

# Lighting the Spark: An Introduction to Elemental Magic

A book containing Beginner-level Elemental spells

## Contact Shock

*Beginner-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *electrum*  
**Range:** Wandtip

Charge the tip of your wand with electrical energy. This energy is discharged when your wandtip next touches a surface. Does 2 electrical damage on contact, and also fries any electrical equipment it comes into contact with.

Gain an additional 1d6 Electric damage for every additional casting-level dedicated to this spell.

## Control Fire

*Beginner-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *ignisempus*  
**Range:** Close  
**Negation:** Blockable and Dodgeable

Upon targeting an area of flame up to 1 metre squared that you can see within range, you can manipulate the fire in a number of ways:

- You can move the fire up to 3 metres in any direction, either by igniting new fuel, or as a magically floating floating ball of fire.
- You can diminish the ignited area by half (but can never extinguish it), or multiply it by two (note that if it exceeds your maximum controllable area you do not control that bit of the blaze)
- You can change the colour of the flame
- You can cause the flame to take on simple shapes and animate them at your direction.
- You can render yourself immune to this bit of fire (applies only to non-magical fire, or fire you created yourself)
- Lash out at a target within melee range of the fire, dealing 1d6 fire damage, using an Elemental Accuracy check.

You may use any of these effects as long as concentration is maintained. When focus is broken, the fire resumes its normal course.

When cast at a higher level, the maximum area of fire that you can affect doubles for every additional casting-level dedicated to this spell, and

the damage caused by the flame increases by 1d6. You may also perform more extravagant feats of fire manipulation, at the whim of your GM. Be inventive!

## Control Water

*Beginner-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *aguasempus*  
**Range:** Close  
**Resist:** Strength

Upon targeting a volume of water up to one metre cube that you can see within range, you can manipulate it in a number of ways:

- You can move the water, or otherwise alter the flow by up to 3 metres
- You can cause the water to form simple shapes, and animate them at your direction.
- You can clear the water, or cause it to become opaque and cloudy. This lasts for up to one hour after you break concentration.
- Drown: if your animated water is within melee range of a being, you may use a major action to wrap it around their face, depriving them of air on a failed Resist. Target can re-perform this check at the end of every turn.
- Still the water, or generate waves and ripples across the surface

When cast at a higher level, the maximum volume of water that you can effect doubles for every additional casting-level dedicated to this spell. You may also perform more extravagant feats of water manipulation, at the whim of your GM. Be inventive!

## Create 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. Coming into contact with fire does 1d6 fire damage, and applies the *Burned: Minor* status effect.

# Further Elemental Studies

A book containing Novice-level Elemental spells

## Burst of Frost

*Novice-level Charms (Elemental)*

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

The air around the tip of your wand freezes, condensing the surrounding water vapour into a tiny globe of ice, which launches towards your target. If it hits, the globe explodes doing 2d10 Cold damage.

Gain an additional 1d10 Cold damage for every additional spell level dedicated to casting this spell.

## Dancing Bolt

*Novice-level Charms (Elemental)*

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

2 bursts of fire spiral and dance in towards your target, each dealing 1d10 fire damage on contact (rolling accuracy for each).

Gain an additional 2 bursts for every additional casting-level dedicated to this spell.

## Elemental Weapon

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *gladio substantia*  
**Range** Wandtip

The elements are bent to your will, and a blade of nature-incarnate solidifies around your wand. You now wield a 1d6 shortsword made out of pure fire, ice, lightning or earth, or light, held together by your strength of will. In addition to the physical cutting effect, this blade also imparts an elemental effect of 1d8 fire, cold, electric, bludgeoning or celestial damage respectively.

No additional spells can be cast until this effect is dismissed as a minor action.

The blade gains an additional 1d8 of the chosen damage type for every additional casting-level dedicated to this spell

## Extinguish Flame

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *sitim*  
**Range** Sight

Extinguish all active fires in a region up to 3m in radius, removing the danger and stopping any continuing damage effects.

However, this spell does not prevent an ongoing spell from producing more fire after it is removed, and nor does it effect the 'Burned' status of a being.

When cast as an Expert level spell, this spell can effect *Fiendfyre*

## Hovering Light

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *globus*  
**Duration** 1 minutes  
**Range** Self

Summons a glowing orb, around 5cm in diameter that hovers above the caster's head, casting bright light for 4m, and dim light for a further 15m. As a minor action, the caster may move this light up to 10m in any direction.

## Ignite

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *ignis*  
**Range** Sight  
**Resist:** Logic

You wave your wand in a complicated pattern, and an area of the target up to 1m squared bursts into flames, and begins to expand over the rest of the target.

Ignited beings take 3d6 fire damage per turn, and the effect lasts until they come into contact with sufficient water or wind to extinguish the flames, or they pass a DV 12 Resist check, and voluntarily take the *Prone* status. The resist check can be performed once per turn.

Gain an additional 2d6 Fire damage for every additional casting-level dedicated to this spell.

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 1d6 additional heat damage. The extra heat also allows you to ignite tougher materials, such as damp wood.

## Create Water

*Beginner-level Charms (Elemental)*

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

A jet of water is emitted from the tip of your wand, in a fountain approximately 30cm in length, useful for extinguishing fires small, or cleaning surfaces.

Note, however, that Gamp's Laws of Elemental Transfiguration states that all conjured water evaporates upon drinking: it cannot be used for sustenance.

Casting this spell at a higher level summons a more powerful torrent of water.

For each additional casting level, the jet of water doubles in intensity - reaching an extra 30cm and doing 1d8 bludgeoning damage.

## Fresh Air

*Beginner-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *klinneract*  
**Range** Close

A gust of air refreshes the air in a sphere of radius 3 metres around the caster, removing any gaseous effects and smelling faintly of lavender.

## Gust

*Beginner-level Charms (Elemental)*

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

Energise the winds, and manipulate the air within a radius of 5m around you. This breeze is strong enough to subtly alter the path of projectiles passing through the region (all ranged weapon attacks take a 1 point penalty to accuracy), or to cause a commotion by slamming doors and howling through open windows.

## Illuminate Wand

*Beginner-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 10m. This spell last indefinitely, until Focus is broken, and does not require drain FP after the initial effect is activated.

## Pebbledash

*Beginner-level Charms (Elemental)*

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

Imbue the earth with purpose: a nearby patch of loose earth and pebbles launches itself at a target in range, dealing 2d4 bludgeoning damage.

This spell gains an additional 1d4 bludgeoning damage for every additional spell level dedicated to it.

## Tremor

*Beginner-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *crith*  
**Range** Close  
**Resist:** Acrobatics

A mild tremor shakes the ground. All beings in a 10m radius must succeed a Resist check, or become *Distracted* in the next turn cycle.

## Move Earth

*Novice-level Charms (Elemental)*

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

Focus on a region of Earth with a volume of 1 cubic metre. You may excavate and move this loose earth around at will, at a speed of 5m per turn cycle. You may use this earth to raise walls or columns, but the total amount of matter must be conserved.

When cast as a higher level spell, you may triple the total volume targeted for every additional spell level.

## Speedswim

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *delfini*  
**Duration** 1 hour  
**Range** Self

For the duration of the spell, you retain the ability to conjure a small bubble of air, and manipulate the water around you, enabling you to move extremely rapidly whilst in water. Your swimspeed becomes equal to twice your normal movement speed, and you do not need to breath whilst underwater.

You also do not take disadvantage for using items, attacks or spellcasting whilst underwater.

## Vortex Field

*Novice-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *dini*  
**Duration** 2 minutes  
**Range** Self  
**Resist:** Strength

A swirling wall of wind envelopes a radius 1m around you, and follows you around for the duration of the spell. All physical objects entering the field are hurled in a random direction, and beings take 2d8 bludgeoning damage to pass through (halved on a resist).

# Secrets of Elemental Sorcery

A book containing Adept-level Elemental spells

## Animate Earth

*Adept-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *elus*  
**Duration** 1 hour  
**Range** Close  
**Negation:** Blockable and Dodgeable

Breath a limited amount of intelligence into a region of earth 1m in radius. This region of earth may transfigure itself into a crude object such as a giant hand, or a waving club, and be directed to attack any nearby enemies. The animated earth attacks with an accuracy equal to the spellcasting check, and does 4d6 bludgeoning damage.

The earthen construct can absorb 10 points of damage, before the magic holding it together dissipated.

The animating magic increases in power with each additional spell level: the HP increased by 10 and the damage inflicted increases by 1d6.

## Charge Region

*Adept-level Charms (Elemental)*

**Spell Type:** Ward  
**Incantation:** *rarnus*  
**Range** Wandtip  
**Resist:** Observation

Imbue a non-metallic object up to 3m in size with an enourmous electric charge. The next being to touch the object takes 3d10 electric damage, halved on a successful Resisist. Although this spell is classed as a 'ward', the threat is non-magical in nature after the spell has been cast. The charge-buildup therefore does not register to Detect Magic-style investigation.

Gain an additional 1d10 Electric damage for every additional casting-level dedicated to this spell.

## Cloudmove

*Adept-level Charms (Elemental)*

**Spell Type:** Ritual (30 minutes)  
**Incantation:** *syneffo*  
**Range** Sight

Perform a ritual to attune yourself to the weather and climate around you. By gently altering the wind, the pressure and the humidity you can subtly alter the weather in a 1km radius. You may

push a raincloud out of the way to clear the skies, summon a light drizzle, or alleviate the worst of a storm.

This spell cannot be used for large-scale weather manipulation - you can only slightly alter what is already present.

## Fireball

*Adept-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *confringo*  
**Range** Sight  
**Negation:** Blockable and Dodgeable

Launches a fireball at the target, which explodes on contact for 4d6 Fire Damage on all targets within 2m of the target. This effect is negated on a successful dodge, and halved on a successful block.

Gain an additional 2d6 Fire damage for every additional casting-level dedicated to this spell.

## Floodlight

*Adept-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *caecus*  
**Duration** White beam  
**Range** Wandtip  
**Resist:** Observation

Direct a brilliant beam of light from the tip of your wand, illuminating a cone 10m in front of you with Bright light, and dim light a further 10m. If a target is illuminated by the beam and fails to resist, they are blinded for 2 turns.

## Freeze

*Adept-level Charms (Elemental)*

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

Your wand emits a blast of air so cold it makes even the caster's fingers feel numb.

This blast may freeze a body of water up equal in size to a cube with sides of length 2m, or when used on an individual, the freezing blast does 3d10 cold damage, halved on a successful Resist.



# The Fundamental Power

A book containing Expert-level Elemental spells

## Adjust Climate

*Expert-level Charms (Elemental)*

**Spell Type:** Ritual (1 hour)  
**Incantation:** *kilmas*  
**Range:** Self

Summon a magical wind which drastically alters the climate in a region. Bring a hot, arid wind to the arctic - or an arctic wind into the Sahara.

You may control the windspeed, the temperature and the level of precipitation.

Mild alterations (i.e. cooling the temperature by a few degrees, summoning a brisk wind) happen as soon as the ritual is complete. Larger changes (i.e. dismissing an enormous storm, warming an ice-cold night) take place gradually over the course of several hours.

After the changes occur, the normal climate gradually reasserts itself.

## Drowning Sphere

*Expert-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *panigus*  
**Range:** Close  
**Resist:** Acrobatics

A stream of water from every nearby source streams and collects in a sphere up to 3 metres in radius, hovering above the ground, a violently twisting vortex of water and matter.

Any being caught in the initial area, or which subsequently passes through the sphere must succeed on a Resist, or be sucked into the sphere. Up to 5 humanoids, or 1 larger creature (if within the size of the sphere) can be restrained at any one time. Beings inside the sphere are deprived of oxygen and are considered *Incapcitated*, able only to perform a Resist check at the beginning of each turn.

Succeeding in a resist check deposits you prone at a random point outside the sphere.

The sphere remains whilst concentration is maintained, and can be moved at a speed of 3 metres per cycle. When focus is broken, the sphere disintegrates and the water crashes down. Any being restrained or below the sphere at this point takes 5d8 bludgeoning damage.

## Electrical Arc

*Expert-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *electrum maxima*  
**Range:** Close  
**Negation:** Blockable and Dodgeable

Whilst you maintain Focus, a bolt of energy arcs from the end of your wand, doing 5d10 electrical damage per turn.

Gain an additional 1d10 Electrical damage for every additional casting-level dedicated to this spell.

## Erupt

*Expert-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *purskama*  
**Range:** Close  
**Negation:** Dodgeable

Target a being standing on a patch of earth or mud. The ground underneath them explodes upwards in a violent eruption of loose stones and tumultuous ground, dealing 5d12 bludgeoning damage.

Gain an additional 2d12 bludgeoning damage for every additional casting-level dedicated to this spell.

## Flamethrower

*Expert-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *ustulo*  
**Range:** Close  
**Negation:** Blockable

An enormous burst of flame rips from the end of your wand, incinerating everything in a cone up to 5 metres in front of the caster.

All beings in the cone which fail to block take 8d10 fire damage.

Gain an additional 4d10 Fire damage for every additional casting-level dedicated to this spell.

When cast as a higher level spell, you may double the volume of water you can freeze, and add an additional 1d10 Cold damage to the blast.

## Heat Object

*Adept-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *flagrante*  
**Duration** 3 turns  
**Range** Sight  
**Resist:** Speed

Causes a target object to heat up to unimaginable temperatures, doing 3d8 fire damage every time the target object is touched.

On each contact, target must succeed a Resist check to withdraw, or take the *Burned: Severe* status effect.

## Icicle

*Adept-level Charms (Elemental)*

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

At your command 3 razor sharp shards of ice fling themselves at your target, performing an accuracy check for each.

Each shard does 1d8 piercing damage and 1d8 cold damage.

Gain an additional 2 shards for every additional casting-level dedicated to this spell

## Lightning Bolt

*Adept-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *baubiliuous*  
**Range** Sight  
**Resist:** Vitality  
**Negation:** Blockable and Dodgeable

Releases a bolt of lightning from the end of your wand. Lightning can initiate fires, provide electrical current or can be used directly in combat, where it deals 3d12 electric damage. Targets struck by lightning must succeed in a Resist check, or be blinded for 2 turns.

Gain an additional 1d12 Electrical damage for every additional casting-level dedicated to this spell.

## Wind Tunnel

*Adept-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *vente polus*  
**Range** Close  
**Resist:** Strength

Summon a powerful blast of wind from your wand, in a line 20m long and 2m wide. Every being which is in this region at the beginning of each cycle, or enters it during the course of the cycle, must Resist, or be blown to the end of the line. Those that succeed have their movement speed halved when moving towards you.

Any unsecured objects or are also flung to the end of the line, and any open flames are extinguished.





# Storms, Seas and Seismic Shocks

A book containing Master-level Elemental spells

## Fissure

*Master-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *lohe*  
**Range** Close  
**Resist:** Acrobatics

Target a line of natural ground (earth, mud, natural stone) up to 5m long. The earth rips asunder along this line, forming a fissure 1m wide and 10m deep. Any being caught in this region must pass a Resist check, or fall inside.

The fissure slams shut at the end of the turn cycle, trapping those inside underground and dealing 8d12 bludgeoning damage, and leaving them starved of air until they succeed in a DV 15 Strength check to dig their way out.

## Flame Whip

*Master-level Charms (Elemental)*

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

You summon a thin trail of fire from the end of your wand, which you can then use as a whip, performing a melee attack using your Elemental modifier (if you are proficient in Exotic weapons, you may add your Expertise modifier even if you have already added it).

Any target hit by your flaming whip takes 9d12 fire damage, and you may direct the whip such that it wraps around them, rendering them *Incapacitated* until they successfully resist at the end of their turn. A trapped individual takes a further 3d12 Fire damage per turn.

This spell lasts until you drop your wand, or you dismiss it as an instant action. No further spells can be cast whilst the whip is active.

## Tornado

*Master-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *stilipare*  
**Range** Close  
**Resist:** Strength

A swirling, twisting column of cloud forms in the atmosphere above a targeted region within range.

After 1 turn cycle of concentration the tornado slams into the ground as a cylinder 5m in radius and 50m tall. You may spend a minor action moving the tornado up to 10m per turn cycle.

Any being which spends any part of a turn cycle in this region takes 8d8 bludgeoning damage and must succeed on a Resist check, or be caught in the vortex, taking the *Trapped* status effect.

Beings caught in the vortex take 2d8 bludgeoning damage per cycle and are sucked 5 metres higher into the vortex. Trapped beings may take a major action to perform the Resist check again to escape, at which point they drop out of the column onto the floor, with any associated falling damage.

When the spell ends, the tornado dissipates and all trapped beings are dropped to the floor.

## Torrent

*Master-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *chimeros*  
**Range** Close  
**Negation:** Dodgeable

You summon a truly gargantuan jet of water, which you make into either needle-thin jet, or a hammer-blow blast. If it makes contact with a target, deals 8d10 bludgeoning or piercing damage (your choice).

