

Rakesh's Spells

April 7, 2020

Memorised Spells						
Trivial		Beginner		Novice		Adept
Defensive Flare	🛡️	Arcane Shield	🔮			
Glowing Wand	👁️	Curse of the Bogies	🔮			
Knockback	🔮	Halt	🔮			
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Arcane Shield

Beginner-level Recuperation (Warding)

Spell Type: Instant
Incantation: *protego*
Range: Self

An ethereal shield blossoms from the end of your wand, protecting you from both magical and physical harm.

Whenever an attack is performed against you whilst the shield is active, roll 2d4 and add this value to your Resist check or your Block value, as appropriate. If a successful Resist would limit the amount of damage taken, negate it entirely instead.

If you fail to Resist, or the Accuracy exceeds your augmented Block value, the shield crumples and the spell is ended. The spell which broke the shield is then applied to you at half damage, with any other effects unmodified. Any other spells which hit you this round act as normal.

Increase the strength of the shield by 1 point for every additional casting-level dedicated to this spell.

Curse of the Bogies

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *Mucous ad nauseam*
Duration: 1 day
Range: Close
Resist: Vitality

A fine green mist floats from the end of your wand, into the face of the target. On a failed Resist, they contract an awful cold. The target becomes visibly ill, their nose drips snot constantly, and their throat is sore.

Every time they open their mouth to speak, they must succeed a DV 10 Vitality Resist to avoid sneezing. Sneezing during a spell incantation causes the spell to fail.

Defensive Flare

Trivial-level Recuperation (Warding)

Spell Type: Ward
Incantation: *defendo*
Duration: 10 minutes
Range: Wandtip

You place a minor defensive ward onto a target, which flares into life the next time they take damage.

If the targeted being takes damage before the

end of the spell duration, the ward activates and they are considered Resistant to the attack. The ward is then removed.

Glowing Wand

Trivial-level Charms (Elemental)

Spell Type: Focus
Incantation: *lumos*
Range: Close

Causes the tip of your wand to glow like a torch. Casts bright light in a 2m radius, and dim light for another 5m.

Halt

Beginner-level Charms (Kinesis)

Spell Type: Instant
Incantation: *stabit*
Range: Close
Resist: Speed

Stop an object or being in their tracks. An inanimate object clatters to the floor and lies still.

If used on a living being, you may choose one of the following effects, which apply only on a failed resist:

- Target moves half their movement speed

this turn, before being halted

- Choose one accuracy check they make this turn cycle and cause it to fail *before* the check is made.

Knockback

Trivial-level Maledictions (Hex)

Spell Type: Instant
Incantation: *flipendo*
Range Close
Resist: Strength
Negation: Blockable and Dodgeable

A wave of energy strikes into the target, causing 1d6 force damage, and if the target fails to Resist, pushing the target backwards up to 1 metre.

Each additional casting level dedicated to this spell increases the power of the energy-wave: do an additional 1d8 force damage and push the target back an extra 2 metres.

Levitation

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *wingardium leviosa*
Range Sight
Resist: Strength

Cause an object of 1kg or less to levitate whilst concentration is maintained. You may control the height of the object, but you may not move it horizontally. A being may attempt to grab hold of the levitating object, and whilst they can move it horizontally, they may only change its height by performing a Resist check, breaking the enchantment on a success.

The maximum mass this spell is capable of lifting multiplies by ten for every additional spell level used to cast it.

Locate Object

Beginner-level Divination (Temporal)

Spell Type: Instant
Incantation: *locus*
Range Self

After casting this spell, you must shout a description or the name of the object you are searching for. If you are within 1km of the object, you gain a snapshot of the object you are searching for, and the direction in which it is moving.

If you are looking for a specific object, you must be familiar with it (i.e. have seen it up close at least once). Alternatively, you may describe a class of object (i.e. a necklace), and the spell will find the nearest such object.

This spell fails if there is no such object within range, or if the object is protected by any kind of magical ward or lock.

Minor Trickery

Trivial-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *mico*
Range Close

Create a minor magical trick, such as a flash of light, a brief shower of sparks or a puff of smoke. You could make a magical symbol float briefly in the air, or cause the hairs on the back of a target's head to stand on end. Whilst this spell is very versatile, and the effects certainly look magical in nature, they serve no real purpose beyond looking pretty, though several enterprising wizards have used this spell on street corners whilst pretending to do muggle "magic".

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.

Palpitation

Trivial-level Maledictions (Curse)

Spell Type: Instant
Incantation: *vena*
Range Close
Resist: Vitality

On a failed Resist, you cause the target's heart to miss a beat. Next cycle, the target's speed is halved.

Prank

Trivial-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *riddikulus*
Duration 2 minutes
Range Close
Negation: Blockable and Dodgeable

You conjure something onto or near your target with the express intention of making them look as stupid as possible: Summon a funny hat onto an individual, or conjure up a note with a funny message and stick it to their back, this spell allows you to perform minor, harmless pranks in an instant.

Privacy Ward

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *muffliato*
Duration 1 hour
Range Wandtip

Ward a region up to 5m in radius. This ward prevents sound from inside the region being

heard from the outside. When inside the region, sound from both inside and outside may be heard.

Produce Fire

Beginner-level Charms (Elemental)

Spell Type: Focus
Incantation: *incendio*
Range Wandtip
Negation: Blockable and Dodgeable

A small jet of fire is emitted from the tip of your wand, akin to a large lighter. The flame reaches out about 5 cm from the tip of your wand and can be used to ignite larger fires.

If in melee range with a target, you can attempt to burn your target using a melee spell attack. Coming into contact with the fire does 1d10 fire damage, and applies the *Burned: Minor* status effect.

Casting this spell at a higher level summons a larger and hotter gout of flame.

For every additional casting-level, the gout reaches an extra 15cm from your wandtip, and does 1d10 additional heat damage. The extra heat also allows you to ignite progressively tougher materials, such as damp wood.

Rainbow Sparks

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *verdimillious*
Range Close
Negation: Blockable and Dodgeable

Shoots a packet of small sparks from your wand, which rocket from the end of your wand towards a single enemy.

You may choose the colour of the sparks from red, blue, green or yellow. The colour of the sparks reflects the damage done: fire, cold, acid and electric respectively.

Each packet does 1d12 damage of the chosen type.

Create an additional packet of sparks for each level above Beginner used to cast this spell.

Remedy

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *enervate*
Range Wandtip

Your wand emits healing rays which close small wounds as you pass your wand over them. Heal for 1d8 points of health.

If the target has a *Major Injury*, cannot heal them above 25% HP.

This spell heals for an additional 1d8 damage for every additional spell level dedicated to it.

Sting

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ictus*
Range Sight
Negation: Blockable

A blast of purplish energy rockets from your wand, seeking to strike the enemy in the face. Stings the target for 1d10 poison damage.

Gain an additional 1d10 poison damage for every additional casting-level dedicated to

this spell.

Transmutation

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *mutatio*
Duration 1 hour
Range Close
Resist: Power

Transform a 1kg non-sapient animal (or part of an animal) or object into a different animal

or solid object, negated on a successful Resist. If you are targeting a being which is in combat with you, they take advantage on the Resist check.

The transformation must (approximately) conserve mass – you cannot turn a rat into a T-Rex, for example. The final product of the transfiguration must be a non-magical in nature (i.e. you cannot enchant items through Transmutation)

The maximum mass this spell is capable of transfiguring multiplies by 5 for every additional spell level used to cast it.