

# Lighting the Spark: An Introduction to Elemental Magic

A book containing Beginner-level Elemental spells

## Contact Shock

*Beginner-level Charms (Elemental)*

**Incantation:** *electrum*

**Spell Type:** Instant

Charge the tip of your wand with electrical energy. This energy is discharged when your wand-tip next touches a surface. Does 2 electrical damage on contact, and also fries any electrical equipment it comes into contact with.

## Create Fire

*Beginner-level Charms (Elemental)*

**Incantation:** *incendio*

**Spell Type:** Focus

**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 1d4 fire damage, and applies the *Burned: Minor* status effect.

### Higher Level Casting:

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 1d4 additional heat damage. The extra heat also allows you to ignite tougher materials, such as damp wood.

## Create Water

*Beginner-level Charms (Elemental)*

**Incantation:** *aguamente*

**Spell Type:** Focus

**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.

### Higher Level Casting:

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 1d4 bludgeoning damage.

## Fresh Air

*Beginner-level Charms (Elemental)*

**Incantation:** *klinneract*

**Spell Type:** Instant

A gust of air refreshes the air in a sphere of radius (2 + PP) metres around the caster, removing any gaseous effects and smelling faintly of lavender.

## Gust

*Beginner-level Charms (Elemental)*

**Incantation:** *vente*

**Spell Type:** Concentration

Energise the winds, and manipulate the air within radius. 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)*

**Incantation:** *lumos*  
**Spell Type:** Focus

Causes the tip of your wand to glow, like a torch. Casts bright light for 2m radius, and dim light for another 4m. Spell last indefinitely, until Focus is broken, and does not require extra FP per turn.

## Pebbledash

*Beginner-level Charms (Elemental)*

**Incantation:** *mologan*  
**Spell Type:** Instant  
**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 1d6 bludgeoning damage.

## Tremor

*Beginner-level Charms (Elemental)*

**Incantation:** *crith*  
**Spell Type:** Instant  
**Resist:** Finesse

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.

# Further Elemental Studies

A book containing Novice-level Elemental spells

## Elemental Weapon

*Novice-level Charms (Elemental)*

**Incantation:** *gladio substantia*  
**Spell Type:** Instant

The elements are bent to your will, and a blade of nature-incarnate solidifies around your wand. You now wield a 1d6 shortsword made out of pure fire, ice, lightning or earth, held together by your strength of will. In addition to the physical cutting effect, this blade also imparts an elemental effect:

- Fire: additional 1d6 fire damage
- Ice: additional 1d6 cold damage
- Lightning: additional 1d6 electric damage
- Control Earth: additional 1d6 bludgeoning damage

Elemental damage increases by 1d6 for every power point dedicated. You may dismiss this effect using a minor action.

### Higher Level Casting:

When cast by an adept level caster, you may choose the melee weapon that the spell forms (the damage adjusts accordingly, including any proficiencies you may have). A master-level caster forms a +3 version of that weapon.

## Extinguish Flame

*Novice-level Charms (Elemental)*

**Incantation:** *sitim*  
**Spell Type:** Instant

Extinguish an active fire, removing the danger and stopping any continuing damage effects.

However, this spell does not prevent an ongoing spell from producing more fire after it is removed, and nor does it affect the 'Burned' status of a being.

### Higher Level Casting:

An expert-level caster may cast this spell as an Expert-level spell (with the increased DV and FP associated with that) to allow this spell to effect *Fiendfyre*.

## Hovering Light

*Novice-level Charms (Elemental)*

**Incantation:** *globus*  
**Spell Type:** Instant  
**Duration** 1 minutes

Summons a glowing orb, around 5cm in diameter that hovers above the caster's head, casting bright light for 4m, and dim light for a further 4m. As a minor action, the caster may move this light up to 10m in any direction.

## Move Earth

*Novice-level Charms (Elemental)*

**Incantation:** *wykopat*  
**Spell Type:** Concentration

Focus on a region of Earth with a volume of 1 cubic metre. You may excavate and move this loose earth around at will, at a speed of 5m per turn cycle. You may use this earth to raise walls or columns, but the total amount of matter must be conserved.