# The Avatar of the Elements

A book containing Ascendant-level Elemental spells

## Channel Cataclysm

*Ascendant-level Charms (Elemental)*

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

Raise your wand into the air, and summon the raw energy of the universe. A bolt of energy descends from the heavens, into your wand and is directed from your other, outstretched hand as an energetic blast, focussed on a single individual.

If the bolt strikes the target, they take 15d10 force, electric or celestial damage.

## Earthquake

*Ascendant-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *krakato*  
**Range** Close  
**Resist:** Acrobatics

Summon a powerful seismic disturbance in a radius of 50m around a region that you can see.

The powerful rocking of the earth knocks all beings into the *Prone Position* unless they Resist, and all beings performing a Focus action must perform the usual Resist check to maintain concentration.

The earthquake also spawns 2d4 *Fissures* at locations chosen by the caster (see the relevant spell).

For every building or structure in the region, roll a d4. If the result is a one, the building collapses and is destroyed. Beings in a destroyed building take 10d10 bludgeoning damage.

## Immolation

*Ascendant-level Charms (Elemental)*

**Spell Type:** Instant  
**Incantation:** *uro*  
**Range** Close  
**Negation:** Dodgeable

A small ember drifts lazily from the end of your wand, and latches onto your target, igniting a small part of the target. Once it has taken root, nothing can extinguish this fire until it either runs out of fuel, or out of air. No magical intervention known to wizardkind can end its life before one of these conditions is met.

The ember deals 1d6 damage per turn. Every time a magical or mundane attempt is made to extinguish the fire, it doubles in intensity spreading rapidly, and doubles the damage it deals per turn.

The fire may be moved using the *Control Fire* spell, but only when cast as a Master Level spell, and even then requires a DV 20 Power check to successfully remove the fire.

## Tempest

*Ascendant-level Charms (Elemental)*

**Spell Type:** Ritual (2 hours)  
**Incantation:** *thyella*  
**Range** Self  
**Resist:** Vitality

Spend 2 hours adorning yourself with special paints and oils, attuning yourself to the wrathful spirits of the Air Domain. At any point in the next day, raise your wand to the heavens and shout the incantation, summoning the most powerful storms in existence.

Thick black clouds appear, blotting out the sun and torrential rain and powerful winds are summoned, providing severe obscuration to vision. All ranged accuracy and spellcasting checks take disadvantage.

The caster may also take a minor action to summon bolts of lightning to strike 2d4 targets in sight, dealing 8d10 electric damage (halved on a resist), or to spawn a *Tornado* (see relevant spell) which stays fixed at a specified location for 5 turns.

## Tsunami

*Ascendant-level Charms (Elemental)*

**Spell Type:** Focus  
**Incantation:** *unda maxima*  
**Range** Sight  
**Resist:** Strength

You conjure a gigantic wall of water, 15 metres long and 5 metres tall. You may choose how to orient the wave, which proceeds to move forward at a speed of 20 metres per round.

For every 20 metres the wave moves forward, it loses 1 metre of height. The wave lasts until its height reaches zero, or concentration is broken.

Any being which spends any part of its turn in the wave takes 8d12 damage (halved on a successful resist) and have their speed set to zero until the end of the next round.





# The Standard Book of Spells

A book containing Beginner-level Kinesis spells

## Clean Surface

*Beginner-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *pullundo*  
**Range:** Wandtip

Wave your wand over a surface to erase magical and mundane markings from it. Cleans 1 square metre per turn that the spell is maintained.

When erasing magical runes, there is a chance for the rune to trigger.

## 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, whilst a living being must succeed on a Resist check, or move only half their movement speed this turn cycle.

## Launder Clothes

*Beginner-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *savatch*  
**Range:** Close

Emit a cone of energy from your wand 2m in length.

Any being within this cone finds their clothes have been cleaned and dried, leaving them comfortably warm and smelling faintly of lavender.

## Levitation

*Beginner-level Charms (Kinesis)*

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

Cause an object of 100g or less to levitate whilst concentration is maintained. You may move the object in full 3D space at a speed of 1 metre per second.

The maximum mass this spell is capable of lifting

multiplies by ten for every additional spell level used to cast it.

## Mage Hands

*Beginner-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *titillatio*  
**Duration:** 5 minutes  
**Range:** Close

The caster produces an ethereal pair of hands that lasts for the duration of the spell, or until they move more than 10m away from the caster. You can use a minor action to control the hands. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial, but cannot use them to attack or carry items heavier than *Light*. Hands may be moved at a speed of 10m per turn, in addition to their action.

## Mark Surface

*Beginner-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *stylum*  
**Range:** Wandtip

Use your wand as anything from a thin marker to a thick paintbrush. The tip of the *brush* can be up to 0.5m away from the tip of your wand, but follows the motion of your wand exactly. The *paint* is a magical adhesive that sticks to any surface, and may be of any colour you choose.

# Achievements in Charming

A book containing Novice-level Kinesis spells

## Cut Object

*Novice-level Charms (Kinesis)*

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

Cut into an object, as if you had wielded a sharp knife with a blade of up to 10cm in length. If used on a living being, it is as if you wielded an exceptionally sharp knife, dealing 2d4 slashing damage.

## Lasso

*Novice-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *carpe retractum*  
**Range** Close  
**Resist:** Strength

A lasso of golden light whips out from your wand, allowing you to initiate a *grapple* with the target using your arcane subjugation value instead of your Strength. Target may resist following the usual grappling rules.

## Lock

*Novice-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *colloportus*  
**Range** Wandtip

Magically lock a door or chest. Mundane attempts to open the lock fail, and magical attempts must be cast using an unlocking spell at least one level greater than the spell-level used to cast this spell.

## Repair Object

*Novice-level Charms (Kinesis)*

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

Fix a broken targeted object.

Can only fix an object if it is reasonable that you could have repaired it with your bare hands (i.e. you cannot repair complex machinery without expert knowledge). Simple tasks (i.e. repairing glasses) work in a single turn, but repairing larger structures (i.e. a full stained glass window)

require continued Focus.

You can use this to repair a magical object which is physically broken but has its magical nexus intact, but it cannot restore magic to an object that has lost its nexus.

## Upwards Blast

*Novice-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *ascendio*  
**Range** Wandtip  
**Resist:** Power

Launches the target vertically upwards into the air or through water, up to a height of 10 metres in a matter of moments. A target may choose to Resist the effects of this spell, with advantage if they are heavier than the caster.

If a target hits a ceiling, they take 1d10 bludgeoning damage, and then if they fail to grab onto anything and fall back to the ground, they take 1d4 bludgeoning damage for every 2 metres fallen.

This spell can be cast on the self.

This spell can launch targets an additional 5 metres for every additional casting-level dedicated to this spell.

## Weld Objects

*Novice-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *obhareasco*  
**Range** Sight

Stick two objects together, as if you had fused them together at a molecular level. To break them apart requires either slicing the objects apart, or pulling them hard enough to break one (or both) of the objects.







# The Standard Book of Spells (Grade 2)

A book containing Adept-level Kinesis spells

## Cushion Fall

*Adept-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *sofus*  
**Range** Sight

Painlessly break the fall of the target from any height up to 50 metres.

## Shatter

*Adept-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *tootanus focum*  
**Range** Wandtip

Focus an ultrasonic vibration into a single target object or being made of crystal, glass, ceramic or porcelain, and cause it to break. The tip of your wand must touch the target for the duration of the spell, and the spell gets stronger the longer it is maintained.

In the first turn objects 5kg or lighter shatter, in the second turn, 10kg objects shatter, and so on.

## Spider Hands

*Adept-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *aranerum fiducia*  
**Duration** 5 minutes  
**Range** Sight

Imbue the target with the ability to traverse up vertical walls using their hands and feet. Climbing movement checks are half the speed of a regular movement check.

## Summon Object

*Adept-level Charms (Kinesis)*

**Spell Type:** Focus  
**Incantation:** *accio*  
**Range** Self

Summon non-shielded objects within a 500m radius. They will fly to your current position at a speed of 100m per cycle as long as Focus is maintained. Objects must be light enough that the caster could reasonably pick it up.

## Unlock

*Adept-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *alohomora*  
**Range** Close

Unlock objects. Mundane locks will fall open for you, whilst to open magically locked objects, you must cast this spell at one level higher than that at which the locking spell was cast.

## Walk on Water

*Adept-level Charms (Kinesis)*

**Spell Type:** Ritual (2 minutes)  
**Incantation:** *iasus*  
**Duration** 1 hour  
**Range** Close

Up to 10 willing beings that you see gain the ability to walk on water and other liquid surfaces such as mud, snow, quicksand or lava without sinking or slowing down. Other environmental effects (such as heat) still apply.

# Charms: An Expert Guide

A book containing Expert-level Kinesis spells

## Apparate

*Expert-level Charms (Kinesis)*

**Spell Type:** Instant  
**Range** Self

You may teleport yourself and up to 2 additional passengers to a place you are intimately familiar with. Passengers must be in physical contact with you the moment this spell is cast.

This spell may be cast without the use of a wand.

If anything happens to the caster in the turn that this spell is cast which would disrupt a Focus spell, all passengers become splinched and take 2d12 force damage.

You may bring an additional passenger for every additional casting-level dedicated to this spell.

## General Counterspell

*Expert-level Charms (Kinesis)*

**Spell Type:** Ritual (30 seconds)  
**Incantation:** *finite incantatem*  
**Range** Wandtip

End the effects of any active spell. If the spell was cast by anyone other than yourself, the counterspell must be cast at a level exceed the original casting.

This spell does not work on enemy shields, curses or spells which are still being cast.

## Leapfrog

*Expert-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *raneus*  
**Duration** 1 minute  
**Range** Sight

Target may leap up to 5m in any direction as a major action, and land safely whilst the spell is active.

Add an additional 5m to the maximum jump length for every additional casting-level dedicated to this spell.

## Stutterjump

*Expert-level Charms (Kinesis)*

**Spell Type:** Ritual (1 day)  
**Incantation:** *anavos*  
**Duration** 1 week  
**Range** Self

You imbue three small disks of glass with magical power. At any point in the next week you may use your *Instinct* action to crush one of these tokens, which teleports you randomly to another location within sight.

Gain an additional token for every additional casting-level dedicated to this spell.

## Switch Places

*Expert-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *allaxo*  
**Range** Close  
**Resist:** Power

Target two objects within range, and magical switch the two objects in space.

If at least one of the objects is a sentient being, they may each attempt to Resist. If even one resist attempt is successful, the spell fails.







# Extreme Incantations

A book containing Master-level Kinesis spells

## Invert Gravity

*Master-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *reimannius*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Strength

By focussing your intellect on a cylinder 10m in radius and 40m in height, you reverse the fall of gravity. Any unsecured objects or beings fall upwards, and those near an anchored object must Resist to hold on.

If an obstacle is encountered, all objects are considered 'falling' and take appropriate damage. If the ceiling is higher than the top of the cylinder, beings are suspended at this level until the effect ends, or they move horizontally out of the cylinder.

## Shatterblast

*Master-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *tootanus*  
**Range** Close  
**Resist:** Strength

Release a shockwave of sonic energy in a radius of 10m, which causes all brittle objects to shatter. All objects made of crystal, glass, ceramic or porcelain are shattered into many hundreds of pieces.

Living entities caught in the radius take 10d6 concussive damage, halved on a successful Resist

Gain an additional 2d6 Concussive damage for every additional casting-level dedicated to this spell.

## Teleport

*Master-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *cruratele*  
**Range** Close

You may send a non-living object to anywhere that you have previously visited. Spell failure still teleports the object, but to an unknown location.

# The Matter of Mass

A book containing Ascendant-level Kinesis spells

## Mass Kinesis

*Ascendant-level Charms (Kinesis)*

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

Control huge numbers of objects as they levitate and move around: write a thousand books with a thousand quills, conduct a swordfight with multiple blades at once.

This spell can only replicate the effects of an item if you would normally be able to use them without magic, but otherwise you can move the objects around in 3D space at your own discretion.

You may only perform up to 5 unique actions with the objects, but you may duplicate those exact actions an arbitrary number of times in a 30m radius. For example, you could only copy out 5 books at a time, as each book requires a unique action, but you can copy the same book out as many times as you like, as the action is identical.

## Sphere of Immobility

*Ascendant-level Charms (Kinesis)*

**Spell Type:** Instant  
**Incantation:** *stabit maxima*  
**Duration** 1 minute  
**Range** Self

Enforce a *Halt* charm so strong that nothing in a sphere 10m in radius, centred on the caster (at the moment of casting) can move. Time moves normally, and sentient beings are aware of what is happening, but no being or object other than the caster can move in this region until the spell ends, at which point the previous movement resumes.

Beings outside the region can observe the interior, but attempting to enter the region causes 15d6 force damage, as the being also becomes partially trapped.





# 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

## 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.

# Detection is the Best Defense

A book containing Novice-level Telepathy spells

## Bestial Ally

*Novice-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *nonparum*  
**Duration** 10 minutes  
**Range** Sight

Establish a psychic connection with a friendly or *Charmed* beast with an intelligence less than 5. You may then give commands to the beast which it will reasonably attempt to follow. The beast can communicate simple emotions and images back through the link.

## Detect Magic

*Novice-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *revelio*  
**Range** Close

Reveals to the caster any active spells or magical effects within a radius of 5 metres. You see an aura around any object or creature currently imbued with magical effects, with different colours corresponding to different disciplines of magic.

Will deactivate charms whose sole purpose is to remain hidden.

This spell can detect magical barriers, but cannot see beyond them.

## Detect Thoughts

*Novice-level Divination (Telepathy)*

**Spell Type:** Focus  
**Incantation:** *psychopractum*  
**Range** Close  
**Resist:** Perception (Passive)

You may search for any beings with an Intelligence attribute greater than 5 in a radius of 10m, learning the location of any such beings.

You may then observe the mind of a target individual from a distance. Thought-detection is not an exact science, and you will only get a vague shape of their current thoughts and emotions -perhaps a quick flash of colour, a name, or a feeling of fear. On a successful (passive) Resist, target becomes aware of the process.

You may attempt to reshape their surface level thoughts by asking questions, or showing them objects or images likely to trigger memories or

strong feelings.

## Eavesdrop

*Novice-level Divination (Telepathy)*

**Spell Type:** Focus  
**Incantation:** *dumauris*  
**Range** Close  
**Resist:** Perception (passive)

You fortify your own hearing to such an extent that you can listen in on conversations up to 10 meters away. If target Resists, they become aware of this intrusion.

## Night Vision

*Novice-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.

## Sense Traps

*Novice-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *antidolus*  
**Range** Close

Discover any traps in a 4m radius. If successful, you may learn the location of the trap, and the trigger (but not the effect).







# Communing with Others, and with Yourself

A book containing Adept-level Telepathy spells

## Commune with Nature

*Adept-level Divination (Telepathy)*

**Spell Type:** Ritual (5 turns)  
**Incantation:** *naturus amicus*  
**Range** Self

You tap into the consciousness that binds all living things together, and receive information about the natural order of things in the vicinity. Outdoors, the range is 3km, whilst underground it is only 100m. Spell fails in artificial environments such as towns. You instantly learn any 3 three bits of information about

- terrain and bodies of water
- nearby buildings
- abundant plants, animals or minerals
- frequent visitors, both sapient and bestial

By meditating for 5 minutes, you may understand and speak the language of a willing target individual. Target must be a sapient being, or otherwise able to speak at least one language.

## Obfuscation

*Adept-level Divination (Telepathy)*

**Spell Type:** Ritual (1 hour)  
**Incantation:** *obscuras*  
**Duration** 1 week  
**Range** Wandtip

All attempts to identify, locate, scry on, or otherwise detect the target using magical means fail.

## Sense Humans

*Adept-level Divination (Telepathy)*

**Spell Type:** Focus  
**Incantation:** *hominim revelio*  
**Range** Self

Reveals the presence of humanoid life nearby. Whilst concentration is maintained, the caster knows the distance and direction to every humanoid being within 10 metres.

This spell cannot detect beings with any kind of magical shield in place.

## Speak in Tongues

*Adept-level Divination (Telepathy)*

**Spell Type:** Ritual (5 minutes)  
**Incantation:** *lingua maxima*  
**Duration** 4 minutes  
**Range** Self

# Peeking Behind the Mystic Veil

A book containing Expert-level Telepathy spells

## Disrupt Connection

*Expert-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *ruinosus*  
**Range** Sight  
**Resist:** Willpower

Sever a telepathic connection possessed by the target. This may be used to sever a link such as that caused by the *Telepathic Bond* spell, or the link between caster and a summoned being. An untethered summoned being no longer accepts orders from their creator, and will potentially attack them. A successful resist negates this effect, but the target takes 2d4 psychic damage instead.

‘camera’ appears above the location, and transmits the image that it sees to a nearby pool of water, or a mirror. The sound that a person would hear at that location is also transmitted.

The camera moves with the target, staying at least 4m away from them. The caster may move the sensor to a different angle as a major action.

