Al-Layl Simple Spells

|  |
| --- |
| Big Lie (Al-Layl 4) |
| Blend Into Crowds (Al-Layl 2) |
| Detect Old Magic (Al-Layl 2) |
| Detect Recent Magic (Al-Layl 1) |
| Detect Supernaturals (Al-Layl 3) |
| Detect Supernaturals By Type (Al-Layl 4) |
| Little Lie (Al-Layl 1) |
| Magical Footsteps (Al-Layl 2) |
| Magical Invisibility (Al-Layl 5) |
| Never Existed (Al-Layl 5) |
| Now You Don't (Al-Layl 2) |
| Remove Evidence (Al-Layl 4) |
| Senses Of The Seeker (Al-Layl 3) |
| Sleight Of Hand (Al-Layl 3) |
| Vanish From Sight (Al-Layl 3) |
| Whoever I Want (Al-Layl 4) |

Big Lie (Al-Layl 4)

To foist an obvious lie upon another – it enables him to give someone a firm conviction in even the most indelicate of deceptions.

Blend Into Crowds (Al-Layl 2)

The mage can displace attention from himself and blend into crowds. With sufficient effort, he simply is not noticed, even if he stands out from those around him (successes add to Stealth die pools and, shoul his Stealth successes total more than an onlooker’s Perception+Alertness, he will not notice her at all unless he acts directly upon him.)

|  |
| --- |
| Detect Old Magic (Al-Layl 2)  Allows to discern the telltale echoes of a spell worked even ages ago (though it often does not allow to learn what kind of magic, specifically, was used). |
| Detect Recent Magic (Al-Layl 1)  Detect the presence of magic that has recently been worked or is currently being worked. |
| Detect Supernaturals (Al-Layl 3)  Allows to discern the presence of supernatural creatures in their immediate vicinity. |
| Detect Supernaturals By Type (Al-Layl 4)  Allows to discern a creature’s rough „type”: undead, shapeshifter, etc. and it’s presence. |
| Little Lie (Al-Layl 1)  Convince the listeners, successes add to Subterfuge die pools. |
| Magical Footsteps (Al-Layl 2)  He can pass through snow or mud without leaving a trace. |
| Magical Invisibility (Al-Layl 5)  He learns to walk through warding as though it did not exist, unnoticed by the very fabric of magic itself, and can evade enchantments directed at him, unmaking them by meeting or exceeding the casting successes garnered by the other mage. |
| Never Existed (Al-Layl 5)  Locations, objects and even groups of people can vanish from sight, senses and memory and be made to be ignored, even if looked upon directly. |
| Now You Don't (Al-Layl 2)  Prevent others from registering him in their memories once he leaves their presence. |
| Remove Evidence (Al-Layl 4)  He may remove the indicators of actions while leaving their consequences (causing the bloodstains from a fatal blow, as well as the physical trauma itself, to vanish from a corpse, or erasing all physical evidence that the mage ever stayed at a given inn, for example). |
| Senses Of The Seeker (Al-Layl 3)  He may have unique insights into the nature of secrecy. Add successes from a simple spell to Alertness, Investigation and Occult die pools. |
| Sleight Of Hand (Al-Layl 3)  He moves such refined motions that she is scarcely noticed at all. Add successes to any sleight of hand or misdirection dice pools. |
| Vanish From Sight (Al-Layl 3)  At will, he may vanish from sight, invisiable as the wind. Those who seek to follow him watch him turn a corner, only to find him gone when they go after him. |
| Whoever I Want (Al-Layl 4)  When he wishes it, the mystic may become someone else, adopting the mannerisms and bearing of another person, real or imagined. |