

# Fire Finger

*Sparkly dance  
Fiery prance  
Iridescence linger  
Fire finger*

---

**College:** Generic  
**Level:** Novice  
**PP:** 0  
**Range:** Touch

Cast this spell when you use matches or a lighter.

# Light

*Face of Sun  
Masque of Moon  
A shining ray  
To cut the gloom*

---

**College:** Generic  
**Level:** Novice  
**PP:** 1  
**Range:** Touch

Cast this spell on a torch. For the next 12 hours, you may turn the torch on by reciting the quatrain. You may turn it off at will. The torch must be small and you must not shine it in anyone's eyes.

# Protection from Magik

*Deflect, avert  
Deny, decay  
Enshrine, entomb  
Magik away*

---

**College:** Generic  
**Level:** Novice  
**PP:** 1  
**Range:** Caster Only

This spell will protect you from the effects of the very next **Novice** spell that is cast on you (even if beneficial). You may end this spell by clear declaration.

# Speak with Dead

*Truthful Boolean  
You must utter  
Truthful else  
Thy conscience suffer*

---

**College:** Death  
**Level:** Novice  
**PP:** 1  
**Range:** Touch

**You must be a Death mage to learn this spell.** Ask a single question of the newly-dead, who must respond truthfully to a Yes/No question. Open-ended questions are answered truthfully, but at the discretion of the newly-dead. Newly dead may answer up to 3 questions (each question requires a new casting)

# Mage Armour

*Surround, enshrine  
By force encage  
My life be safe  
By armour mage*

---

**College:** War  
**Level:** Novice  
**PP:** 2  
**Range:** Caster Only

**You must be a War mage to learn this spell.** Your Hit Points are temporarily raised by 2, and are the first to be damaged. Can not be stacked.

# Minor Heal

*A boon to help  
You soldier on  
Thy harm undone  
Thy wound be gone*

---

**College:** Life  
**Level:** Novice  
**PP:** 1  
**Range:** Touch

Heals **4 HP**, up to the target's current maximum Hit Points.

# Minor Healing Potion

*A potion to help  
Them soldier on  
Drinker's harm undone  
Their wounds be gone*

---

**College:** Alchemy  
**Level:** Novice  
**PP:** 2  
**Range:** Potion

Heals **4 HP**, up to the target's current maximum Hit Points. Requires no herbal components.

# Phase

*Unweave the fabric  
Unfurl the strands  
I part the veil  
With mine own hands*

---

**College:** Astral  
**Level:** Novice  
**PP:** 1  
**Range:** Caster only

You phase into the astral plane and are no longer present on the physical plane, except to those who can see astrally. You may not move or interact with the physical plane, although you can interact with astrally aware creatures. You may return to the physical plane by ending the spell. You may cast other spells, but typically you will need to return to the physical plane to complete them. **Teleport** works as normal.

# Truth Talk

*Thy speech shall be  
Of veracity  
For lies thee hath  
No capacity*

---

**College:** Mind  
**Level:** Novice  
**PP:** 1  
**Range:** Touch

**You must be attuned to the Mind college to learn this spell.** Causes the target to only speak the truth for the next minute. Does not compel them to talk, but if they do speak it will be truthful. Does not affect those with the **Iron Will** advantage

# Fire Ward

*Hallowed flame  
Luminescent sword  
Scything light  
My fire ward*

---

**College:** Warding  
**Level:** Novice  
**PP:** 1  
**Range:** Ward

Passing through this ward costs 2HP damage.