If the target successfully resists, they become aware of the scrying attempt, and may use a minor action to disable it. You may not re-establish a scrying connection for 24 hours after a scrying effort is terminated in this fashion.

## Ethereal Tag

*Expert-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *signum*  
**Duration** 2 minutes  
**Range** Sight  
**Resist:** Stealth

If the target fails to Resist, place a mystical marker on the target which enables your allies to strike more accurately at them. Target takes disadvantage on Stealth checks and a 2-point penalty to Dodge.

## Occlumency

*Expert-level Divination (Telepathy)*

**Spell Type:** Ritual (5 minutes)  
**Incantation:** *occlumens*  
**Duration** 1 day  
**Range** Self

Set up barriers around your mind to defend yourself. Legilimency will not work on you, and gain Advantage on all Resist checks against spells from the Psionics and Bewitchment disciplines.

## Scry

*Expert-level Divination (Telepathy)*

**Spell Type:** Concentration  
**Incantation:** *videro*  
**Range** Self  
**Resist:** Observation

Name a person, or describe a place. An astral







# Mind Beyond Body

A book containing Master-level Telepathy spells

## Invert Connection

*Master-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *ruinosus invertus*  
**Range** Sight  
**Resist:** Willpower

As with the *Disrupt Connection* spell, if the target fails to Resist, this spell severs the link between two beings such as that caused by *Telepathic Bond*, or by summoning a being.

This link is then given to you -- giving you access to the telepathic network, or giving your control over the summoned creature etc, for the remainder of the original effect.

## Network of the Minds

*Master-level Divination (Telepathy)*

**Spell Type:** Ritual (10 minutes)  
**Incantation:** *reticulum*  
**Duration** 1 day  
**Range** Close

Establish a telepathic link between you and up to 6 other individuals. All beings in the link are able to communicate with any other members of the link, regardless of distance, the lack of a shared language and status effects such as *Paralyzed*.

When cast for 7 days in a row, the spell has a duration of 6 months.

# The True Power of the Soul

A book containing Ascendant-level Telepathy spells

## Join Minds

*Ascendant-level Divination (Telepathy)*

**Spell Type:** Ritual (3 hours)  
**Duration** 1 week  
**Range** Self

You perform a ritual which involves two people (only one of whom needs to know how to cast this spell). This spell joins your souls together in an intricate fashion. You become but one soul, in two bodies.

At any point during the spell's duration, you may decide to use your minor movement action to switch bodies, transplanting your soul from one body to the other.

Change your Spirit, Intelligence, Charisma and Evil with your joined partner (and any associated proficiencies) and you now reside in their body. You may then take actions as if you were them until you decide to switch back, or the spell is ended.

When the spell ends, your soul always returns to your original body.

## True Sight

*Ascendant-level Divination (Telepathy)*

**Spell Type:** Ritual (5 minutes)  
**Incantation:** *vidergo sumus*  
**Duration** 1 hour  
**Range** Self

You prepare for this spell by daubing a third eye onto your forehead. On completion of the spell, this eye glows for a second, before vanishing.

For the duration of the spell, you see things as they truly are. You see hidden traps, secret doors, and even into the Astral plane. You can see through illusion spells, and attempts to deceive or trick you are in vain. All Perception checks automatically succeed, and you are immune to being surprised.

You can also see into the minds of your enemies, giving you an extra few moments to anticipate their actions. You gain check advantage on all accuracy checks, and they take disadvantage on all accuracy checks against you.





# The Dream Oracle

A book containing Beginner-level Temporal spells

## Distressing Omen

*Beginner-level Divination (Temporal)*

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

Speak aloud an omen, layering into your voice the power of the future, to warp the mind of your opponent. Target must succeed on a Resist check or take 1d8 psychic damage.

Gain an additional 1d8 psychic damage for every additional casting-level dedicated to this spell.

## Identify Object

*Beginner-level Divination (Temporal)*

**Spell Type:** Ritual (5 minutes)  
**Incantation:** *dicemi*  
**Range** Wandtip

By touching your wand-tip to an object and entering into a deep trance, you may learn about the object.

You learn any magical effects the object may have been enchanted or cursed with and the uses and limitations of those effects. You also learn the purpose of the object (if unknown), and the provenance of it.

If the object possesses a notable history, you may also learn fragments of that past.

## 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.

## Receive Omen

*Beginner-level Divination (Temporal)*

**Spell Type:** Ritual (2 minutes)  
**Range** Self

Use your tea leaves to receive an omen about the future. Ask a question about the outcome of an event. The tea leaves will tell you if the outcome is positive, negative, or neutral.

# The Future is an Open Book (And so is This)

A book containing Novice-level Temporal spells

## All-seeing Eye

*Novice-level Divination (Temporal)*

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

You may create an invisible, floating eye in front of you. You are telepathically linked to the eye, and see everything that the eye sees, and may use a minor action to instruct the eye to move up to 20m in any direction (including vertical). The Eye cannot pass through solid walls, but may squeeze through gaps as small as 4cm in diameter.

The Eye can see into the Astral Realm and the Mortal Plain simultaneously.

## Astral Caltrops

*Novice-level Divination (Temporal)*

**Spell Type:** Instant  
**Incantation:** *mobilum lespum*  
**Duration** 15 seconds  
**Range** Sight  
**Resist:** Conviction

Weaken the barriers between the astral and mortal realms around a given individual, creating an environment which causes friction to the very soul. The target acts as if any terrain they touch has caltrops, for the duration of the spell. Caltrops do 1d4 psychic damage for every metre moved by the target. Resist for half damage.

For every additional spell-level dedicated to casting this spell, you may effect another individual within range.

## Crystal Gazing

*Novice-level Divination (Temporal)*

**Spell Type:** Ritual (1 minute)  
**Incantation:** *Gazing*  
**Range** Self

Gaze into your crystal ball, and ask a question of the cosmos. You will receive a yes or a no answer to any question you ask.

## Detect Casting History

*Novice-level Divination (Temporal)*

**Spell Type:** Ritual (1 minute)  
**Incantation:** *priori incantatem*  
**Range** Wandtip  
**Resist:** Willpower

Target a sapient being, or the wand belonging to a sapient being. On a failed resist, You instantly learn the last 5 spells that were cast, and the time at which they were cast.

## Hunter's Mark

*Novice-level Divination (Temporal)*

**Spell Type:** Instant  
**Incantation:** *venari*  
**Duration** 3 days  
**Range** Sight  
**Negation:** Blockable and Dodgeable

Attach a marker to the target which glows brightly in the astral realm. The Caster remains aware of the location of the target for the duration of the spell, or until the mark is removed by magical means.







# Unfogging the Future

A book containing Adept-level Temporal spells

## Astral Onslaught

*Adept-level Divination (Temporal)*

**Spell Type:** Instant  
**Incantation:** *devonus*  
**Range** Sight  
**Negation:** Blockable and Dodgeable

By focussing your inner energies, you are able to summon an ethereal weapon to strike at enemies with a presence on other planes of existence. Do 5d6 Celestial damage to targets in both the material world, and the astral realm.

This spell gains an additional 1d6 points of Celestial damage for every additional spell-level used to cast it.

## Foresight

*Adept-level Divination (Temporal)*

**Spell Type:** Instant  
**Incantation:** *providentia*  
**Duration** 1 turn  
**Range** Wandtip

By predicting the flow of time, you can give the target the ability to make moves without thinking: give the target an extra major action next turn. Each target can only get this boost once per day.

## Glimpse Future

*Adept-level Divination (Temporal)*

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

Get a fleeting glimpse into the future. Choose one of the following:

- + 4 bonus to block **or** dodge next turn
- +4 bonus to accuracy checks made next turn

## Locate Being

*Adept-level Divination (Temporal)*

**Spell Type:** Instant  
**Range** Self

After casting this spell, you must shout a description or the name of a living being you are searching for. If you are within 1km of the being, 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 being, you must be familiar with them (i.e. have seen the, up close at least once). Alternatively, you may describe a class of being (i.e. a horklump), and the spell will find the nearest such object.

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

## Move Through Time

*Adept-level Divination (Temporal)*

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

Target a non-sapient being or object within range, and send it spinning forward or backward in time by 1 days per second. Plants will grow and age, food will rot and wilt (or, rotten food may become fresh again), and weapons will rust and grow dull.

The speed at which objects tumble through time doubles for every additional casting-level dedicated to this spell.

# Death Omens: What to Do When You Know the Worst is Coming

A book containing Expert-level Temporal spells

## Legends of the Past

*Expert-level Divination (Temporal)*

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

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

## Mists of Time

*Expert-level Divination (Temporal)*

**Spell Type:** Ritual (1 hour)  
**Incantation:** *momento aeternitatis*  
**Range** Self

Enter into a trance, whereby you can observe the past, to uncover what happened at your current location, or to a specific person or object you can touch.

You may observe your chosen timestream up to 1 year into the past.

When cast as a Master spell, you may observe up to 10 years into the past. As an Ascendant spell, you may observe up to 1000 years into the past.

## Timeslip

*Expert-level Divination (Temporal)*

**Spell Type:** Instant  
**Duration** 2 minutes  
**Range** Sight  
**Resist:** Power

Create a perturbation in the temporal vortex which, on a failed Resist, catapults the target forward in time, effectively removing them from reality for the duration of the spell. When the spell ends, the target reappears at their original location, unaware that time has passed.





# Time & its Mysteries

A book containing Master-level Temporal spells

## Astral Cloak

*Master-level Divination (Temporal)*

**Spell Type:** Instant  
**Incantation:** *moxus*  
**Duration** 5 minutes  
**Range** Self

After uttering the incantation, you step partially into the astral realm. Most of your being resides within the Mortal Realm, but enough of your physical form seems to twist into infinite dimensions beyond the scope of human eyesight that most beings find it difficult to focus on where you actually are.

Beings which cannot see into the Astral Realm take check double disadvantage on all accuracy checks against you.

## Contingency

*Master-level Divination (Temporal)*

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

You foresee a need for a certain spell in the future, but you can't quite see when. The contingency charm allows you to store a spell in an alternative dimension, to be called forth instantly when you need it. After casting the contingency charm, you may then cast the spell that you wish to store.

You may sacrifice your *Instinct* action to summon your contingency as an instantaneous action. You may have a maximum of three contingencies at any one time.

Add an additional 2 contingencies for every additional casting-level dedicated to this spell.

# Stepping Through the Ages

A book containing Ascendant-level Temporal spells

## Astral Projection

*Ascendant-level Divination (Temporal)*

**Spell Type:** Ritual (2 minutes)  
**Incantation:** *ambilofors*  
**Range:** Self

count any changes in the local height that may have happened in the intervening time), and then closes.

Leave your physical form behind, and project your spirit into the Astral Realm. Your mortal body falls unconscious as your spirit leaves it.

Your astral self is undetectable to most living beings, but appears almost identical to your physical form, including astral copies of all your equipment. Your astral form has 8d6 HP, but can only interact with other entities on the Astral Realm and effects which explicitly state they effect the astral realm.

If your astral self is killed, your physical body's HP is reduced to zero, and you enter into the *Critical But Stable* status. Equally, if your mortal body is reduced to OHP, the effects of this spell are ended and your spirit immediately returns to your body.

Whilst in the astral realm you may perceive all events occurring in the Mortal plane, and you may move through regions that are inaccessible in the mortal plane.

If you attempt to leave the astral plane, either willingly by ending this spell effect, or by an effect that states that it removes you from the realm (such as a portal), your body is teleported to the location corresponding to your spirit's new location.

## Control Time

*Ascendant-level Divination (Temporal)*

**Spell Type:** Ritual (various lengths)  
**Incantation:** *tempus fugit*  
**Range:** Self

At the moment you begin the ritual, you start a stopwatch, and begin pouring magical energy into the timepiece, as you focus your understanding of the mysteries of time into this object.

For every second that you spend performing this ritual, the stopwatch ticks forward an additional minute.

When you finish the ritual, the stopwatch rises into the air, and forms a shimmering portal to either the past or the future (decided by the caster), capable of transporting up to 5 beings. Upon stepping into the portal, you are transported through time by an amount equal to the reading on the stopwatch. The portal deposits you at your present physical location (taking into ac-







# Easy Spells to Fool Muggles

A book containing Beginner-level Bewitchment spells

## Aura of Kindness

*Beginner-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *amicus*  
**Duration** 1 hour  
**Range** Close

This spell creates an aura of kindness and warmth around you. If the target is not overtly hostile, this causes them to like you: charisma checks by the caster on the individual get a +1 bonus for the duration of the spell.

Gain an additional +1 bonus for every additional casting-level dedicated to this spell

## Blur

*Beginner-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *celeritate*  
**Duration** 3 turns  
**Range** Wandtip

The target of this spell (which may be the catser) seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. Gain a +2 bonus to Dodge for the duration.

## Glamour

*Beginner-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *lux stultium*  
**Duration** 1 hour  
**Range** Close  
**Resist:** Observation

Create a superficial glamour around a person or object, a simple magical hologram which sits on top of the true surface. This hologram takes any form you desire, but can only perform minor movements – an illusion over the face of a target may open its mouth as the target does, but nothing more complex than this.

The glamour disintegrates upon physical or magical contact, and can be seen to be fake if observer succeeds on a Resist check.

## Hypnotic Lights

*Beginner-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *fascum*  
**Duration** 1 minute  
**Range** Sight  
**Resist:** Intelligence

Multicoloured, iridescent orbs dance in the sky, fascinating up to 1d4 creatures that see them, if they fail a DV 8 Resist check. These creatures cannot remove their gaze from the orbs, and will stop all other actions for the duration of the hypnotism. Every time the hypnotised beings take damage, they may attempt to Resist.

## Throw Voice

*Beginner-level Illusion (Bewitchment)*

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

Cast your voice such that it appears to be coming from somewhere up to 15 metres away from your actual position.

# Jiggery Pockery & Hocus Pocus

A book containing Novice-level Bewitchment spells

## Calm Being

*Novice-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *paxus*  
**Range:** Close

Calms the target down. Remove *Terrified* status, *Rage* effects and other related phenomena from target.

## Charm Creature

*Novice-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *quorum*  
**Duration:** 1 hour  
**Range:** Close  
**Resist:** Logic

Upon casting the spell, a pleasant aroma seems to suffuse around you, and you emit a calming aura.

Target a non-sapient creature in range. This being must succeed on a Resist check, or take the *Charmed* status effect. This effect is negated the next time the target takes damage.

## Conceal Inscription

*Novice-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *occulto*  
**Duration:** 1 year  
**Range:** Close

Makes a message, drawing or marking on a surface invisible to the naked eye.

## Implant Message

*Novice-level Illusion (Bewitchment)*

**Spell Type:** Ward  
**Incantation:** *occultus nuntius*  
**Duration:** 100 years  
**Range:** Wandtip

Imbue a warded region with a message up to 20 words long. You can decide how this message is revealed (spoken verbally, or revealed through magical lettering) and the triggering condition for the message to be activated.

The triggering condition can be whatever you

choose, though it must be an audible or visual trigger and the detection range is 5 metres around the ward.

The ward can contain an additional 20 words for every additional casting-level dedicated to this spell.

## Silent Illusion

*Novice-level Illusion (Bewitchment)*

**Spell Type:** Focus  
**Incantation:** *lux*  
**Range:** Close  
**Resist:** Observation

Create an illusion, a construction of light. This illusion is silent and non-corporeal, but does not disintegrate on contact. Illusion may be manipulated and moved by the caster whilst Focus is maintained to mimic the illusion walking, for example, however the illusion disintegrates into nothing when focus is broken. An observer may determine that the illusion is not real by performing a Resist check as a major action, or by attempting to physically interact with it.





# A Gentle Guide to Persuading the Mind

A book containing Adept-level Bewitchment spells

## Bedazzle

*Adept-level Illusion (Bewitchment)*

**Spell Type:** Ward  
**Incantation:** *chameleo*  
**Duration** 1 day  
**Range** Wandtip  
**Resist:** Observation

This spell creates a ward on the target, which produces a beddazzling and befuddling field, which causes eyes to simply slide off from the warded region without the brain properly processing it, rendering the warded target almost perfectly invisible.

This spell only works on Sapient beings and bests with a (relatively advanced) neural system. Alien beings such as dementors and poltergeists do not have a brain which this field can confuse.

If the target fails to Resist, they cannot observe or otherwise detect the warded region.

## Suggestion

*Adept-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *facite*  
**Duration** 2 hours  
**Range** Close  
**Resist:** Willpower

Make a suggestion to a target within hearing range. The suggestion must be reasonable (i.e. no stabbing themselves) and limited to a single sentence. If target fails to resist, they must obey this suggestion for the duration.

## Entrance Other

*Adept-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *meamicus*  
**Duration** 1 minute  
**Range** Wandtip  
**Resist:** Compassion

If the target fails to Resist, they become hopelessly besotted with the caster and become *Charmed* for the duration of the spell.

## Sleep

*Adept-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *somnus*  
**Duration** 1 hour  
**Range** Close  
**Resist:** Willpower

If a living target fails to resist the drowsiness that washes over them, they enter into a deep slumber.

