

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.

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.

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.

Reading People, Reading Minds

A book containing Beginner-level Telepathy spells

Animal Eyes

Beginner-level Divination (Telepathy)

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

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

Assist Ally

Beginner-level Divination (Telepathy)

Spell Type: Instant
Incantation: *auxilio*
Range Wandtip

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

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

Induce Anxiety

Beginner-level Divination (Telepathy)

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

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

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

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

Night Vision

Beginner-level Divination (Telepathy)

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

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

Telepathic Bond

Beginner-level Divination (Telepathy)

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

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

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

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.

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.

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.

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

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.

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.

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.

Magnetising Strike

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *adtraho*
Duration 30 seconds
Range Close
Resist: Acrobatics or Speed

A pulse of energy streaks out towards the target faster than a normal 'dodge' could avoid.

On a failed Resist, the target takes 1d8 force damage, and becomes 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 1d8 force damage for every additional casting-level dedicated to this spell.

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: *riatumsempra*
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.

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*.

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

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

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

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

The caster is not considered *Distracted* when casting this spell, unless attacked by an enemy that they cannot see.

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

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.

Silent Step

Beginner-level Recuperation (Warding)

Spell Type: Ward
Incantation: *quiesco*
Duration 5 minutes
Range Close

Target a being and place a benevolent ward on them, which muffles all sounds made by the being, including footsteps and spoken language, making them incredibly hard to hear.

Affected beings get check-advantage on Stealth checks.

You may choose 3 additional targets for every additional casting-level dedicated to this spell

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.

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.

Degrade

Beginner-level Transfiguration (Alteration)

Spell Type: Instant
Incantation: *prolabor*
Duration 1 minute
Range Close
Resist: Power

Choose up to three target objects or beings that you can see within range, and make subtle minor alterations which generally lessen the quality of the targets.

An object might gain layer of grime, whilst imperfections might develop across the surface. A previously well-oiled joint might begin to produce a horrendous squeaking noise. This spell cannot fix a break an object and remove functionality, but generally makes an object less pleasant and high-quality than it was before. When used in this fashion, the spell has no duration, and the degradations are considered permanent.

When this spell is targeted at a living being, the 'degradation' instead allows you to fatigue the muscles of the target to reduce their aim, or give them a mild headache to disrupt their concentration.

For each targeted being, the caster chooses one of the following:

- Attribute checks
- Resist checks
- Accuracy checks
- Damage checks

For the duration of the refinement, whenever an effected being performs one of their selected checks, they must roll an additional 1d4 and subtract that result to the result of the roll.

This spell effects an additional object or being for every additional casting-level dedicated to this spell.

When cast as an Adept level spell or higher, you may select two degradations from the list.

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.

Refine

Beginner-level Transfiguration (Alteration)

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

Choose up to three target objects or beings that you can see within range, and make subtle minor alterations which generally improve the quality of the object at your direction.

An object might lose a layer of grime, and imperfections would lessen in severity, or several dents might fix themselves. A poorly fitting hinge might become smooth and well-oiled. This spell cannot fix a broken object to restore functionality, but generally makes an object more pleasant and high-quality than it was before. When used in this fashion, the spell has no duration, and the improvements are considered permanent.

When this spell is targeted at a living being, the 'improvement' instead allows you to tweak the muscles of the target to give them a burst of speed and improve their reflexes, or clear their mind to allow to improve memory and increase their motor skills.

For each targeted being, the caster chooses one of the following:

- Attribute checks
- Resist checks
- Accuracy checks
- Damage checks

For the duration of the refinement, whenever an effected being performs one of their selected checks, they may roll an additional 1d4 and add that result to the result of the roll.

This spell effects an additional object or being for every additional casting-level dedicated to this spell.

When cast as an Adept level spell or higher, you may select two improvements from the list.

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 trans-

figuring multiplies by 5 for every additional spell level used to cast it.

The Illusion of Thin Air

A book containing Beginner-level Conjunction spells

Conjure Flowers

Beginner-level Transfiguration (Conjunction)

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 (Conjunction)

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 (Conjunction)

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 (Conjunction)

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 *Distraacted* and if they take damage this turn, the first attack to land is considered a *Critical Strike*.

Silver Shield

Beginner-level Transfiguration (Conjunction)

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.

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: *sectumsempra*
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.

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.

