# A Beginner's Guide to Transfiguration

A book containing Beginner-level Alteration spells

### Change Colour

Beginner-level Transfiguration (Alteration)

Spell Type:InstantIncantation:pigmentusDuration2 daysRangeClose

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

### Degrade

Beginner-level Transfiguration (Alteration)

Spell Type:InstantIncantation:prolaborDuration1 minuteRangeCloseResist: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 degredations are considered permanent.

When this spell is targeted at a living being, the 'degredation' 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 degredations from the list.

## Magical Makeover

Beginner-level Transfiguration (Alteration)

**Spell Type:** Instant **Incantation:** *crinus muto* 

Duration1 dayRangeSelf

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:InstantIncantation:excoloDuration1 minuteRangeClose

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:FocusIncantation:glisserRangeSightResist: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

Duration1 hourRangeCloseResist: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.