The being remains asleep until the take damage, or an ally takes a major action to shake them awake.

# On the Mysteries of the Human Mind

A book containing Expert-level Bewitchment spells

## Bedazzling Aura

*Expert-level Illusion (Bewitchment)*

**Spell Type:** Ward  
**Incantation:** *chameleo maxima*  
**Duration** 1 hour  
**Range** Wandtip  
**Resist:** Observation

You cast a *Bedazzle* spell so powerful that it exudes in an aura up to three metres around the target. Anything within this radius is subject to the bedazzlement field, which causes eyes to simply slide off from the warded region without the brain properly processing it, rendering the warded target almost perfectly invisible.

This spell only works on Sapient beings and bests with a (relatively advanced) neural system. Alien beings such as dementors and poltergeists do not have a brain which this field can confuse.

If the target fails to Resist, they cannot observe or otherwise detect the warded region.

into life over a region up to 2 metres cubed, and executes a series of verbal messages and/or physical movements at your discretion. This could be a person delivering a message when a passphrase is uttered, or a hidden box of treasure opening tantalisingly over a pitfall.

The illusion can be seen to be fake on a successful Resist check, or after the construction is interacted with, as physical beings pass through them.

## Beguiling Totem

*Expert-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *fascinare*  
**Duration** 1 day  
**Range** Wandtip  
**Resist:** Willpower

Target an object between 1m and 20m in size. Caster decides upon a single species, and imbues the target with an aura that either attracts or repels (caster's choice) that species in a radius of 50 metres. Members of the species that fail to resist feel an irresistible urge to either approach or flee the object.

## Hidden Hologram

*Expert-level Illusion (Bewitchment)*

**Spell Type:** Ward  
**Incantation:** *occultus indis*  
**Duration** 100 years  
**Range** Wandtip  
**Resist:** Investigation

As with the *Implant Message* spell, you implant a message or other illusion into a warded region, and choose an audible or visual trigger which activates the illusion.

When activated, an illusion of your choice springs







# Merlin's Tricks and Incantations

A book containing Master-level Bewitchment spells

## Soul Ripple

*Master-level Illusion (Bewitchment)*

**Spell Type:** Instant  
**Incantation:** *cessabit*  
**Duration** 10 minutes  
**Range** Wandtip  
**Resist:** Evil

With the gentlest of touches, you prod the mind of the targeted being, causing a ripple throughout their soul. A corrupted soul may attempt to resist this effect, negating it.

You may choose to make the target either Immune or Susceptible to psychic damage for the duration of the spell.

## True Illusion

*Master-level Illusion (Bewitchment)*

**Spell Type:** Ritual (10 minutes)  
**Incantation:** *stultuwisus*  
**Duration** 1 hours  
**Range** Sight  
**Resist:** Investigation

Create a perfect illusion of an environment (up to 20m in radius) or people (up to 3), which can be interacted with and touched by the target. This illusion replicates sounds, smells heat and all other imaginable stimuli.

Illusions can only have the knowledge that the caster has, but they operate as individuals and mimic the people they represent.

Illusion lasts for 10 hours. An observer may determine that the illusion is not real by performing a Resist as a major action.

# Light and Perception: The Magician's Mastery

A book containing Ascendant-level Bewitchment spells

## Mass Suggestion

*Ascendant-level Illusion (Bewitchment)*

<b>Spell Type:</b>	Instant
<b>Incantation:</b>	<i>faciite maxima</i>
<b>Duration</b>	12 hours
<b>Range</b>	Close
<b>Resist:</b>	Willpower

Apply the *Suggestion* spell to 4d6 targets of your choice. The suggestion is the same to all targets.





# Cool Cantrips to Make You Crazy

A book containing Beginner-level Psionics spells

## Chaotic Whispers

*Beginner-level Illusion (Psionics)*

**Spell Type:** Focus  
**Incantation:** *rastarum*  
**Range** Sight  
**Resist:** Logic

The target hears a voice in their ear whispering maddening words that slowly drive them insane. Target may take a minor action to perform a Resist check at the start of their turn, when one succeeds, the spell is broken.

Whispers do 1d8 psychic damage per turn that the spell is active.

The whispers gain in power when this spell is cast at a higher level: doing 1d8 additional damage for each additional casting level.

casting.

## Shrivelled Ears

*Beginner-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *raxus*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Logic

On a failed Resist, causes the target to believe that their ears have shrivelled up and fallen off, and temporarily removes the link between ears and the brain.

Target is effectively deaf and all checks which rely on hearing fail. They also take check-disadvantage on all Perception checks.

## False Friendship

*Beginner-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *amicus maxmius*  
**Duration** 1 hour  
**Range** close  
**Resist:** Willpower

If the target fails to resist, you place the idea inside their mind that you are their ally. Gain advantage on all charisma checks directed at the target for the duration the spell, if they are not already overtly hostile. At the end of the spell, or if they succeed in Resisting, the target becomes aware that you have enchanted and deceived them, and will become hostile or otherwise seek vengeance.

## Piercing Wail

*Beginner-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *magnus surgerus*  
**Range** Close  
**Resist:** Willpower

All targets in a 3m spherical radius of the caster take 1d4 points of psychic damage, and awaken if they are sleeping. The damage is halved on a successful Resist.

The wail gains an additional 1d4 psychic damage for every additional spell level dedicated to the

# Your Mind, the Weapon

A book containing Novice-level Psionics spells

## Illiteracy

*Novice-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *illegibilus*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Logic

On a failed resist, the target's brain becomes scrambled, and they temporarily lose the ability to read.

This means they cannot book-cast, and if they attempt to focus on a bit of writing for more than 10 seconds, they take the *confused* status.

## Manipulate Emotions

*Novice-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *motus conus*  
**Duration** 2 minutes  
**Range** Close  
**Resist:** Willpower

If the target fails to resist, you may manipulate their emotions such that they feel an intense emotion of your choosing. You can make them feel incredibly happy, or incredibly sad, scared, or brave. The target is unaware that you have manipulated them in this fashion.

## Psychic Crush

*Novice-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *myalo synthis*  
**Range** Close  
**Resist:** Logic

A great psychic force smashing to your opponent, overloading their psyche and bringing them to the edge of insanity.

The target takes 2d8 psychic damage, halved on a successful resist.

Gain an additional 1d8 psychic damage for every additional casting-level dedicated to this spell.

## Violent Phantasms

*Novice-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *umbra impetia*  
**Duration** 20 seconds  
**Range** Close  
**Resist:** Conviction  
**Negation:** Blockable

Purple ethereal energy seeks out the target and infiltrates their mind. The spell causes the target to believe that multiple phantasms are attacking them target, doing 1d6 psychic damage at the beginning of every turn that the phantasms are active.

Afflicted individuals may take a minor action at the end of each turn to re-perform the Resist check and end the effect.

Gain an additional 1d6 Psychic damage for every additional casting-level dedicated to this spell.







# Mindmakers, Mindbreakers

A book containing Adept-level Psionics spells

## Babbling

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *longardo*  
**Duration** 2 minutes  
**Range** Close  
**Resist:** Willpower

On a failed Resist, the target begins babbling incoherently and without control.

For the duration of the spell, whenever the target wishes to speak or cast a spell with a verbal component they must successfully Resist to do so without babbling over their intended phrase.

## Drain Fortitude

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *delcrus*  
**Range** Close  
**Resist:** Willpower

If the target fails to Resist, you impose your will over them, doing 2d6 Fatigue damage to the target.

Gain an additional 2d6 Fatigue damage for every additional casting-level dedicated to this spell.

## Fury

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *irafors*  
**Duration** 30 seconds  
**Range** Sight  
**Resist:** Compassion

Target performs a Resist check, if they fail, target flies into a mindless rage and begins attacking all those around them.

## Shatter Illusions

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *conlidus*  
**Range** Close

Target an individual and remove all Illusion spells of Adept level and below from them.

When casting as a higher level spell, you may remove more powerful illusions - matching the level this spell is cast at.

## Silence

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *silencio*  
**Duration** 15 seconds  
**Range** Sight  
**Resist:** Willpower

If the target fails to Resist, they may not speak or otherwise vocalise for the duration of the spell.

## Suppress Intelligence

*Adept-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *romanes*  
**Duration** 2 minutes  
**Range** Wandtip  
**Resist:** Intelligence

By touching your wand-tip to the head of the target, reduce their Intelligence attribute by 3 points (min 0) for the duration of the spell. This effect is negated on a successful Resist.

The Intelligence drain increases by 2 points for every additional casting-level dedicated to this spell.

# The Immoral Art of Psionics

A book containing Expert-level Psionics spells

## Delusion

*Expert-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *falasarium*  
**Duration** 5 hours  
**Range** Close  
**Resist:** Conviction

If target fails a Resist check, the caster may make them believe one piece of information, which they will believe to be irrefutably true. The delusion must be vaguely rational, and may not incur excessive self-harm, as judged by the GM.

## Psychosis

*Expert-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *demensus*  
**Range** Sight  
**Negation:** Dodgeable

The target is wracked with uncontrollable pain as their very perception of reality is messed with.

Target takes 5d12 psychic damage.

Gain an additional 3d12 psychic damage for every additional casting-level dedicated to this spell.

## Psychosomatism

*Expert-level Illusion (Psionics)*

**Spell Type:** Focus  
**Incantation:** *animo materia*  
**Range** Sight  
**Resist:** Conviction

You exploit the link between the mind and the body to cause harm to the body by making them truly believe they are suffering harm.

You conjure an image in their mind of an assailant - a fearsome dragon or a cloaked duelist. In their mind, this assailant inflicts damage on them of a damage type chosen by you.

On a failed Resist, their body responds as if this attack had been real - deep wounds open up on their flesh, and burns or boils appear on their skin. The target takes 6d10 of the chosen damage type.

## Relive Memory

*Expert-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *legilimens*  
**Range** Close  
**Resist:** Conviction

Target performs a resist magic check, if it fails, the caster plunges both themselves and the target into a memory of the caster's choice, which both parties then experience in detail.

The actual reliving of the memory occurs in an instant, and is over almost instantaneously.

## Waking Dreams

*Expert-level Illusion (Psionics)*

**Spell Type:** Focus  
**Incantation:** *oneiro*  
**Range** Close  
**Resist:** Conviction

Create an illusion, not out of light, but in the mind of a given individual.

This spell allows you to force your way into the target's mind and rearrange their reality as you see fit. You can make them see monsters and mortal enemies, or their long lost love. This internal illusion can interact with them and speak at your command.

The target will react as if what they see is real (for them, it appears to be), and will take actions accordingly. This illusion can remove no HP or FP, but the dreamer will believe that they can .

This effect is negated on a successful Resist, which occurs whenever you introduce a new element to the illusion (i.e. a new character, or a new scenario).





# Melting Minds: The Master Guide to Psionics

A book containing Master-level Psionics spells

## Linguistic Aphasia

*Master-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *squiddle-de-bop*  
**Duration** 1 hour  
**Range** Close  
**Resist:** Logic

On a failed resist, the target's mind becomes so completely ruined that they lose the ability to process language. The target can no longer communicate either verbally or with written language properly.

As far as they are concerned, everyone is speaking or writing pure nonsense to them, whilst to everyone else they appear to be spouting gibberish.

The victim may attempt to resist every turn to end the effect, though a successful resist (including the first) deals 3d10 psychic damage.

## Modify Memory

*Master-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *oblivate*  
**Range** Close  
**Resist:** Conviction

If target fails a Resist check, you may modify the memories of the target, erasing memories, or fabricating new ones.

You may even cause them to forget skills and spells that they currently know: remove one memorised spell or Skill from their character sheet.

## Psionic Overload

*Master-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *onero mentis*  
**Range** Close  
**Resist:** Willpower

Unleash a blast of psionic energy from the end of your wand, filling the heads of all those caught in a the blast radius with chaotic and destructive energy.

This spell extends out in a cone up to 3 metres from your wand. All creatures caught in this region take 7d12 psychic damage, halved on a successful resist.

# The Apotheosis of the Psionics

A book containing Ascendant-level Psionics spells

## Destroy Mind

*Ascendant-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *mentis perdero*  
**Range** Close  
**Resist:** Conviction

Shatter the mind of a sapient target being on a failed resist, rendering them a shadow of their former self. Choose from one of the following effects:

- Render them incapable of using magic (target gets advantage on resist if you choose this effect)
- Remove up to 1d4 spell, attribute, tool or weapon proficiencies from the target
- Render them unable to learn new information
- Place them into a coma for 1d20 years

## Mass Delusion

*Ascendant-level Illusion (Psionics)*

**Spell Type:** Instant  
**Incantation:** *falasarium maxima*  
**Duration** 12 hours  
**Range** Sight  
**Resist:** Conviction  
**Negation:** Blockable

Apply the *Delusion* spell to 4d6 targets of your choice. The delusion is the same to all targets.







# A Compendium of Common Curses

A book containing Beginner-level Curse spells

## Confound

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *lombus*  
**Duration** 10 seconds  
**Range** Sight  
**Negation:** Blockable and Dodgeable

The target suffers a 1-point penalty to all checks for the duration of the 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 8 Vitality Resist to avoid sneezing. Sneezing during a spell incantation causes the spell to fail.

## Stickfast

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *colloshoo*  
**Duration** 15 seconds  
**Range** Close  
**Resist:** Strength  
**Negation:** Blockable and Dodgeable

If this spell strikes a target, it glues their feet to the ground, setting their movement speed to 0 (though it does not effect magical transport such as apparation). The target may use a major action to perform a Resist check to break free.

## Taste of Blood

*Beginner-level Maledictions (Curse)*

**Spell Type:** Ward  
**Incantation:** *sanguinifors*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Intimidation

You place a cursed ward onto a target of your choice, if they fail to Resist.

This ward allows you to deal an additional 1d4 damage whenever you perform a damage roll against this target. This increases to 1d6 if you had damaged the target before casting this spell.

The additional damage increases by 1d4 (or 1d6 if damaged) for every additional casting-level dedicated to this spell.

## Trip

*Beginner-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *lubricor*  
**Range** Close  
**Resist:** Acrobatics

If the target is moving this turn cycle and fails to Resist, they go sprawling onto the ground taking 1 bludgeoning damage, and take the *Prone Position* status.

# Curses & Counter Curses

A book containing Novice-level Curse spells

## Cause Confusion

*Novice-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *confundo*  
**Duration** 15 seconds  
**Range** Sight  
**Resist:** Willpower

If target fails to resist, they take the *Confused* status.

## Disarm

*Novice-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *expelliarmus*  
**Range** Close  
**Resist:** Strength  
**Negation:** Dodgeable

A streak of white light launches from your wand. If it strikes the target, their muscles spasm and they must succeed on a DV10 Resist check, or else an object in the target's hand is hurled 1d4 metres in a random direction.

## Mental Burden

*Novice-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *onus*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Intelligence

If the target fails to Resist, all spells cost 50% more FP than their stated value for the duration of the spell.

## Prevent Movement

*Novice-level Maledictions (Curse)*

**Spell Type:** Focus  
**Incantation:** *impedimentia*  
**Duration** 15 seconds  
**Range** Close  
**Negation:** Blockable and Dodgeable

As this spell hits the target, a magical rune forms on the floor beneath their feet, forcing their feet to remain rooted to the ground. The target acquires the Trapped status effect. Their remaining appendages are still free to move, and the target can still speak – but they cannot move until the

spell ends.

## Strangle

*Novice-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *offoco*  
**Range** Close  
**Resist:** Vitality  
**Negation:** Blockable and Dodgeable

If this spell hits a living being, the target must Resist at the end of every turn until they succeed. Until then, they are deprived of oxygen and cannot speak. After 6 turns, the victim can no longer take any other actions than attempting to Resist, and after this they eventually succumb to hypoxia under the usual rules.

## Warted Skin

*Novice-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *furnunculus*  
**Duration** 1 hour  
**Range** Close  
**Negation:** Blockable and Dodgeable

After being hit with this spell, the target breaks out in a horrendous case of warts and boils all over their body. These boils are incredibly itchy and distracting, giving the afflicted disadvantage on all Spirit checks.





# Voodoo and Vomiting: A Study in Curses

A book containing Adept-level Curse spells

## Break Focus

*Adept-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *adtono*  
**Duration** 20 seconds  
**Range** Close  
**Resist:** Willpower

Disorienting noises and lights distract prevent the target from continued Focus. Afflicted beings cannot cast Focus spells for the duration of this spell -- all attempts to do so count as 'failed', and any current Focus effects are terminated.

A successful Resist negates this effect, but target must take check disadvantage on any casting and accuracy checks Focus spells for the duration.

## Conjunctivitis

*Adept-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *ranki*  
**Duration** 15 seconds  
**Range** Close  
**Negation:** Blockable and Dodgeable

Causes the eyes of the victim to swell shut, effectively *blinding* them for the duration of the spell.