### Higher Level Casting:

When cast as a higher level spell, you may triple the total volume targeted for every additional spell level.

## Vortex Field

*Novice-level Charms (Elemental)*

**Incantation:** *dini*  
**Spell Type:** Instant  
**Duration** 2 minutes  
**Resist:** Strength

A swirling wall of wind envelopes a radius 1m around you, and follows you around for the

duration of the spell. All physical objects entering the field are hurled in a random direction, and beings take 2d6 bludgeoning damage to pass through (halved on a resist).

# Secrets of Elemental Sorcery

A book containing Adept-level Elemental spells

## Animate Earth

*Adept-level Charms (Elemental)*

**Incantation:** *elus*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Breathe a limited amount of intelligence into a region of earth 1m in radius. This region of earth may transfigure itself into a crude object such as a giant hand, or a waving club, and be directed to attack any nearby enemies. The animated earth attacks with an accuracy equal to the spellcasting check, and does 5d8 bludgeoning damage.

## Charge Region

*Adept-level Charms (Elemental)*

**Incantation:** *rarnus*  
**Spell Type:** Ward  
**Resist:** Perception

Imbue a non-metallic object up to (2+PP)m in size with an enormous electric charge. The next being to touch the object takes (3+2×)d6 electric damage, halved on a successful Resist. Although this spell is classed as a 'ward', the threat is non-magical in nature after the spell has been cast. The charge-buildup therefore does not register to magic-only investigation.

## Cloudmove

*Adept-level Charms (Elemental)*

**Incantation:** *syneffo*  
**Spell Type:** Ritual (30 minutes)

Perform a ritual to attune yourself to the weather and climate around you. By gently altering the wind, the pressure and the humidity you can subtly alter the weather in a 1km radius. You may push a raincloud out of the way to clear the skies, summon a light drizzle, or alleviate the worst of a storm.

This spell cannot be used for large-scale

weather manipulation - you can only slightly alter what is already present.

## Floodlight

*Adept-level Charms (Elemental)*

**Incantation:** *caecus*  
**Spell Type:** Instant  
**Duration:** White beam  
**Resist:** Perception (Observation)

Direct a brilliant beam of light from the tip of your wand, illuminating a cone 10m in front of you with Bright light, and dim light a further 10m. If a target is illuminated by the beam and fails to resist, they are blinded for 2 turns.

## Freeze

*Adept-level Charms (Elemental)*

**Incantation:** *glacius*  
**Spell Type:** Focus  
**Duration:** Blue rays  
**Resist:** Vitality

Freeze a body of water up to 2 metres cube in volume.

When used on an individual, does 3d6 cold damage, halved on a successful Resist.

## Lightning Bolt

*Adept-level Charms (Elemental)*

**Incantation:** *baubilius*  
**Spell Type:** Instant  
**Resist:** Vitality  
**Negation:** Blockable and Dodgeable

Releases a bolt of lightning from the end of your wand. Lightning can initiate fires, provide electrical current or can be used directly in combat, where it deals (2+2×PP)d6 electric damage. Targets struck by lightning must succeed in a Resist check, or be blinded for 2 turns.

## Smokescreen

*Adept-level Charms (Elemental)*

**Incantation:** *fumus insterio*

**Spell Type:** Instant

Thick white smoke issues from the end of your wand, filling a sphere 10m in radius, giving a Severe obscuration for all targets within range. In a confined area, duration is doubled.

## Wind Tunnel

*Adept-level Charms (Elemental)*

**Incantation:** *vente polus*

**Spell Type:** Concentration

**Resist:** Strength

Summon a powerful blast of wind from your wand, in a line 20m long and 2m wide. Every being which is in this region at the beginning of each cycle, or enters it during the course of the cycle, must Resist, or be blown to the end of the line. Those that succeed have their movement speed halved when moving towards you.

Any unsecured objects or are also flung to the end of the line, and any open flames are extinguished.

# The Fundamental Power

A book containing Expert-level Elemental spells

## Adjust Climate

*Expert-level Charms (Elemental)*

**Incantation:** *kilmas*  
**Spell Type:** Ritual (1 hour)

Summon a magical wind which drastically alters the climate in a region. Bring a hot, arid wind to the arctic - or an arctic wind into the Sahara.

