

# Cerise's Spells

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Memorised Spells						
Trivial		Beginner		Novice		Adept
Glowing Wand	👁️	Distressing Omen	🔮			Irongrip
Insight	🔮	Eyes of the Beast	👁️			
Receive Omen	☆	Rainbow Sparks	🔮			
Unknowable Attack	🔮	Remedy	🔮			

## 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.

## Eyes of the Beast

*Beginner-level Divination (Telepathy)*

**Spell Type:** Focus  
**Incantation:** *oculi bestia*  
**Range** Close  
**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. The connection to the beast remains up to a distance of 1km, before the link is broken.

## Glowing Wand

*Trivial-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 5m.

## Insight

*Trivial-level Divination (Telepathy)*

**Spell Type:** Instant  
**Incantation:** *sagittus*  
**Range** Sight  
**Resist:** Deception

On laying eyes upon a target sapient being, you may attempt to use your magic to learn a snippet of information about them. On a failed Resist, you learn the name of the target, the languages they speak and a short description of the target, as interpreted by their own view of themselves.

## Irongrip

*Adept-level Transfiguration (Alteration)*

**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.

## 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 1d12 damage of the chosen type.

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

## Receive Omen

*Trivial-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.

## 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.

## Unknowable Attack

*Trivial-level Dark Arts (Occultism)*

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

An utterly alien and unknown force, shaped by the beings you dedicate your occult rituals to, leaps from the end of your wand and attack your foe. The force deals 1d8 force damage.

When cast as a Beginner-level spell, this spell deals 1d12 force damage, increasing by 1d12

for every additional casting-level dedicated to this spell.