## Delayed Effect

*Adept-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *mora maledictus*  
**Duration** 1 hour  
**Range** Close  
**Negation:** Blockable and Dodgeable

This spell may be cast as if it were a spell of any level greater than Beginner. After a target is hit by this spell, you must write down another curse that you are able to cast, of a lower level than the one chosen to cast this spell. At any point in the next hour, you may reveal the chosen curse, and the effects of that spell are then immediately applied to the target (if they fail the associated Resist check).

## Dilute Blood

*Adept-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *aenemius*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Vitality

On a failed Resist, the target's blood becomes thin and diluted, making them bleed profusely from even a minor cut.

The target is considered Susceptible to slashing and piercing damage for the duration of the spell.

This does not effect beings which do not have blood.

## Jelly Legs

*Adept-level Maledictions (Curse)*

**Spell Type:** Focus  
**Incantation:** *locomotor wibbly*  
**Range** Close  
**Negation:** Blockable and Dodgeable

If this spell makes contact with an enemy, it causes their legs to turn to jelly and collapse underneath them. The target takes the *Prone Position* and cannot remove it whilst concentration is maintained.

## Petrify

*Adept-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *petrificus totalus*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Power  
**Negation:** Blockable and Dodgeable

The target is *Paralyzed* as they are encased in a protective, petrifying layer of magic.

The target is Immune to all forms of damage except psychic whilst it is petrified. At the end of each turn in which they are petrified, a being may perform a Resist check to remove this effect.

# Cursing your Way to Revenge

A book containing Expert-level Curse spells

## Comatosing Blast

*Expert-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *stupefy*  
**Duration** 20 seconds  
**Range** Close  
**Resist:** Willpower  
**Negation:** Blockable and Dodgeable

If the spell hits the target, they are rendered *unconscious* for the duration of the spell.

At the end of each turn cycle, they perform a Resist check to remove this effect.

Damage a target's armour, reducing its effectiveness by 1d4 points. If the total damage to the armour exceeds its Block bonus, the armour is destroyed and all positive modifiers are removed.

For larger creatures who's 'armour' is their natural scales or tough hide, this spell effects an area one square metre in area at a time.

## Curse Being

*Expert-level Maledictions (Curse)*

**Spell Type:** Ritual (10 minutes)  
**Incantation:** *maledicto*  
**Range** Sight  
**Resist:** Power

Casts a permanent curse on a target being, object or location. You may choose the effects of this curse, though they must be commensurate with the casting level of this spell, and the GM has a veto. Be inventive!

## Perpetual Hunger

*Expert-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *inedia*  
**Duration** 10 minutes  
**Range** Close  
**Resist:** Vitality

The afflicted feels perpetual, soul-sapping hunger. Every minute (20 turns) where at least two mouthfuls of food is not consumed, suffer necrotic damage equal to the number of minutes since food was last consumed, until the spell effect ends. Target may perform a Resist check every minute to end the effect.

## Shield Breaker

*Expert-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *misericorde*  
**Range** Close  
**Negation:** Dodgeable







# The Bumper Book of Crooked Curses

A book containing Master-level Curse spells

## Corrupt Object

*Master-level Maledictions (Curse)*

**Spell Type:** Ritual (1 hour)  
**Range** Wandtip

The Fitness penalty is increased by 2 for every additional casting-level dedicated to this spell.

This spell allows you to corrupt and redirect the magical nexus of an enchanted object, causing it to malfunction, gain additional negative effects, or destroying it completely.

You may alter the meaning of the runechains on an enchanted object slightly (i.e. causing a bludger to attack a single person, rather than follow the rules of quidditch), remove a runechain entirely, or add an additional negative effect of your choosing.

## Cursed Step

*Master-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *gradus maledictus*  
**Duration** 1 day  
**Range** Close  
**Resist:** Acrobatics  
**Negation:** Blockable and Dodgeable

When this spell hits the target, their very presence in an area is enough to leave a cursed aura.

Every step taken by the afflicted leaves a footprint in the astral realm, which lasts for 5 minutes after the being last stood there. Any being which touches one of these footprints takes check disadvantage on all checks for the next minute (this timer resets every time they touch a different footprint).

If the afflicted stays in one place for more than 5 seconds, they too become afflicted by their own footprint.

## Wither

*Master-level Maledictions (Curse)*

**Spell Type:** Instant  
**Incantation:** *unis*  
**Duration** 1 minute  
**Range** Close  
**Resist:** Vitality

Necrotic energy seeps up from the ground, into the target, causing them to undergo a severe physical degradation, reducing their Fitness score by 4 for the duration of the spell.

This effect is halved on a successful Resist.

# Damn, or Be Damned

A book containing Ascendant-level Curse spells

## Revoke Power

*Ascendant-level Maledictions (Curse)*

<b>Spell Type:</b>	Instant
<b>Incantation:</b>	<i>anakalo</i>
<b>Duration</b>	1 minute
<b>Range</b>	Close
<b>Resist:</b>	Power

On a failed Resist, the caster may revoke one ability of the target for the duration of the spell.

This includes degrading an Immunity to a Resistance, or removing a Resistance entirely. You may also remove any ability listed in a being's ability or actions block, or remove a sapient being's ability to cast spells from one magical discipline.

## Taboo

*Ascendant-level Maledictions (Curse)*

<b>Spell Type:</b>	Ritual (1 week)
<b>Duration</b>	1 year
<b>Range</b>	Self

A particularly powerful and unusual curse - the Taboo curse is placed on an individual word, rather than on a person.

When casting the Taboo curse, the caster designates up to 7 *enforcers*, and a single word. If that word is spoken aloud, anywhere in the world, the enforcers may take a major action to teleport directly to that location, ignoring any wards or shields protecting it.

Care must be taken, however, that the chosen word is not too common - as the enforcers have no way of sifting through which words are relevant or not.





# Basic Hexes for the Busy & Vexed

A book containing Beginner-level Hex spells

## Knockback

*Beginner-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 1d8 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.

## Mortar Pulse

*Beginner-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *sivango*  
**Range** Close  
**Resist:** Acrobatics

Raising your wand into the air, you send a small blue blob arcing upwards until it smashes down onto a targeted area within range, releasing a pulse out into a circle 3 metres in radius.

All beings take 1d4 concussive damage, halved on a successful Resist.

Gain an additional 2d4 concussive damage for every additional casting-level dedicated to this spell.

## 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 1d8 damage of the chosen type.

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

## 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 1d6+1 poison damage.

Gain an additional 1d6 poison damage for every additional casting-level dedicated to this spell.

## Ticklish Blast

*Beginner-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *rictumsemptra*  
**Duration** 1 minute  
**Range** Close  
**Negation:** Blockable and Dodgeable

When this spell touches the target, they take 1d6 concussive damage, and in addition they begin chuckling uncontrollably for the duration of the spell, reducing their awareness of their surroundings.

The target takes disadvantage on all perception checks for the duration.

Gain an additional 1d6 Concussive damage for every additional casting-level dedicated to this spell.

# Hexes to Make Your Head Spin (Literally)

A book containing Novice-level Hex spells

## Acidic Burst

*Novice-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *ambustum*  
**Duration** 20 seconds  
**Range** Wandtip  
**Resist:** Observation

Fills a cube of size 4m with an acidic cloud that does 1d4 acid damage once per turn to all beings which spent any time within the cloud this turn, until the end of the spell duration. Any being which is within the cloud at the moment it is summoned may attempt to Resist to negate the damage taken on their first turn within the cloud.

In a confined space, such as a cramped tunnel or a sealed room, the duration of the spell is tripled.

The acid damage increase by 1d4 per turn for every additional spell-level dedicated to the casting.

## Bat Bogey Hex

*Novice-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *vespernasum*  
**Duration** 10 seconds  
**Range** Sight  
**Negation:** Blockable and Dodgeable

Causes the mucus in the target's nose to gain sentience, take the form of a tiny bat, and then attack the target. Each bat-bogey does 1d6 points of acid damage per turn for the duration of the spell.

The spell produces an additional bat, and lasts for an additional 10 seconds for every additional casting-level dedicated to this spell

## Bolt from the Blue

*Novice-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *mirum*  
**Range** Close  
**Resist:** Observation

A bolt of magical energy strikes out at the target from a random direction, punishing the unaware. If the target fails to resist, they take 2d10 force damage.

Gain an additional 1d10 Force damage for every

additional casting-level dedicated to this spell.

## Crackling Fist

*Novice-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *grothia*  
**Range** Wandtip  
**Negation:** Blockable and Dodgeable

As you ram your wandtip into an opponent, an enormous fist-shaped field of energy explodes into the target, dealing 3d6 bludgeoning damage.

Gain an additional 2d6 Bludgeoning damage for every additional casting-level dedicated to this spell.

## Shockwave

*Novice-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *inpusla*  
**Range** Self  
**Resist:** Acrobatics

A shockwave emanates from the caster in every direction, for a radius of 3m, doing 2d6 concussive damage (halved on a successful Resist) to all beings caught in the radius. Beings which fail to resist must roll a 1d4. On a 1, they are knocked prone.

Gain an additional 1d6 Concussive damage for every additional casting-level dedicated to this spell.







# Hexing Your Problems - the Healthy Coping Mechanism

A book containing Adept-level Hex spells

## Exploding Missile

*Adept-level Maledictions (Hex)*

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

A small missile launches from the end of your wand and explodes on contact with the target, dealing 2d12 concussive damage and 1d12 fire damage.

Gain an additional 2d12 fire damage for every additional casting-level dedicated to this spell.

## Object Swarm

*Adept-level Maledictions (Hex)*

**Spell Type:** Focus  
**Incantation:** *oppugno*  
**Range** Close  
**Negation:** Blockable and Dodgeable

Causes 5 nearby objects to hurl themselves at the target.

Each object does 1d4 bludgeoning damage, with the caster performing an accuracy check for each of them.

An additional 3 objects are enchanted for every additional spell level dedicated to this spell.

## Recurring Light

*Adept-level Maledictions (Hex)*

**Spell Type:** Focus  
**Incantation:** *catena*  
**Range** Close  
**Negation:** Blockable

A beam of blinding energy shoots from your wand in a line up to 8m long, striking one target before seeking the next. Each target takes 3d8 force damage as the beam refracts through them and onto the next target.

The beam stops only if there are no new, detectable targets within 8m, or if one of the targeted beings successfully blocks it. If multiple beings are valid next target, the next one is chosen at random.

Gain an additional 1d8 force damage for every ad-

ditional casting-level dedicated to this spell.

## Spiral Inversion

*Adept-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *anstroff maxima*  
**Range** Close  
**Resist:** Strength

A twisting, crushing force lashes out at your target, seeking to wrap them into a horrifying, spiralling knot of flesh.

The target takes 3d10 bludgeoning damage, halved on a successful Resist.

## Stream of Acid

*Adept-level Maledictions (Hex)*

**Spell Type:** Focus  
**Incantation:** *saeclifors*  
**Range** Close  
**Negation:** Dodgeable

You conjure a pencil-thin stream of corrosive green acid in a line from the tip of your wand up to a distance of 3m. A being which falls into this region must succeed in dodging, or the acid dissolves armour, clothes and skin alike, doing 4d6 acid damage.

Gain an additional 2d6 acid damage for every additional spell-level used to cast this spell.

# Dark Forces: A Guide to Self-Defense

A book containing Expert-level Hex spells

## Arctic Blast

*Expert-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *gelidus*  
**Duration** 3 turns  
**Range** Close  
**Resist:** Vitality

A cylinder of radius 5m and height 2m around the target is decreased in temperature by 50 degrees celsius.

Those caught in the region take 6d6 of cold damage, and apply the mild Frostbite status effect. Resist for half damage and to negate the status effect.

Gain an additional 2d6 Cold damage for every additional casting-level dedicated to this spell.

## Black Dragon's Fury

*Expert-level Maledictions (Hex)*

**Spell Type:** Focus  
**Incantation:** *draco flammor*  
**Range** Close  
**Negation:** Blockable

A torrent of black, crackling energy erupts from the tip of your wand in a cone 3 metres in front of the caster, devastating everything in its path.

This spell deals 3d12 Force damage to all targets caught in the region, halved on a successful Block.

Gain an additional 1d12 Force damage for every additional casting-level dedicated to this spell.

## Detonation

*Expert-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *expulso*  
**Range** Sight  
**Resist:** Power  
**Negation:** Dodgeable

Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart, doing 5d12 force damage. Resist for half damage.

Gain an additional 2d6 Force damage for every additional casting-level dedicated to this spell.





# An Auror's Toolkit

A book containing Master-level Hex spells

## Crush Bones

*Master-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *obcillo ossium*  
**Range** Sight  
**Resist:** Strength

A great force smashes into the opponent, breaking their bones. Does 8d10 bludgeoning damage, and applying the *Broken Bone* status effect and the associated *Serious Injury* status.

If the target succeeds in a resist, the damage is halved and the status effects are negated.

Gain an additional 4d10 bludgeoning damage for every additional casting-level dedicated to this spell.

## Meteor Strike

*Master-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *bothynus*  
**Range** Sight  
**Resist:** Acrobatics

A giant orb of fire and rock slams down into the ground at a targeted point, releasing a shockwave over a region 5m in radius. All beings in the region take 5d6 fire damage and 5d6 concussive damage.

The meteor deals an additional 2d6 fire damage and 2d6 concussive damage for every additional casting-level dedicated to this spell.

# Majestic Hexes for the Experienced Duelist

A book containing Ascendant-level Hex spells

## Disintegrate

*Ascendant-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *reducto*  
**Range** Sight  
**Negation:** Blockable and Dodgeable

If the spell makes contact with matter, causes it to instantly disintegrate. Living beings take 15d10 worth of force damage.

## Heavenly Arsenal

*Ascendant-level Maledictions (Hex)*

**Spell Type:** Instant  
**Incantation:** *ouranios*  
**Duration** 1 minute  
**Range** Sight  
**Resist:** Power

As you cast this spell, 7 motes of heavenly light and sit above your head like a celestial halo. Over the next minute, you may choose to up to 3 any number of these motes at a target of your choice as an instant action once per turn.

Each mote does 4d6 of damage, negated on a successful Resist. The type of damage is determined by rolling a d10:

- 1: Fire
- 2: Cold
- 3: Force
- 4: Acid
- 5: Bludgeoning
- 6: Piercing
- 7: Slashing
- 8: Psychic
- 9: electric
- 10: celestial

If the target is Immune to the chosen damage type, you may roll again. Whilst you have at least one mote in your halo, you cast bright light around you for 10m, and dim light for a further 20,







# Cures, Cantrips and Coughs

A book containing Beginner-level Healing spells

## Boost Health

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *levo*  
**Duration** 12 hours  
**Range** Close

Emit a calming, healing warmth from the end of your wand to bolster the strength of your allies. Target up to 2d4 beings in range, and provide them with 5 temporary health points.

Gain an additional 1d6 temporary health points for every additional spell-level used to cast this spell.

## Minor Healing

*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 serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.

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

## Relinquish Grip

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *relashio*  
**Range** Close  
**Resist:** Strength

Force physical objects, spells and beings to release their grip, and remove all impediments to moving for the targeted individual. Beings may perform a Resist check to nullify this effect.

## Spare the Wounded

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *clementia*  
**Duration** 1 day  
**Range** Sight  
**Resist:** Evil

If the subject falls below 5HP, they are considered a non-combatant and can only be targeted by beings which successfully Resist. This spell is negated if subject engages in hostile activity, and subjects may be damaged by area of effect attacks centred on other valid targets.

## Stabilise Patient

*Beginner-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *firmum*  
**Range** Wandtip

Stabilises the patient and replaces the *Critical Condition* status with *Critical But Stable*.

# Magic to Make Others Better

A book containing Novice-level Healing spells

## Celestial Burst

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *sol maxima*  
**Range** Sight  
**Resist:** Power

A bolt of magic is released from the end of your wand, rocketing towards a targeted region. The bolt explodes on contact with any solid or astral objects in its path, releasing a searing white light that does 4d4 Celestial Damage in a 5m radius, halved on a successful Resist. Beings which are immune to Celestial damage are healed by 2 points instead.

Gain an additional 2d4 Celestial damage for every additional casting-level dedicated to this spell.

## Checkup

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *dispungo*  
**Range** Wandtip

Enquire as to the health status of the target, find out their remaining HP, as well as any status effects, illnesses, curses or diseases they currently posses.

## Clear Airways

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *Anapneo*  
**Range** Wandtip

The target has their airways cleared, allowing them to breath freely and negating any choking effects.

## Endure Environment

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *omnium*  
**Duration** 1 day  
**Range** Wandtip

Target is protected from the ravages of the environment, and hence can exist in temperatures in the range -40 to 50 celsius, and is unaffected by

heavy rain and other weather phenomena. The target is not protected against fire and cold damage, however.

## Heal Wounds

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *episkey*  
**Range** Wandtip

Heal the target for 2d8 HP and remove any minor status effects such as burns, hypoxia and confusion.

If target has a serious wound (i.e. a broken bone or a serious burn), this spell cannot heal beyond 75% their maximum health.