You may control the windspeed, the temperature and the level of precipitation.

Mild alterations (i.e. cooling the temperature by a few degrees, summoning a brisk wind) happen as soon as the ritual is complete. Larger changes (i.e. dismissing an enormous storm, warming an ice-cold night) take place gradually over the course of several hours.

After the changes occur, the normal climate gradually reasserts itself.

## Erupt

*Expert-level Charms (Elemental)*

**Incantation:** *purskama*  
**Spell Type:** Instant  
**Resist:** Observation

Target a being standing on a patch of earth or mud. The ground underneath them explodes upwards in a violent eruption of loose stones and tumultuous ground, dealing 4d12 bludgeoning damage.

# Storms, Seas and Seismic Shocks

A book containing Master-level Elemental spells

## Fissure

floor.

*Master-level Charms (Elemental)*

**Incantation:** *lohe*  
**Spell Type:** Concentration  
**Resist:** Acrobatics

Target a line of natural ground (earth, mud, natural stone) up to 5m long. The earth rips asunder along this line, forming a fissure 1m wide and 10m deep. Any being caught in this region must pass a Resist check, or fall inside, taking 2d4 bludgeoning damage. When concentration is broken, the fissure slams shut, trapping those inside underground and dealing 6d12 bludgeoning damage, and leaving them starved of air until they succeed in a DV 15 Physicality (Strength) check to dig their way out.

## Tornado

*Master-level Charms (Elemental)*

**Incantation:** *stilipare*  
**Spell Type:** Concentration  
**Resist:** Strength

A swirling, twisting column of cloud forms in the atmosphere above a targeted region within range. After 1 turn cycle of concentration the tornado slams into the ground as a cylinder 5m in radius and 50m tall. You may spend a minor action moving the tornado up to 10m per turn cycle.

Any being which spends any part of a turn cycle in this region takes 4d8 bludgeoning damage and must succeed on a Resist check, or be caught in the vortex, taking the *Trapped* status effect.

Beings caught in the vortex take 2d8 bludgeoning damage per cycle and are sucked 5 metres higher into the vortex. Trapped beings may take a major action to perform the Resist check again to escape, at which point they drop out of the column onto the floor, with any associated falling damage.

When the spell ends, the tornado dissipates and all trapped beings are dropped to the



# The Avatar of the Elements

A book containing Ascendant-level Elemental spells

## Earthquake

*Ascendant-level Charms (Elemental)*

**Incantation:** *krakato*  
**Spell Type:** Instant  
**Resist:** Finesse

Summon a powerful seismic disturbance in a radius of 50m of a region you can see.

The powerful rocking of the earth knocks all beings into the *Prone Position* unless they Resist, and all beings performing a Focus action must perform the usual Resist check to maintain concentration.

The earthquake also spawns 2d4 *Fissures* at locations chosen by the caster (see the relevant spell). These fissures remain open for 10 seconds before closing.

For every building or structure in the region, roll a d4. If the result is a one, the building collapses and is destroyed. Beings in a destroyed building take 10d10 bludgeoning damage.

## Energetic Cataclysm

*Ascendant-level Charms (Elemental)*

**Spell Type:** Instant

Raise your wand into the air, and summon the raw energy of the universe. A bolt of energy descends from the heavens, into your wand and is directed outward in an energetic blast.

All living beings within a 50m radius must avoid being hit, or take 10d10 force, electric **or** celestial damage.

## Mantle Elements

*Ascendant-level Charms (Elemental)*

**Spell Type:** Ritual (1 week)  
**Duration** 1 day

Meditate on the nature of power, on the fabric of the universe, and gain insight into the fundamental forces.

For the duration of the spell, in addition to your major action, you may automatically cast any *Control* spell as a wandless, silent spell, with the associated FP cost.

