

### ***Standard Spells for Darnelle Slice:***

You can also attempt improvised magic of many sorts – but these are things you definitely have a fair chance of pulling off.

**A Little Luck** (Magical Form: Sortilege): Can only be cast once/session, costs 1 MP, and gives +3 to the caster's next skill or attribute roll or reaction from a bystander, or -3 to the next attack on them.

**Analyse Magic** (Magical Form: Magianism): Takes 30 minutes to cast, costs 4 MP, and identifies a spell on an object or person (lowest energy level spell first, if there are several).

**Check Thaumic Flux** (Magical Form: Magianism): Determines the nature and level of local magical energies; success by 2+ also gets their orientation. Costs 1 MP.

**Cursing** (Magical Form: Sortilege): MP cost is variable (see the book) - 2 for 1 day, more for longer fixed periods; resisted by Will-2; gives the target the Unluckiness disadvantage.

**Detect Magic** (Magical Form: Magianism): Tells if an object or phenomenon is magical; a second casting determines if it's temporary or permanent. Costs 1 MP.

**Dispel Magic** (Magical Form: Magianism): Suppresses spells. Each spell in the target area resists with the skill with which it was cast. Costs 3 MP/yard radius and takes 1 second to cast/yard radius.

**Hurled Curse** (Magical Forms: Magianism & Sortilege): Turns Cursing (above) into a Projectile spell, at +1 MP cost.

**Magical Fortune-Telling** (Magical Form: Sortilege): Costs 3 MP, takes Long-Distance Modifiers, and uses standard fortune-telling props to tell *something* about the subject's near future.

**Mechanical Failure** (Magical Form: Sortilege): Costs 3 MP to cast on a machine, which must resist with its HT (around 8 to 12, depending) or fail somehow.

**Mystic Feedback** (Magical Form: Magianism): Some magic works through "sympathetic links," enabling it to disregard distance. However, such links work both ways, and this spell exploits that, turning the magic flow around. It costs 1 MP, and is resisted by the Base Spell Skill of the casting that set up the link, but at -3. If it succeeds, the caster can either cast another spell through the link at either the object used to create the link (such as a voodoo doll) or the person using the link to cast magic through, or send a die of damage at the object simply by seeming to inflict it on themselves – for example, set fire to a voodoo doll by sticking your hand in a flame.

**Nul Zone** (Magical Form: Magianism): Creates an area in which spells don't work unless they can overcome it. 5 seconds to cast, 1/10 MP per yard of radius, lasts for 1 hour.

**Octagram** (Magical Form: Magianism): Activates a drawn circle of magical protection; casting takes 5 seconds and costs 3 MP/yard of radius. The octagram is permanent until broken somehow.

**Scry Shield** (Magical Form: Divination): Block magical spying; 4 MP for a person or object, 1 MP/yard of radius for an area, duration 1 day. Casting roll opposes spying attempts.

**Scrying – Crystal Ball** (Magical Form: Divination): Magically observe a declared scene. Takes long-distance modifiers, and -1/day if trying to look back in time. Costs 3 MP, +1/day if viewing the past.