Heal an additional 1d8 HP for every additional casting-level dedicated to this spell.

## Stasis Field

*Novice-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *tempocessus*  
**Duration** 10 days  
**Range** Want

A non-living target is unaffected by the flow of time for the duration of the spell, and does not rot or otherwise decay. If the target is the body of a being, this being cannot become one of the Unliving.





# Life, and How to Preserve it

A book containing Adept-level Healing spells

## Bless

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *benedicite*  
**Duration** 2 minutes  
**Range** Wandtip

The target gets check advantage on all checks for the duration of the blessing.

The blessing lasts for an additional minute for every additional casting-level dedicated to this spell.

## Countercurse

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *finite maledictum*  
**Range** Wandtip

Remove the effects of an active spell from the Curse discipline.

This spell can only remove spells caused by a curse of an equal level as this spell is cast at - to remove an Expertly cast curse, this spell must be cast at an Expert level.

## Healing Lance

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *lavi thera*  
**Range** Close

A bolt of healing energy bursts from your wand a shoots towards your target, healing them for 3d10 health points.

Heals an additional 1d10 for every additional casting-level dedicated to this spell.

## Irongrip

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *fero*  
**Duration** 1 hour  
**Range** Wandtip

Gives a willing target an incredibly strong grip. Gain check advantage on all grappling checks and attempts to resist disarmament.

## Mend Bones

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *ossium emendo*  
**Range** Wandtip

Repair bones and heal the body. Removes the *Broken Bone* status effect and the associated *Serious Injury* (unless another status effect blocks this).

## Revive

*Adept-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *renervate*  
**Range** Wandtip

Removes the *Unconscious* status effect (unless another status effect prevents that) and awakens targets from even the deepest of slumbers.

# Ponderances on Advanced Healing

A book containing Expert-level Healing spells

## Final Cure

*Expert-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *requiescat in pace*  
**Range** Close  
**Resist:** Evil

A heavenly glow descends upon an area 3m in radius around the caster. Any Ghost, Inferi, or other Unliving that once used to be a living creature caught in this radius takes 5d8 celestial damage, as the sound of an angelic choir sings out. Damage is halved on a successful Resist.

Gain an additional 2d8 celestial damage for every additional casting-level dedicated to this spell.

## Major Healing

*Expert-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *sana*  
**Range** Wandtip

Heals the target of all burns, frostbite, poisons and diseases, and other status effects, regardless of severity.

In addition, restores 8d12 HP

Heal an additional 2d12 HP for every additional casting-level dedicated to this spell

## Shield of Mortality

*Expert-level Recuperation (Healing)*

**Spell Type:** Ward  
**Incantation:** *morte discerde*  
**Duration** 1 day  
**Range** Wandtip

You bless a targeted individual with a warm, healing energy.

The next time that a spell effect would reduce the target to 0HP, they are instead reduced to 1HP, and the spell ends.







# Journals of St. Mungo, the Master Healer

A book containing Master-level Healing spells

## Regenerate

*Master-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *regus*  
**Duration** 5 minutes  
**Range** Wandtip

This spells vastly increases the natural healing rate of a being - they heal at a rate of 40HP per minute (2HP per combat cycle), broken bones mend themselves and even severed limbs regrow over the course of the spell.

## Suspended Animation

*Master-level Recuperation (Healing)*

**Spell Type:** Ritual (30 minutes)  
**Incantation:** *fautis*  
**Duration** 3 hours  
**Range** Wandtip

When cast upon a willing living being, they are placed into a state of suspended animation which perfectly replicates the outward appearance of death. All magical effects, poisons, curses and other time-dependent effects currently in place on the target are paused until the spell wears off.

The target is *Unconscious* for the duration, awakening only when the spell duration finishes, or the original caster expends a major action to reawaken them.

# Ressurrection, a Fools Goal?

A book containing Ascendant-level Healing spells

## Mass Healing

*Ascendant-level Recuperation (Healing)*

**Spell Type:** Instant  
**Incantation:** *enervate maxima*  
**Range** Close

Roll 10d10, and multiply this result by 10 (alternatively, use the average result of 500).

You may restore this amount of HP to all living beings within range, distributed as you wish. If a creature receives at least 1HP and is above 0HP, all negative status effects are removed.

## Spark of Life

*Ascendant-level Recuperation (Healing)*

**Spell Type:** Ritual (12 hours)  
**Range** Wandtip

You spend hours pouring over the corpse of a being which has been dead no more than 24 hours at the beginning of the ritual. The body of the corpse must be (mostly) intact, such that they won't immediately perish again.

By summoning great power and energies, you nurture the tiniest, vanishing flicker of life which remains within this being, and restore them back to life. The being comes back with 0HP and the *Critical but Stable* condition.





# Self-Defensive Spellwork

A book containing Beginner-level Warding spells

## Caterwauling Alarm

*Beginner-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *caterwaul*  
**Duration** 2 weeks  
**Range** Wandtip

Casts a ward on an area which detects when a living being larger than a rat touches or enters a designated region up to 10m in radius. You may choose the form of the alarm on casting - either mental or audible.

A mental alarm forms a psychic connection which alerts you when activated, and can awaken you if you are sleeping. This connection has a maximum range of 1km.

The audible alarm produces an ear-splitting screech when the perimeter is breached. The sound is loud enough to be heard over large distances.

## Flame Freezing Shield

*Beginner-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *glaciagnis*  
**Duration** 1 hour  
**Range** Wandtip  
**Resist:** Power

Causes non-magical fire to feel lightly cool and tickle the warded subject, rather than burning them.

Whenever a caster attempts to inflict magical fire damage on the protect being, they must succeed on a Resist check, or the damage is halved.

## Force Shield

*Beginner-level Recuperation (Warding)*

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

This spell erects an impenetrable, ethereal shield in front of the caster which absorbs incoming attacks.

This shield has a health of 10HP. If an attack is blocked which would cause the shield to drop to 0HP, the shield fails, and half the remaining damage is dealt to the caster.

The caster is not considered *Distracted* when cast-

ing this spell, unless attacked by an enemy that they cannot see.

The HP of the shield doubles for every additional spell level used to cast the shield

## 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.

## Vengeance Field

*Beginner-level Recuperation (Warding)*

**Spell Type:** Instant  
**Incantation:** *joder voste*  
**Duration** 20 seconds  
**Range** Self

Erect a field of energy around you. The next time you take damage of any type, this field becomes charged with energy corresponding to that damage type.

The next attack you make with a physical weapon deals an additional 1d8 damage of the absorbed type.

When cast as a higher level spell, the field absorbs more energy and does an additional 1d8 damage for each additional spell-level dedicated to the casting.

# How Not to be Killed: A Guide for the Discerning Wizard

A book containing Novice-level Warding spells

## Beartrap

*Novice-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *ursa dentes*  
**Duration** 5 days  
**Range** Close  
**Resist:** Acrobatics

Ward a region of a flat surface (Such as the walls or the floor) which creates an invisible trap of 2m in radius. When a being crosses over the threshold, the ward slams shut, doing 3d8 worth of piercing damage and applying the Trapped status effect. A successful resist takes half damage and nullifies the Trapping effect.

The ward gains an additional 1d8 piercing damage for every additional spell-level dedicated to casting it.

## Create Trap

*Novice-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *dolus*  
**Range** Wandtip

Combine a magical ward with one of your existing spells. After casting the trap spell, cast the effect-spell to imbue the trap with that effect. If successful, creates a hidden magical trap of radius 50cm on any solid surface.

When an entity touches the warded region, the trap explodes, releasing the magical effect of the second spell you cast.

## Halting Field

*Novice-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *stabit vallio*  
**Duration** 1 day  
**Range** Wandtip  
**Resist:** Speed

Erects a circular field 1m in radius anywhere within 2m of the caster.

This field halts any physical object that touches or passes through it. Objects in flight drop to the ground, as if the *Halt* spell had been cast on them. Beings attempting which touch the field must Re-

sist or have their speed halved this turn cycle.

## Reinforce Shield

*Novice-level Recuperation (Warding)*

**Spell Type:** Focus  
**Incantation:** *praesidium*  
**Range** Wandtip

Restore the strength of a target shield or magical ward by 1d8 points per turn that this spell is maintained. Cannot restore the strength to more than the original level.

This spell restores an additional 1d8 strength to shields and wards for every additional level dedicated to the spell.

## Runic Shield

*Novice-level Recuperation (Warding)*

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

Choose a Damage Type. Target is Resistant to that damage type for the duration of the spell. Each individual may only have one Runic Shield active at a time.







# An Anthology of Safeguarding Measures

A book containing Adept-level Warding spells

## Anti-Muggle Ward

*Adept-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *repello mugletum*  
**Duration** 1 month  
**Range** Wandtip

Forms a warded area up to 10m in radius that muggles cannot enter or even perceive.

A muggle will not willingly enter the region, and if forced to, will permanently take the *Confused* status until they leave.

The radius of the ward trebles with every additional spell level dedicated to its casting.

## Blade Wall

*Adept-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *heus nocivious*  
**Duration** 30 minutes  
**Range** Wandtip

Create an impenetrable, opaque warded region up to 10m long and 2m tall. This wall is composed of swirling magical blades that do 3d10 slashing damage to any creature that touches it (targets may attempt to block the damage, with an assumed accuracy of 15). The wall can withstand 40 points of damage before disintegrating.

For every additional spell-level dedicated to casting this spell, increase the maximum length by 5m and the height by 1m.

## Minefield Ward

*Adept-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *denarlum*  
**Duration** 1 week  
**Range** Wandtip  
**Resist:** Observation

Lay magical *mines* in a 15m radius, with a 5m radius gap at the centre. You may designate a single safe route through the minefield (a path of width 0.5m).

If a being touches any part of the minefield other than the path, the mines explode doing 3d10 damage of a type of the caster's choosing. Each subsequent metre travelled triggers another explosion. Explosions may be Resisted for half dam-

age.

Gain an additional 1d10 damage for every additional casting-level dedicated to this spell.

## Protective Field

*Adept-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *tueor*  
**Duration** 2 minutes  
**Range** Close

Erects a ward in a cylinder around an individual or an object. If cast around an object, the ward has a radius of 2m and a height of 4m. When cast around a person, the field is 20cm larger in radius than the individual is wide, and 20cm taller. The ward moves as the target is moved.

This field gives a +4 bonus to Block statistic for the duration of the spell.

Gain an additional +1 bonus to Block for every additional casting-level dedicated to this spell

## Threshold Ward

*Adept-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *desino*  
**Duration** 1 year  
**Range** Sight

Prevents any objects or beings from passing over the edge of the ward. Usually cast on doorways and entrances, the maximum size of the ward is a circle 2m in radius. The ward is immune to all physical damage, but can only survive 10 points of spell damage.

Double the maximum size of the ward for every additional casting-level dedicated to this spell.

# Shields and Wards

A book containing Expert-level Warding spells

## Holy Ward

*Expert-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *pervetutem luminis*  
**Range** Wandtip

Create a region up to 10m in radius where the Unlife cannot pass. Unlife attempting to cross the barrier are ignited for 4d12 worth of Celestial damage per turn that they remain inside the area.

The shield fails when 50 damage has been inflicted.

The spell is capable of inflicting an additional 20 damage for every additional casting-level dedicated to this spell.

When cast as a higher-level spell, add 4d8 additional celestial damage for every additional spell-level.

## Ironwall

*Expert-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *ferromurum*  
**Duration** 1 day  
**Range** Wandtip

Forms a shield around an area up to 5m in radius, that absorbs 60 points of damage. The Ironwall is impenetrable, opaque and soundproof, and is two-way. Nothing can enter or leave across the threshold of the ward until it is deactivated by the caster, or destroyed.

Gain an additional 30 HP for the Ironwall for every additional casting-level dedicated to this spell.

## Patronus

*Expert-level Recuperation (Warding)*

**Spell Type:** Instant  
**Incantation:** *expecto patronus*  
**Range** Close  
**Resist:** Evil

Summon your greatest, happiest memories into physical form: your patronus.

Your patronus may also take a turn as if were a real being (albeit an Astral being) at your command. The patronus is astral in nature and cannot interact with the physical realm, however, it may move at a speed of 30metres per round and any Unlife it passes within 1m of must succeed on a Resist check or take the *Terrified* status and 4d8 of Celestial damage.





# The Shield in the Dark

A book containing Master-level Warding spells

## Anti-Apparition Ward

*Master-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *nonvidetus*  
**Duration** 1 week  
**Range** Wandtip

Prevents apparition inside the designated area: no human can apparate in our out for the duration of the ward. Attempts to apparate into the region trigger a *splice* and reflect the individual back to their origin.

## Anti-Magic Ward

*Master-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *prohibere incatatum*  
**Duration** 1 day  
**Range** Wandtip

Establish a spherical region up to 10 metres in radius inside which all magic is utterly useless. No magic can be cast inside the warded area, enchanted items have no power, and all magic effects passing over the boundary vanish.

Enchanted items regain their abilities after they are removed from the region, but enchantments on individuals are not re-established.

# Defending Against the Undefendable

A book containing Ascendant-level Warding spells

## Fidelius Ward

type) before it disintegrates.

*Ascendant-level Recuperation (Warding)*

**Spell Type:** Ritual (2 weeks)  
**Incantation:** *onsigno scientia*  
**Range** Wandtip

Select a target object, being or region of radius 10m in radius, and a second being, the *Keeper*, which cannot be the caster.

The target can then only be detected or interacted with by the Keeper. The Fidelius ward ensures that even if another being were touching the subject of the spell, their brain is simply unable to comprehend what it is they are looking at, and will not recognise it. The same is true of instructions and maps which lead to the hidden object which were written before the object was hidden: they appear as meaningless squiggles, and memories regarding the subject become ethereal and dreamlike - with important details becoming just out of reach.

However, if the Keeper willingly divulges information (either written, or verbal) to another being, then that person also becomes a Keeper. If a Keeper dies, and no other Keeper remains alive, they return as a Ghost and cannot pass on until they create a new Keeper.

This charm is broken if any Keeper touches the subject of the Ward (or for a region, enters it).

## Incineration Field

*Ascendant-level Recuperation (Warding)*

**Spell Type:** Ward  
**Incantation:** *kafsis*  
**Duration** 5 minutes  
**Range** Wandtip  
**Resist:** Observation

You place an incredibly powerful ward at a point in space, erecting a force field with a maximum radius equal to your twice your power attribute (in metres).

Any being which attempts to pass over the threshold must succeed on a Resist, or take a step inside the field. Taking a step inside the field deals 8d12 force damage, and if the target then fails a subsequent DV 10 Acrobatics Resist, they continue entirely over the threshold and are incinerated entirely.

A successful Resist at either point allows one to pull back before too much damage is done.

The ward can absorb 10d20 points of damage (any







# A Beginner's Guide to Transfiguration

A book containing Beginner-level Alteration spells

## Change Colour

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *pigmentus*  
**Duration** 2 days  
**Range** Close

Causes the colour of an object to change to that specified by the caster.

## Magical Makeover

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *crinus muto*  
**Duration** 1 day  
**Range** Self

Alters the colour and style of the caster's hair, apply a layer of makeup, and scrapes the dirt from under your fingernails. You may alter your appearance as if you had been attended to by a competent hair stylist and make-up artist.

Useful for disguises, or to make yourself look suave in an instant.

## Slip

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Focus  
**Incantation:** *glisser*  
**Range** Sight  
**Resist:** Acrobatics

Whilst Focus is maintained, up to 1 square metre of the targeted surface becomes slippery, as if it was covered in grease. When a target touches the effected surface and fails the resist check, they fall over and take the *Prone Position* status.

## Small Change Charm

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *psilus*  
**Range** Wandtip

The only spell which can alter magical currency. By casting this charm on a set of Galleons, Sickles and Knuts you may transfigure them into any other combination of coins with an equal monetary value.

## Transmutation

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *formum 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.

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.

# Transmutation and Transformative Tricks

A book containing Novice-level Alteration spells

## Fabricate Object

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *facere*  
**Range:** Close

You manipulate raw material and use it to construct an object from that material.

You can only produce an object that you could reasonably produce yourself (i.e. a bridge is fine, but a fully working PC is not).

You may manipulate up to 1kg of raw material in this fashion.

Construction is permanent, and does not wear off.

The mass of raw material which you can manipulate is multiplied by 5 for every additional casting-level dedicated to this spell

## Harden Object

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *duro*  
**Duration:** 2 days  
**Range:** Close

Freezes a non-living object into its current form, such that it can no longer bend or flex. Hardened objects can absorb an additional 10 points of damage before they crumble and break.

## Horrific Armaments

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *armatum*  
**Duration:** 1 minute  
**Range:** Self

You alter your own body, molding it into a lethal weapon, choosing from one of these effects:

- You grow long claws and fangs: your melee attacks now deal 1d8 slashing damage + modifier
- You grow a large articulated tail ending in a vicious point which you can use to perform a melee attack at targets up to 2m away, dealing 1d6 piercing damage.
- Your body sprouts large spines all over, which deal 1d6 piercing damage to any being which performs a melee attack on you.

