

Reading People, Reading Minds

A book containing Beginner-level Telepathy spells

Animal Eyes

Beginner-level Divination (Telepathy)

Spell Type: Focus
Incantation: *oculi bestia*
Range Sight
Resist: Willpower

You may enter into the mind of a beast, if it fails to Resist (a friendly beast does not resist this spell). For the duration of the spell you may see, hear and otherwise sense exactly what the animal does.

Assist Ally

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *auxilio*
Range Wandtip

By laying your hand upon a sapient being, you may channel magical energy into them. On the next check the target performs, roll 1d4, and add it to the check.

Gain an additional 1d4 bonus for every **two** additional casting levels dedicated to this spell.

Induce Anxiety

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *falciparum*
Range Close
Resist: Logic

You allow yourself to be caught riffling through the target's most embarrassing and anxiety-inducing memories, and perhaps say something aloud to indicate your awareness.

The mental stress causes the target to take 1d6 psychic damage (halved on a successful resist).

This spell does 1d10 damage when cast as a Novice spell, and subsequently increases by 1d10 for every additional casting-level dedicated to this spell

Night Vision

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *aspectu*
Duration 2 hours
Range Wandtip

As you touch your wand to the target's head, their eyes flash an unearthly green. Give the target nightvision for the duration: dim light is as bright as daylight, and darkness is considered dim.

Telepathic Bond

Beginner-level Divination (Telepathy)

Spell Type: Ritual (2 turns)
Incantation: *conanimus*
Duration 2 days
Range Wandtip

Form a mental connection between your mind and the mind of a willing target. You may then use this connection to communicate silently. Target must be within touching distance when the spell is cast, but the bond has no distance limit after that.

The duration of this spell increases by 2 days for every additional level used to cast this spell.

