

MAGIC TRICKS

Heat/Chill: The area within 10 meters of you becomes pleasantly warm or cold. The effect protects against cold (page 54) for one shift of time.

Ignite: You light or extinguish a candle, torch, or lantern within 10 meters.

Puff of Smoke: An impressive puff of smoke erupts in front of you. Very popular for dramatic entrances, and can give you a boon to SNEAKING in certain situations as determined by the GM.

PILLAR

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters
- ◆ **Duration:** Shift

The spell raises a pillar, three meters high and one meter wide, from the ground or a stone floor. If someone is standing in that spot, the victim must make a **ACROBATICS** roll (not an action) to avoid falling off the pillar. If the pillar is created under a low ceiling and the roll fails, the victim takes 2D6 bludgeoning damage instead. For each additional power level, the height of the pillar increases by three meters, which can mean falling damage to anyone who falls off (page 53).

FIREBALL

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 20 meters
- ◆ **Duration:** Instant

The spell sends a fireball from your hand or focus at the target. The fireball can be dodged or parried as a ranged attack. The fireball inflicts 2D6 damage on a hit and sets fire to flammable objects. Each power level beyond the first increases the damage by D6 or creates another fireball that hits another target within range.

GUST OF WIND

- ◆ **Rank:** 1
- ◆ **Prerequisite:** Elementalism
- ◆ **Requirement:** Word, gesture
- ◆ **Casting Time:** Action
- ◆ **Range:** 10 meters (cone)
- ◆ **Duration:** Instant

The spell summons a great gust of wind. All untethered objects and creatures up to human size in the area of effect are pushed 2D4 meter away from you and suffer the same amount of bludgeoning damage. Against a swarm (page 83) the spell deals 2D6 damage. Each additional power level increases the number of dice by one. The spell has no effect on monsters that are Large or Huge (page 83).