The damage dealt by these effects increases by 1d8, 1d6 and 1d6 respectively for every additional casting-level dedicated to this spell.

## Stoneskin

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *lapis pellium*  
**Duration:** 5 minutes  
**Range:** Wandtip

Increase the target's Block statistic by +2 by transfiguring their skin into solid stone. Target suffers a penalty to their Precision statistic equal to the block bonus as their skin stiffens and hardens.

When cast as a higher level spell, the Block statistic increases by 1 (and Precision decreases by one) for every two additional spell levels dedicated to this spell.

## Thick Air

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Focus  
**Incantation:** *temporio*  
**Duration:** 1 minute  
**Range:** Close  
**Resist:** Speed

Transforms the air around the 1d6 targets into a thick soup. Each targeted being must succeed on a Resist check or reduce their movement speed to 50% of its normal value for the duration of the spell.

You may target an additional individual for every additional casting-level dedicated to this spell.

## Undo Transformation

*Novice-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *reparifarge*  
**Range:** Close

Transfiguration countercharm: undoes the effect of any one spell from the *Alteration* spell.

This spell can only effect Transformation spells which were cast at least one level below the level at which this spell is cast.





# Theories of Transubstantial Transfiguration

A book containing Adept-level Alteration spells

## Alter Aura

*Adept-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *madas*  
**Duration** 1 hour  
**Range** Close

Change how the object is registers when viewed by magical means (I.e the *Identify* spell), make a mundane object appear magical, or make a wizard appear as a sofa, or a dragon.

Because this spell truly alters the object' astral nature, spells such as *True Sight* can be fooled by this effect. However, this spell does nothing to change the nature of the being (so a chair which has the aura of a dragon is still just a chair), and non-magical investigation is unaltered.

## Alter Size

*Adept-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *engorgio/reducio*  
**Duration** 5 minutes  
**Range** Close  
**Resist:** Power

Multiply or divide the size of a target by 2.

Any clothing or items carried by the target is also transformed along with them. Physical weaponry gains or loses 1d10 damage to accommodate their new size (cannot go below one).

If you attempt to enlarge an object or being such that it no longer fits in the region, the object takes 6d10 bludgeoning damage.

## Featherweight

*Adept-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *pluma gravitas*  
**Duration** 1 hour  
**Range** Wandtip

Divide the weight of an object by 5.

In general, this would make a Medium object become Light, a Heavy object to become Medium, and so on.

## Ironmass

*Adept-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *ferrus gravitas*  
**Duration** 1 hour  
**Range** Close

Target a non-sapient object up to 50kg in weight, and increase its density such that it becomes so heavy that it cannot be lifted by a single individual. The total mass of the object increases by a hundredfold.

## Sculpt Matter

*Adept-level Transfiguration (Alteration)*

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

Sculpt a target solid object with your mind, as if it were made of soft clay. The total mass of the object must remain constant, but you can shift and scult the matter at will.

# The Subtle Nuances of Transmogrification, Transformation and Transfiguration

A book containing Expert-level Alteration spells

## Draconic Guardians

*Expert-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *draconifors*  
**Duration** 1 hour  
**Range** Close

Transform 4 small objects into miniature dragons to fight by your side. See the stat block for miniature dragons for more information.

Double the number of dragons summoned for every additional casting-level dedicated to this spell.

## Internal Extension

*Expert-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *tarditia poppinia*  
**Duration** 3 minutes  
**Range** Wandtip

Makes the target container larger on the inside than it is on the outside by a factor of 2

Quadruple the effect of this spell for every additional casting-level dedicated to this spell

## Treacherous Terrain

*Expert-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *transgresso*  
**Duration** 2 hours  
**Range** Close

Target an area up to 5m in radius and transform it into a deep bog, a bed of sharpened blades, or into a sticky mess, with the associated terrain costs and other effects.







# Altering the World

A book containing Master-level Alteration spells

## Fix Transformation

*Master-level Transfiguration (Alteration)*

**Spell Type:** Ritual (30 seconds)  
**Incantation:** *perpetuus*  
**Range** Close

When cast on any transfigured or conjured object, makes the transformation permanent and removes any associated time constraints.

This does not protect against *Banishments*, and this spell can be removed by a successful counterspell, at which point any 'duration' timer associated with the transformation continues as if it had been paused.

## Selfshift

*Master-level Transfiguration (Alteration)*

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

You assume the form of any object or animal you wish, provided it has approximately the same size as you. Your equipment and clothing melds into your new form.

You take on the physical attributes and abilities of your new form, though you keep your intellect and consciousness intact: replace your Fitness, Precision, Charisma and Power attributes with those of your new form.

You are indistinguishable from this chosen form until you choose to break the spell, or the being you appear to be is 'destroyed', at which point you revert to your normal form. Any damage taken in your new form is carried over to your true form. If this would reduce you to OHP, you fall unconscious and take the *Critical Condition* status.

You can only take actions that your assumed form may take, and may only speak or cast spells if your chosen form can do so – with the exception of ending this spell.

# Shaping the Clay of Reality

A book containing Ascendant-level Alteration spells

## Fearsome Guardians

*Ascendant-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *piertotom locomotum*  
**Duration** 1 day  
**Range** Close

Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side. Guardians are considered as Stone Golems unless otherwise indicated.

## True Transfiguration

*Ascendant-level Transfiguration (Alteration)*

**Spell Type:** Instant  
**Incantation:** *omnio mutare*  
**Range** Close  
**Resist:** Power

On a failed resist, the target undergoes a complete and true transformation of their nature, on both a spiritual and a physical level.

To all intents and purposes, the target acts as if they have always been of your chosen form – replacing all of their statistics and abilities with those of the assumed form.

This spell cannot, however, *create* a soul. Attempting to convert a non-living, dead, or un-life object or being into a sapient creature results in spell failure.

This spell is permanent, and cannot be dispelled. The only way to undo the effects of this spell is through a second *True Transfiguration* back into the original form.





# The Illusion of Thin Air

A book containing Beginner-level Conjuraton spells

## Conjure Flowers

*Beginner-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *orchideous*  
**Duration** 3 days  
**Range** Wandtip

Conjures a bouquet of flowers from thin air. You may choose the species of flower from any of the common species. The flowers remain perfectly preserved for the duration of the spell, but wilt and die in an instant at the end of the spell's effect.

## Launch Spike

*Beginner-level Transfiguration (Conjuraton)*

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

Conjure an enormous spike to transfigure itself from the surrounding walls or floor, impaling the target. A spike which lands true does 2d4 piercing damage.

Spikes can only reach up to 2m in length, and so cannot effect enemies which are more than 2m from a solid surface.

An extra spike is generated for every additional spell level used to cast this spell.

## Prank

*Beginner-level Transfiguration (Conjuraton)*

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

Summon a funny hat onto an individual, or conjure a note with a funny message and stick it to their back. You conjure something to change the appearance of your target with the express intention of making them look as stupid as possible.

## Shimmering Confetti

*Beginner-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *chamak*  
**Duration** 3 seconds  
**Range** Close  
**Resist:** Intelligence

Conjures a shower of golden, shimmering particles to cover every person and surface in a 4m radius. Beings which fail to resist become *Distacted* and if they take damage this turn, the first attack to land is considered a *Critical Strike*.

## Silver Shield

*Beginner-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *argentipus*  
**Duration** 1 hour  
**Range** Wandtip

Conjures a floating silver shield from thin air, to defend you.

The shield actively intercepts incoming attacks, providing you with a +2 bonus to Block statistic.

When the shield blocks an attack, it takes the damage. The shield has 3d8HP and shatters into dust when it reaches 0HP.

The HP of the shield increased by 1d8 for every additional spell level dedicated to the spell.

# Making and Unmaking: The Art of Conjuraton

A book containing Novice-level Conjuraton spells

## Conjure Bubble

*Novice-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *ebublio*  
**Duration** 1 hour  
**Range** Close

Conjures a large, hard-to-pop, airtight, spherical bubble radius specified by the caster (max: 2m). The bubble can use to encase enemies, or to protect the caster. The bubble provides a bonus to Block of +2, and has a HP of 20, but is instantly destroyed by piercing damage.

Gain +10 HP to the bubble for every additional casting level dedicated to this spell.

## Eternal Flame

*Novice-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *bangala*  
**Duration** Infinite  
**Range** Wandtip

Summon a minor fire spirit. If you have a glass container, you may use it trap the spirit, whereupon it acts as a dim torch (bright light 1m, dim light 4m) and as a heat source sufficient to keep one person comfortable in arctic conditions. If the spirit is not trapped, a random being within 5m radius of caster takes 4d6 fire damage.

## Smokescreen

*Novice-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *fumus insterio*  
**Duration** 20 seconds  
**Range** Close

Thick white smoke issues from the end of your wand, filling a sphere 10m in radius, giving a Severe obscuration for all sightlines which pass through this region.

In a confined area, duration is doubled.

## Summon Snake

*Novice-level Transfiguration (Conjuraton)*

**Spell Type:** Instant  
**Incantation:** *serpensortia*  
**Duration** 1 minutes  
**Range** Wandtip

Summons a venomous snake out of the tip of the caster's wand. The snake has 8HP and does 3d4 poison damage upon biting.

Double the number of snakes summoned for every additional casting-level dedicated to this spell







# Summoning Your Desires

A book containing Adept-level Conjuraton spells

## Binding Ropes

*Adept-level Transfiguration (Conjuration)*

**Spell Type:** Instant  
**Incantation:** *incarcerous*  
**Duration** 5 minutes  
**Range** Close  
**Resist:** Strength

Conjures thick ropes from thin air, to wrap around the target, immobilising them if they fail to Resist, giving them the *Trapped* status effect.

Target may Resist once per turn to break free.

## Conjure Object

*Adept-level Transfiguration (Conjuration)*

**Spell Type:** Instant  
**Incantation:** *siestum*  
**Duration** 3 minutes  
**Range** Close

Produce an inanimate, non-living object out of thin air, in the palm of your outstretched hand. This object cannot exceed 1kg in weight, or £10 in value.

You must be very familiar with an object in order to conjure it - enough to describe what the object looks like in great detail.

You cannot conjure a magical item, and if you attempt to summon a part of a living being (i.e. the leaf from a tree ), you can only summon a crude facsimile. Conjured objects are of a noticeably lower quality than a real version. Conjured objects that are required to match a specific pattern, such as a key to fit a specific lock, are almost always insufficient.

You may double the maximum mass and monetary value of a conjured object for every additional casting-level dedicated to this spell.

## Summon Birds

*Adept-level Transfiguration (Conjuration)*

**Spell Type:** Focus  
**Incantation:** *avis*  
**Duration** 2 minutes  
**Range** Close  
**Negation:** Blockable and Dodgeable

The magical bolt breaks apart into a flock of 6 small blue birds, which do your bidding. Each bird has 1HP and can do 1d4 of piercing damage

with their razor-sharp beaks, with an accuracy of 1d20 + 2.

Whilst concentration is maintained the caster may use a minor action to give the flock instructions, which they will follow. When concentration is broken, the birds continue with their final order until their demise.

Summon an additional 2 birds for every additional spell-level used to cast this spell.

## Vanish Object

*Adept-level Transfiguration (Conjuration)*

**Spell Type:** Instant  
**Incantation:** *evanesco*  
**Range** Close  
**Resist:** Power

Cause a 1kg animal or object to vanish, without a trace. Sentient beings must pass a DV8 resist check to avoid being vanished.

The mass of objects you can vanish doubles for every additional casting-level dedicated to this spell.

# Conjuring and Summoning for the Experienced Witch

A book containing Expert-level Conjunction spells

## Banish

*Expert-level Transfiguration (Conjunction)*

**Spell Type:** Instant  
**Incantation:** *valeo fendus*  
**Range** Sight  
**Resist:** Power

Target a summoned creature, if it fails to Resist, it is banished from this reality.

This spell has no effect on beings native to this plane of existence.

## Duplicate Object

*Expert-level Transfiguration (Conjunction)*

**Spell Type:** Instant  
**Incantation:** *gemino*  
**Duration** 12 hours  
**Range** Wandtip

Creates a copy of an object in your possession, which is identical to the first, until it disintegrates 12 hours later. These duplicates can be determined to be fake through a DV 10 Investigation check.

## Smoke Daggers

*Expert-level Transfiguration (Conjunction)*

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

Causes 10 daggers to coalesce out of nearby smoke or dust, and fly towards the target. Each dagger that hits the target does 1d4 piercing damage.

Gain an additional 2 daggers for every additional casting-level dedicated to this spell





# The Demons Beyond the Veil

A book containing Master-level Conjuraton spells

## Create Golem

*Master-level Transfiguration (Conjuraton)*

**Spell Type:** Ritual (1 week)  
**Incantation:** *lapis libiri*  
**Duration** 1 week  
**Range** Wandtip

you, they may do so in a deliberately obtuse fashion.

Conjure a powerful spirit from the outer realms, and imprison it inside a hulking frame, to follow your every command. You may create a golem out of clay, rock, iron or crystal.

The golem-creation ritual requires you to enchant a large amount of the raw material (~ 2000kg), which must be natural in origin. Over the course of the ritual, you enchant and form this material into the shape you desire, with wards and runes which allow it to walk and move around - and to contain the powerful spirit inside.

After completing the ritual, you place a small slip of parchment inside the mouth of the golem, on which is inscribed your name. This summons the golem, and binds it to you with a psychic link.

You may use a minor action to give a psychic order to the golem, which it will follow to the letter with a single minded purpose.

Beware: the slip of paper is burned to ash after 1 week. If it is not replaced within 12 hours, the golem is free of your service and will go on a rampage to seek revenge on the one who imprisoned it.

## Dimensional Binding

*Master-level Transfiguration (Conjuraton)*

**Spell Type:** Ritual (5 turns)  
**Incantation:** *subjungus*  
**Duration** 1 day  
**Range** Self  
**Resist:** Power

By inscribing a magic circle on the floor, you create a region where celestial beings from other planes can be trapped and bent to your will. For the next hour, if an Unlife, or other being originating from any plane other than the Mortal Realm, enters into the region, you may cast a pinch of salt into the circle to complete the ritual and attempt to impose your will over it.

On a failed resist, the being is bound to serve you for the duration of the spell. If the being was summoned or created by another spell, that spell is extended to match the duration of this spell. The being will obey your commands to the letter for the duration of the spell, and if they are hostile to

# The Outer Planes

A book containing Ascendant-level Conjunction spells

## Extraplanar Avatar

*Ascendant-level Transfiguration (Conjunction)*

<b>Spell Type:</b>	Ritual (1 hour)
<b>Incantation:</b>	<i>elementos temporio</i>
<b>Duration</b>	1 day
<b>Range</b>	Self

Summon an Elemental Avatar (choose from Fire, Water, Air, Earth, Light and Darkness) by drawing a mote of power from across the multiverse, and bind it to your will.

This Avatar is friendly to both you and your allies, and will obey your orders to the best of its abilities. You may give an order through the psychic link that connects you without it counting as a minor action.

The avatar returns to its native plane in the multiverse either when the spell expires, or when it drops to OHP.







# Necromancy: A Misunderstood Skill

A book containing Beginner-level Necromancy spells

## Instil Terror

*Beginner-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *timeant*  
**Duration** 4 minutes  
**Range** Close  
**Resist:** Willpower

On a failed Resist, the target becomes *Terrified* of the caster.

## Shadow Blast

*Beginner-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *malusangui*  
**Range** Sight  
**Negation:** Blockable and Dodgeable

You concentrate, and the nearby shadows flock to your wand, curling around like an evil candy floss, before launching themselves at your target dealing 1d10 necrotic damage.

Gain 1d10 additional necrotic damage for each additional spell level.

## Vicious Slash

*Beginner-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *sectumsemptra*  
**Range** Close  
**Negation:** Blockable

Bolts of energy strike out at the target, gouging at them and leaving deep, cursed wounds, for 1d8 points of slashing damage. This damage is halved on a successful Block.

Gain an additional 1d8 slashing damage for each additional spell level dedicated to casting this spell.

# The Forbidden Arts

A book containing Novice-level Necromancy spells

## Blight

*Novice-level Dark Arts (Necromancy)*

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

A cylinder of necrotic energy extends outwards from you in a radius of 10m and height 100 metres. All simple plants within range die instantly, and all other living beings take 2d8 necrotic damage (halved on a successful resist)

The radius of this spell is doubled for every additional spell level used to cast it.

## Crippling Fatigue

*Novice-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *dulcis mortem*  
**Range** Sight  
**Resist:** Willpower

A wave of exhaustion washes over your target. They must succeed on a Resist check, or increase their exhaustion level by 1.

This spell cannot be used to increase the exhaustion level above 4th.

## Dark Healing

*Novice-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *tenebrosa sudarium*  
**Range** Wandtip  
**Resist:** Willpower

Channel vampiric energy through your wand, to drain the life from a helpless individual. Drain 2d8 HP from an *Incapacitated* target (halved on a successful Resist), and restore half of this value to your own HP.

