

Luke's Spells

April 7, 2020

Memorised Spells						
Trivial		Beginner		Novice		Adept
Pummeling Thoughts	✍	Halt	✍			
Resistance	✍	Heightened Vitality	✍			
Throw Voice	👁	Locate Object	✍			
		Magnetising Strike	✍			
		Remedy	✍			

Halt

Beginner-level Charms (Kinesis)

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

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

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

- Target moves half their movement speed this turn, before being halted
- Choose one accuracy check they make this turn cycle and cause it to fail *before* the check is made.

Heightened Vitality

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.

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.

Magnetising Strike

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *adtraho*
Duration: 10 seconds
Range: Close
Negation: Dodgeable

A pulse of greyish energy streaks out towards the target. If it strikes the target they take 1d10 force damage, and become mildly magnetic.

All attacks made on them with melee weapons made of metal are at advantage for the duration of the spell..

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

Pummeling Thoughts

Trivial-level Illusion (Psionics)

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

Project your thoughts forward through your wand, into the brain of your target, causing immense confusion and mental trauma.

On a hit, the target takes 1d8 psychic damage.

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

Remedy

Beginner-level Recuperation (Healing)

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

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

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

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

Resistance

Trivial-level Recuperation (Healing)

Spell Type: Instant
Incantation: *relucto*
Duration: 1 minute
Range: Close

You target up to 4 nearby living beings

and suffuse them with the determination to look after themselves, and protect themselves from harm.

The next Resist check that is performed by each of these being (within the duration of the spell) is done with advantage.

Throw Voice

Trivial-level Illusion (Bewitchment)

Spell Type: Focus
Incantation: ventrilofors
Range Close

Cast your voice such that, when you speak, your voice appears to emanate from somewhere up to 15 metres away from your actual position.