## Tempest

*Ascendant-level Charms (Elemental)*

**Incantation:** *thyella*  
**Spell Type:** Ritual (2 hours)  
**Resist:** Vitality

Spend 2 hours adorning yourself with special paints and oils, attuning yourself to the wrathful spirits of the Air Domain. At any point in the next day, raise your wand to the heavens and shout the incantation, summoning the most powerful storms in existence.

Thick black clouds appear, blotting out the sun and torrential rain and powerful winds are summoned, providing severe obscuration to vision. All ranged accuracy and spell-casting checks take disadvantage.

The caster may also take a minor action to summon bolts of lightning to strike 2d4 targets in sight, dealing 10d10 electric damage (halved on a resist), or to spawn a *Tornado* (see relevant spell) which stays fixed at a specified location for 5 turns.

# The Standard Book of Spells

A book containing Beginner-level Kinesis spells

## Clean Surface

*Beginner-level Charms (Kinesis)*

**Incantation:** *pullundo*

**Spell Type:** Focus

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)*

**Incantation:** *stabit*

**Spell Type:** Instant

Stop 1 inanimate object in its tracks, if mid-air, it drops to the ground.

## Launder Clothes

*Beginner-level Charms (Kinesis)*

**Incantation:** *savatch*

**Spell Type:** Instant

Clean and dry the targeted fabrics, leaving them comfortably warm and smelling faintly of lavender. Can be used on clothes worn by a being, or on a stack of up to 5 outfits.

## Mage Hands

*Beginner-level Charms (Kinesis)*

**Incantation:** *titillatio*

**Spell Type:** Instant

**Duration** 5 minutes

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 your major 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. Hands may be moved at a speed of 10m per turn.

## Mark Surface

*Beginner-level Charms (Kinesis)*

**Incantation:** *stylum*

**Spell Type:** Focus

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.

## Higher Level Casting:

When cast by an adept-level caster, the distance between the tip of the wand and the writing surface increases to half the character level.

# Achievements in Charming

A book containing Novice-level Kinesis spells

## Create Trap

*Novice-level Charms (Kinesis)*

**Incantation:** *dolus*  
**Spell Type:** Ritual (3 turns)

Combine a magical ward with one of your existing spells. After casting the trap spell, cast the effect-spell to imbue the trap with that effect. If successful, creates a hidden magical trap of radius 50cm on any solid surface, with the effect of the original spell when triggered by an entity touching the trap. If you wish to keep a trap hidden from the GM, write down the location, spell and associated check values on a piece of paper, to be revealed when the trap is triggered.

## Cut Object

*Novice-level Charms (Kinesis)*

**Incantation:** *diffindo*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Cut into an object, as if you had wielded a sharp knife with a blade of up to 10cm in length. If used on a living being, causes a deep cut, for 1d4 slashing damage.

## Levitation

*Novice-level Charms (Kinesis)*

**Incantation:** *wingardium leviosa*  
**Spell Type:** Focus

Cause an object of 1kg 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.

### Higher Level Casting:

The maximum mass this spell is capable of lifting multiplies by ten for every additional spell level used to cast it.

## Lock

*Novice-level Charms (Kinesis)*

**Incantation:** *colloportus*  
**Spell Type:** Instant

Magically lock a door or chest. Mundane attempts to open the lock fail, and magical attempts must exceed the casting check of the locking spell.

## Magical Glue

*Novice-level Charms (Kinesis)*

**Incantation:** *obharesco*  
**Spell Type:** Instant

Stick two objects together, as if you had fused them together at a molecular level. To break them apart requires either slicing the objects apart, or pulling them hard enough to break one (or both) of the objects.

## Repair Object

*Novice-level Charms (Kinesis)*

**Incantation:** *reparo*  
**Spell Type:** Focus

Fix the target. Can only fix an object if it is reasonable that you could have repaired it with your bare hands (i.e. you cannot repair complex machinery without expert knowledge). Simple tasks (i.e. repairing glasses) work in a single turn, but repairing larger structures (i.e. a full stained glass window) require continued Focus.

# The Standard Book of Spells (Grade 2)

A book containing Adept-level Kinesis spells

## Haste

*Adept-level Charms (Kinesis)*

**Incantation:** *silvam currere*  
**Spell Type:** Instant  
**Duration** 5 minutes

The target has their movement speed increased by (1+PP) metres for the duration of the spell. At the end of the effect, target takes 1 additional level of exhaustion.