Increase the draining effect by 1d8 for every additional casting-level dedicated to this spell.

## Hellish Light

*Novice-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *lumos infernalis*  
**Duration** 1 hour  
**Range** Close  
**Resist:** Logic

By drawing on unearthly powers, you summon an eerie greenish-yellow light to illuminate an area 10m in radius around the point of casting. This light is bright, but appears to emanate from both everywhere, and nowhere – and casts no shadows.

All beings besides the caster must succeed on a Logic Resist check the first time they enter the illuminated region, or become *Distracted* next turn cycle.

## Necrosis

*Novice-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *carnes mortis*  
**Range** Sight  
**Negation:** Blockable

A bolt of sickly green energy crackles into your opponent, seeking to destroy their life force and spreading evil and decay. Do 2d10 necrotic damage.

Gain an additional 1d10 necrotic damage for every additional casting-level dedicated to this spell.





# Defying Nature

A book containing Adept-level Necromancy spells

## Blood Barrier

*Adept-level Dark Arts (Necromancy)*

**Spell Type:** Ward  
**Incantation:** *confusanguis*  
**Range:** Wandtip

Use blood to draw warding runes onto an object or person. Erects a swirling, red barrier which is impenetrable, though not opaque or soundproof. Barrier absorbs up to 20d6 damage, but takes triple damage from Celestial damage. Each individual's blood can only be used once for blood magic.

## Fiendfyre

*Adept-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *pyrkagius*  
**Duration:** 1 hour  
**Range:** Sight  
**Negation:** Blockable and Dodgeable

Summons a cursed fire that consumes everything that it touches, and actively seeks to destroy living beings as if it were a living being telepathically linked to the caster. The caster may direct the fire may send out up to 1d4 tendrils per turn to strike at a target (performing an accuracy check for every attack), doing 3d12 fire damage to all it touches.

Fiendfyre cannot be extinguished by mundane means. Attempting to do so infuriates the fiendfyre and triggers an automatic attack on you.

Gain an additional 1d12 Fire damage for every additional casting-level dedicated to this spell.

## Plague of Insects

*Adept-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *prorepere*  
**Duration:** 2 minutes  
**Range:** Sight

Summon a swarm of insects from the ground in an radius 10 metres around a targeted point. All beings besides the caster within the region take 1d4 poison damage and 1d4 piercing damage every turn that they spend time inside the region.

Gain an additional 1d4 each of poison and piercing damage for every additional casting-level ded-

icated to this spell.

## Torture

*Adept-level Dark Arts (Necromancy)*

**Spell Type:** Focus  
**Incantation:** *Crucio*  
**Range:** Close  
**Resist:** Willpower

Causes immense pain to the target, rendering them *Incapacitated* whilst the spell is cast and dealing 4d6 psychic damage to the target. A successful Resist negates the status effect, but not the damage taken.

However, this spell cannot be used to reduce a target below 1HP

For every additional spell-level dedicated to casting this spell, it inflicts an extra 2d6 psychic damage. .

# Magick Moste Evile

A book containing Expert-level Necromancy spells

## Blood Moon

*Expert-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (1 day)  
**Duration** 1 day  
**Range** Wandtip

By sacrificing an animal larger than a cat, you may use the inherent power of its blood to manipulate the power of the Sun and the Moon: the sky becomes overcast and takes on an unhealthy red glow. This blocks out the effects of the sun and the moon on Vampires, Werewolves, and other such creatures. Werewolves may still choose to undergo their transformation, but retain humanoid intelligence when doing so.

The duration of this spell increases sevenfold for every additional spell-level used to cast it.

## Contagion

*Expert-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *vastantes*  
**Duration** 2 weeks  
**Range** Sight  
**Resist:** Vitality

Target contracts a necrotic disease. All positive modifiers are set to zero until cured. Disease is contagious and each time the afflicted touches an unaffected individual, being must Resist, or contract the disease also. The disease is cured on a successful resist, and afflicted beings may attempt to resist once every 5 cycles.

## Create Thrall

*Expert-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *Imperius*  
**Range** Close  
**Resist:** Willpower

The target is placed under the complete control of the caster until their concentration is broken.

The caster may issue simple commands through the psychic link such as 'go over there' or 'fight him', this does not take up any part of their turn. The enthralled individual will complete the task to the best of their ability.

A thrall which has not been given an order (or which has completed its orders) acts in a very basic fashion - they can defend themselves and an-

swer simple questions, but will otherwise appear vacant and confused.

The caster may devote their action to take total control of the target - the action will be completed under their direct specification and the Thrall must do every minute thing their master commands.

This spell is classed as an *Instant* spell, so the Master may cast other spells whilst this spell remains active. However, outside of this, this spell is considered a concentration spell, and hence whenever the Master takes damage they must succeed on a Resist check to maintain concentration. If the Master loses concentration, the target is freed.

## Create Zombie

*Expert-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (5 minutes)  
**Incantation:** *infern exorior*  
**Range** Wandtip

Conduct a profane rite which breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi. Inferi act as golems, obeying every word of their creator.

The caster may give verbal orders to the inferi, which they will follow without question until the task is complete, or they are given a new order.

You may create up to 2d4 inferi at a time.

Double the number of inferi you can create for every additional casting-level dedicated to this spell.







# Spelles Moste Vyle

A book containing Master-level Necromancy spells

## Burning Blood

*Master-level Dark Arts (Necromancy)*

**Spell Type:** Focus  
**Incantation:** *zesto sidero*  
**Range** Close  
**Negation:** Dodgeable

You corrupt their very blood, turning it into a burning acid, or molten lead. Whilst you maintain focus, the target takes 6d12 acid or fire damage (your choice).

## Create Horcrux

*Master-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (1 day)  
**Range** Self

After performing a profane ritual (the secrets of which are too disgusting to write down here), the caster places a portion of their soul into another object. Write down the horcrux on a piece of paper and keep it hidden.

Whilst a horcrux exists, the character cannot be killed. Whenever their health is reduced to zero, their soul is ejected into the Astral Realm, where it remains until they find a new body to willingly accept them, at which point they possess this individual, destroy their identity and warp the body until they have reassumed their mortal form.

For every horcrux created, the caster takes a 4-point penalty to Power attribute. A horcrux can only be destroyed through extremely potent spells or poisons.

## Word of Death

*Master-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *avada kedavra*  
**Range** Sight  
**Negation:** Blockable and Dodgeable

If the spell makes contact with the target, kills them instantly.

When encountering shields and other protective barriers, deals 10d10 damage to them.

# Secrets of the Darkest Art

A book containing Ascendant-level Necromancy spells

## Army of the Dead

*Ascendant-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (1 day)  
**Duration** A year and a day  
**Range** Self

You may raise the bodies of up to 10d20 deceased individuals found within a radius of 1 km.

You may decide what composition are raised as Inferi, Zombies and Wights.

These Undead are then perfectly loyal to you and will obey every command you give them through the telepathic network that connects you.

When the spell duration ends, the bodies crumble into ashes.

## Soul Snare

*Ascendant-level Dark Arts (Necromancy)*

**Spell Type:** Instant  
**Incantation:** *nerco decipula*  
**Range** Self

Capture the soul of an enemy killed in the past 30 seconds.

This soul may be used to instantly cast any other spell (even one you do now know) at a Master level without a casting check or fortitude cost.

Alternatively you may choose to absorb the soul to heal the character to full health and fortitude.

Only one soul may be trapped at any given time.

If this spell is cast as an Ascendant level spell, you may use the soul to cast an Ascendant level spell.





# An A-Z of Spooky Spells

A book containing Beginner-level Occultism spells

## Blood Pact

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Ritual (1 hour)  
**Duration** 1 day  
**Range** Self

Perform a ritual in which all members of a group mix their blood in the centre of a pentagram, binding them together. For the duration of the spell, whenever all members of this group work together to complete a task, gain a bonus to the group check equal to the number of people in the pact.

## Draw Power

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Ritual (1 hour)  
**Duration** 1 day  
**Range** Self

When at a site of ancient magic -- be it at a place where some great feat of magic was achieved, the residence of some powerful being, or simply somewhere where magic has seeped into the very walls -- you may perform this ritual to tap into those ancient powers to gain a +2 bonus to spellcasting checks whilst in this area. This ritual cannot be used at the same site for the next 7 days.

Increase the spellcasting bonus by +1 for every two additional spell levels used to cast this spell.

## Shroud of Darkness

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Instant  
**Incantation:** *tenebrosa*  
**Duration** 2 minutes  
**Range** Close  
**Resist:** Power

A layer of darkness settles on the immediate vicinity, extinguishing all sources of light within a 10 metre radius.

For the duration of the spell all attempts to create new light fail, unless the caster manages to Resist.

## Unfathomable Visage

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Instant  
**Incantation:** *facadus horribilis*  
**Duration** 1 minute  
**Range** Self

Imbue yourself with the essence of one of the Eldritch beings, giving a bonus to any one of your Attributes equal to 1d4, in doing so, however, your face transforms into a horrifying edifice which drives all who gaze upon it to go insane: they will either fly into a murderous rage, become catatonic, or flee from you.

Gain an additional bonus of 1d4 for every additional casting-level dedicated to this spell.

# Rehabilitating Blood and Darkness in Everyday

## Magic

A book containing Novice-level Occultism spells

### Abyssal Fluid

*Novice-level Dark Arts (Occultism)*

**Spell Type:** Focus  
**Incantation:** *sucus infernum*  
**Range** Close  
**Negation:** Blockable and Dodgeable

A pencil-thin jet of inky black fluid emerges from the end of your wand for as long as Focus is maintained, reaching in an arc up to 2m away. All targets touched by the fluid take 2d8 necrotic damage this turn, and half as much again on their next turn.

Gain an additional 1d8 necrotic damage for every additional spell-level used to cast this spell.

A small burst of rainbow light dances from the end of your wand, and streaks towards your opponent, dealing 1d8 fire damage and 1d8 necrotic damage when it makes contact.

The target must then Resist, or take the *Distracted* status next turn.

Gain an additional 1d8 fire and necrotic damage for every additional casting-level dedicated to this spell.

### Eldritch Knowledge

*Novice-level Dark Arts (Occultism)*

**Spell Type:** Ritual (30 minutes)  
**Incantation:** *vetitum scenticus*  
**Range** Self

Attune your mind to the Eldritch Domains. The Demons of the Deep will answer one of your questions, but the answers might drive you mad. The question must be said out loud for all to hear, but the answer may be written down and passed to you privately.

### Shadowsight

*Novice-level Dark Arts (Occultism)*

**Spell Type:** Focus  
**Incantation:** *ivertus*  
**Range** Self

Invert your vision -- pure darkness is considered bright light, and bright light is considered pure darkness for as long as the spell is maintained.

### Will-O'-the-Wisp

*Novice-level Dark Arts (Occultism)*

**Spell Type:** Instant  
**Incantation:** *desuno*  
**Range** Close  
**Resist:** Willpower  
**Negation:** Blockable and Dodgeable







# Living in Shadow: The Memoirs of an Occultist

A book containing Adept-level Occultism spells

## Shadow Demon

*Adept-level Dark Arts (Occultism)*

**Spell Type:** Instant  
**Incantation:** *viven umbrafors*  
**Duration** 1 minute  
**Range** Sight  
**Negation:** Blockable and Dodgeable

Bring the very shadows to life: a being of pure darkness will stalk your enemies, attacking them whenever they stray near *Dim Light*, doing 3d12 necrotic damage to the target. Shadow demon accuracy is d20 + 5.

Gain an additional 1d12 Necrotic damage for every additional casting-level dedicated to this spell.

Any being which passes through the space occupied by the sphere must succeed in a Resist check, or take 3d8 cold damage and be randomly teleported anywhere in a 30metre radius.

Gain an additional 1d8 cold damage for every additional casting-level dedicated to this spell.

## Solidify Ghost

*Adept-level Dark Arts (Occultism)*

**Spell Type:** Ritual (10 minutes)  
**Duration** 1 hour  
**Range** Close

By spending time performing a ritual in which you enchant a pinch of salt or ash with occult words and runes, you gain the ability to solidify ghosts and other ethereal apparitions.

You must blow the ash into the face of the ghostly creature, at which point it loses the ability to pass through solid objects for the duration of the spell.

Whilst they are solid, they may interact with the physical world, but can also feel pain. If their HP is reduced to zero, they fall unconscious until they revert back to their ghostly form.

## Voidsphere

*Adept-level Dark Arts (Occultism)*

**Spell Type:** Focus  
**Incantation:** *inanis*  
**Duration** 1 minute  
**Range** Sight  
**Resist:** Acrobatics

Summon a true Void anywhere within 15m of your current position, a gap in the fabric of reality in the form of an inky black orb, 1m in radius.

As a minor action, you may move the sphere up to 10m in any direction (including vertically), and shrink or grow the void by a factor of two each turn (cannot exceed its original size).

# Covens: The Power in the Circle

A book containing Expert-level Occultism spells

## Commune with the Dead

*Expert-level Dark Arts (Occultism)*

**Spell Type:** Ritual (2 hours)  
**Incantation:** *amisit amicum*  
**Range:** Self

You may summon a spirit of the dead, and learn one piece of information from them, or temporarily borrow one of their skills and/or spells for 1 minute.

You must know the target's name to summon them, though they may refuse to help you if you summon a hostile or uncooperative spirit.

and whilst inside it, you gain a bonus to Conjunction casting checks equal to the number of people who created the summoning circle.

## Dreamscape

*Expert-level Dark Arts (Occultism)*

**Spell Type:** Ritual (10 minutes)  
**Range:** Self  
**Resist:** Conviction

By entering into a trance, you can enter into the dream of a being that you are familiar with. If the target is asleep when you complete the ritual, you may enter into their dreams and converse with them for as long as they remain asleep. During this time, you remain in a trance and are considered *Asleep*, until you choose to end the effect or the target wakes.

You may shape the dreamscape at your will, appearing in any form you choose and altering the environment as you see fit. If you choose to communicate, the target remembers everything that was said.

You may also choose to make the dreamscape horrifying and nightmarish. The target must succeed on a Resist, or suffer from a phantasmal attack that deals 5d12 damage.

If the target is not awake when this ritual is attempted, the spell fails and there is no FP cost, though you only discover this at the end of the 10 minute ritual.

## Summoning Circle

*Expert-level Dark Arts (Occultism)*

**Spell Type:** Ward  
**Range:** Wandtip

By gathering together a group (only one of whom needs to be able to cast this spell), you create a special altar from which conjuration spells are especially powerful. The radius of this region is 2m,





# Theories on the World Beyond

A book containing Master-level Occultism spells

## Coven's Protection

*Master-level Dark Arts (Occultism)*

**Spell Type:** Ritual (4 hours)

**Range** Wandtip

This ritual can only be performed in an isolated area, in the middle of the night. By gathering together and invoking the name of an unspeakable, unknowable power, you bind the life forces of all participants together, to form a unified whole. While the Coven exists, any member may use a minor action to transfer their own HP or FP to any other member of the coven, and multiple members may send HP/FP to the same target at any given moment. This cannot be used to raise a target's HP/FP above their maximum values. If too many points are sent to a target, the excess points are lost. It is possible for a coven member to die by transferring all of their HP to the network.

If psychic damage is inflicted on any member of the Coven in the same turn-cycle that HP or FP are being transferred, that damage is done to all members of the Coven. If this damage is also a Critical Strike, then the ritual is disrupted and the spell is ended.

## Unbreakable Vow

*Master-level Dark Arts (Occultism)*

**Spell Type:** Ritual (30 minutes)

**Duration** ∞

**Range** Wandtip

**Resist:** Deception

Two willing participants enter into an agreement, and this spell is cast upon them. If neither of the parties succeed on a Resist check, this vow becomes utterly unbreakable.

Any attempt to deviate from the exact wording of the vow causes the participant to instantly perish.

# Eldritch Domains

A book containing Ascendant-level Occultism spells

## Sacrifice's Shield

*Ascendant-level Dark Arts (Occultism)*

**Spell Type:** Ward  
**Range** Self

You allow the next strike made against you to kill you, and banish your soul to the Eldritch domains. In return, your sacrifice and love fuels a charm so powerful it cannot be resisted or overcome by force alone.

You may nominate an individual sapient being. That individual cannot be harmed by the being which killed you. Any attempt by your killer to harm your nominated individual simply reflects the charm back upon you.

This spell does not need a casting check to cast.

## Universal Tear

*Ascendant-level Dark Arts (Occultism)*

**Spell Type:** Ritual (1 week)  
**Incantation:** *ostium*  
**Range** Close

Punch a hole in the fabric of reality, and establish a portal to one of the Higher Planes.

This portal takes the form of a shimmering door, approximately 2 metres in height, and 1 metre in width. Stepping through the door instantaneously takes you to the chosen Plane.

Portals are permanent rips in the fabric of the multiverse, and there is no known method to repair them.



