

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.