## Leapfrog

*Adept-level Charms (Kinesis)*

**Incantation:** *raneus*  
**Spell Type:** Instant  
**Duration** 1 minute

Target may leap up to (3+PP)m in any direction as a major action, and land safely whilst the spell is active.

## Shatter

*Adept-level Charms (Kinesis)*

**Incantation:** *tootanus focum*  
**Spell Type:** Focus

Focus an ultrasonic vibration into a single target object or being made of crystal, glass, ceramic or porcelain, and cause it to break. The tip of your wand must touch the target for the duration of the spell, and the spell gets stronger the longer it is maintained. In the first turn shatters objects 5kg or lighter, and then doubles every subsequent turn.

### Higher Level Casting:

When cast by a Master-level caster, you can also effect objects made of stone up to 200kg in weight.

## Spider Hands

*Adept-level Charms (Kinesis)*

**Incantation:** *aranerum fiducia*  
**Spell Type:** Instant  
**Duration** 5 minutes

Imbue the target with the ability to traverse up vertical walls using their hands and feet. Climbing movement checks are half the speed of a regular movement check.

## Summon Object

*Adept-level Charms (Kinesis)*

**Incantation:** *accio*  
**Spell Type:** Focus

Summon non-shielded objects within a 500m radius. They will fly to your current position at a speed of 100m per cycle as long as Focus is maintained. Objects must be light enough that the caster could reasonably pick it up.

### Higher Level Casting:

If the caster exceeds 11th level, may cast this spell as an Instant spell.

## Unlock

*Adept-level Charms (Kinesis)*

**Incantation:** *alohomora*  
**Spell Type:** Instant

Unlock objects. Mundane locks will fall open for you, whilst to open magically locked objects, the unlocking must exceed the locking casting check.

# Charms: An Expert Guide

A book containing Expert-level Kinesis spells

## Apparate

*Expert-level Charms (Kinesis)*

**Spell Type:** Instant

You may teleport yourself and up to PP additional passengers to a place you are intimately familiar with. Passengers must be in physical contact with you the moment this spell is cast.

This spell may be cast without the use of a wand.

If anything happens to the caster in the turn that this spell is cast which would disrupt a Focus spell, all passengers become splinched and take 2d12 force damage.

## Cushion Fall

*Expert-level Charms (Kinesis)*

**Incantation:** *sofus*

**Spell Type:** Instant

Painlessly break the fall of the target from any height up to (10+ 10xPP) metres.

## General Counterspell

*Expert-level Charms (Kinesis)*

**Incantation:** *finite incantatem*

**Spell Type:** Ritual (3 turns)

End the effects of any active charm spell. If the spell was cast by anyone other than yourself, the counterspell check must exceed the original casting check (does not work on enemy shields, curses or spells which are still being cast).

### Higher Level Casting:

When cast by a character greater than 15th level, may be cast as an instant spell.

## Shatterblast

*Expert-level Charms (Kinesis)*

**Incantation:** *tootanus*

**Spell Type:** Instant

Release a shockwave of sonic energy in a radius (1+PP)m, which causes all brittle objects to shatter. All objects made of crystal, glass, ceramic or porcelain are shattered into many hundreds of pieces unless they weigh more than your Character level (in kg). Crystalline entities take (2+PP)d6 concussive damage.

## Walk on Water

*Expert-level Charms (Kinesis)*

**Incantation:** *iasus*

**Spell Type:** Ritual (2 minutes)

**Duration** 1 hour

Up to 10 willing beings that you see gain the ability to walk on water and other liquid surfaces such as mud, snow, quicksand or lava without sinking or slowing down. Other environmental effects (such as heat) still apply.

# Extreme Incantations

A book containing Master-level Kinesis spells

## Invert Gravity

*Master-level Charms (Kinesis)*

**Incantation:** *reimannius*  
**Spell Type:** Instant  
**Duration** 1 minute  
**Resist:** Strength

By focussing your intellect on a cylinder 10m in radius and 40m in height, you reverse the fall of gravity. Any unsecured objects or beings fall upwards, and those near an anchored object must Resist to hold on.

