		
Petty Magic Devine			

Spell Name	Blessing of Healing		
Casting #	5	Casting Time	1 HA
Ingredient	A sprig of holly +1		
Description	Effect: Target heals 1 W Target: Once touched creature Duration: Instant Resist: No		
Petty Magic Devine			

Spell Name	Blessing of Might		
Casting #	6	Casting Time	1 HA
Ingredient	An iron nail +1		
Description	Effect: Target gains +5% WS and +5% S Target: One touched creature Duration: 1 minute Resist: NA		
Petty Magic Devine			

Spell Name	Blessing of Protection		
Casting #	7	Casting Time	1 FA
Ingredient	A small token with your deity's symbol +1		
Description	Effect: Target is protected Target: Self Duration: 1 minute Resist: WP (+10%) to attack target		
Petty Magic Devine			

Spell Name	Protection From Rain		
Casting #	3	Casting Time	1 FA
Ingredient	A freshly picked leaf +1		
Description	Effect: Target is protected from rain Target: Self Duration: 1 hour or until dismissed Resist: No		
Petty Magic Hedge			

Spell Name	Magic Flame		
Casting #	3	Casting Time	1 HA
Ingredient	A piece of flint +1		
Description	Effect: Create candle-like flame Target: Self Duration: Until hand closed or another spell cast Resist: NA		
Petty Magic Hedge			

Spell Name	Gust		
Casting #	4	Casting Time	1 HA
Ingredient	A bird's feather +1		
Description	Effect: Create gust of wind Target: One candle or pack of papers Duration: Instant Resist: NA		
Petty Magic Hedge			

Spell Name	Ghost Step		
Casting #	4	Casting Time	1 FA + 1 HA
Ingredient	A pinch of sand +1		
Description	Effect: Target leaves no visible tracks Target: Self Duration: 1 hour Resist: NA (Trackers -30% to Follow Trail)		
Petty Magic Hedge			

Spell Name	Ill Fortune		
Casting #	5	Casting Time	1 FA + 1 HA
Ingredient	A crude doll of the victim +1		
Description	Effect: Item bearer suffers -Mag% on tests Target: 1 item Duration: 25 hours Resist: No		
Petty Magic Hedge			

Spell Name	Shock		
Casting #	6	Casting Time	1 HA
Ingredient	A small pin +1		
Description	Effect: Target stunned Target: One touched creature Duration: Mag rounds Resist: WP (no effect)		
Petty Magic Hedge			

Spell Name	Move		
Casting #	4	Casting Time	1 HA
Ingredient	A small fan +1		
Description	Effect: move light item up to 12y, or knock over medium item Target: One item (10 enc) / One item (50 enc) Duration: Instant Resist: NA		
Lesser Magic			

Spell Name	Aethyric Armour		
Casting #	5	Casting Time	1 HA
Ingredient	A link of chainmail +1		
Description	Effect: Target gains Mag armour points Target: Self Duration: 1 minute or until armour is worn Resist: NA		
Lesser Magic			

Spell Name	Blessed Weapon		
Casting #	6	Casting Time	1 HA
Ingredient	A dab of blessed water +1		
Description	Effect: Target becomes magical Target: One melee/missile weapon or 5 shots Duration: 1 h Resist: NA		
Lesser Magic			

Spell Name	Magic Lock		
Casting #	7	Casting Time	1 minute
Ingredient	A small key +1		
Description	Effect: Target cannot be picked or forced open Target: One lock or bolt up to 2y Duration: 1 week Resist: NA		
Lesser Magic			

Spell Name	Magic Alarm		
Casting #	8	Casting Time	1 minute
Ingredient	A small brass bell +1		
Description	Effect: Creature comes within 2y of target, caster is notified. Target: Touched location Duration: Until used or recast Resist: NA		
Lesser Magic			

Spell Name	Silence		
Casting #	10	Casting Time	1 HA
Ingredient	A gag +1		
Description	Effect: Target cannot talk for Mag rounds Target: One character in 24y Duration: Instant Resist: WP (no effect)		
Lesser Magic			

Spell Name	Skywalk		
Casting #	11	Casting Time	1 FA
Ingredient	An eagle's feather +2		
Description	Effect: Target can walk on air Target: Self Duration: 3*M Resist: NA		
Lesser Magic			

Spell Name	Dispel		
Casting #	13	Casting Time	1 FA
Ingredient	A small silver hammer +2		
Description	Effect: Cause target to end Target: Spell within 12y Duration: Instant Resist: Channel test at -(Caster Mag*10)%		
Lesser Magic			

Spell Name	Exorcism		
Casting #	11	Casting Time	1d10 HA
Ingredient	A vial of blessed water +2		
Description	Effect: Drives out spirit of a possessed mortal body Target: Possessed mortal body Duration: Until Will Power is not a tie Resist: Opposed Will Power Check (fail – possession continues)		
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Lesser Magic			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Petty Magic Arcane			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Petty Magic Devine			

Spell Name			
Casting #		Casting Time	
Ingredient			
Description	Effect: Target: Duration: Resist:		
Petty Magic Hedge			