If an obstacle is encountered, all objects are considered 'falling' and take appropriate damage. If the ceiling is higher than the top of the cylinder, beings are suspended at this level until the effect ends, or they move horizontally out of the cylinder.

## Stutterjump

*Master-level Charms (Kinesis)*

**Incantation:** *anavos*  
**Spell Type:** Ritual (1 day)  
**Duration** 1 week

You imbue three small disks of glass with magical power. At any point in the next week you may use your *Instinct* action to crush one of these tokens, which teleports you randomly to another location within sight.

## Teleport

*Master-level Charms (Kinesis)*

**Incantation:** *cruratele*  
**Spell Type:** Instant

You may send a non-living object to anywhere that you have previously visited. Spell failure still teleports the object, but to an unknown location.

# The Matter of Mass

A book containing Ascendant-level Kinesis spells

## Impossible Movement

*Ascendant-level Charms (Kinesis)*

**Incantation:** *stabit maxima*  
**Spell Type:** Instant  
**Duration** 1 minute  
**Resist:** Perception

Enforce a *Halt* charm so strong that nothing in a sphere 10m in radius, centred on the caster (at the moment of casting) can move. Time moves normally, and sentient beings are aware of what is happening (though they must pass a Resist check to have their eyes open), but no being or object other than the caster can move in this region until the spell ends, at which point the previous movement resumes.

Beings outside the region can observe the interior, but attempting to enter the region causes 5d6 force damage, as the being also becomes partially trapped.

## Mass Kinesis

*Ascendant-level Charms (Kinesis)*

**Incantation:** *ballatutti*  
**Spell Type:** Focus

Control huge numbers of objects as they levitate and move around: write a thousand books with a thousand quills, or conduct a swordfight with multiple blades at once. Can only use the objects if you would normally be able to use them without magic. You may only perform 4 unique actions with the objects, but you may duplicate those exact actions an arbitrary number of times in a 10m radius. For example, you could only copy out 4 books at a time, as each book requires a unique action, but you can copy the same book out as many times as you like, as the action is identical.

# Reading People, Reading Minds

A book containing Beginner-level Telepathy spells

## Astral Assistance

*Beginner-level Divination (Telepathy)*

**Incantation:** *auxilio*  
**Spell Type:** Ritual (2 turns)

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 (+1 per PP, max 3). If the check fails, both the target and the caster take (1+PP)d6 psychic damage.

### Higher Level Casting:

An expert-level caster may roll 2d4 when performing this spell.

## Sense Traps

*Beginner-level Divination (Telepathy)*

**Incantation:** *antidolus*  
**Spell Type:** Instant

Discover any traps in your immediate vicinity. If successful, you may learn the location of the trap, and the trigger (but not the effect).

## Speak in Tongues

*Beginner-level Divination (Telepathy)*

**Incantation:** *lingua maxima*  
**Spell Type:** Ritual (5 minutes)  
**Duration** 4 minutes

By meditating for 5 minutes, you may understand and speak the language of a willing target individual. Target must be a sapient being, or otherwise able to speak at least one language.

## Telepathic Bond

*Beginner-level Divination (Telepathy)*

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

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.

## Thought Extractor

*Beginner-level Divination (Telepathy)*

**Spell Type:** Focus

Allows the caster to extract a specific memory from their minds, for subsequent storage, either in a glass vial, or in a pensieve. Memories that have been extracted through this method cannot be viewed by legilimency.



# Detection is the Best Defense

A book containing Novice-level Telepathy spells

## Detect Magic

*Novice-level Divination (Telepathy)*

**Incantation:** *revelio*  
**Spell Type:** Instant

Reveals to the caster any active spells in the in 5m range if the casting check exceeds the hiding check. Will deactivate charms whose sole purpose is to remain hidden.

**Incantation:** *obscuras*  
**Spell Type:** Ritual (1 hour)  
**Duration** 1 week

All attempts to identify, locate, scry on, or otherwise detect the target using magical means fail.

## Detect Thoughts

*Novice-level Divination (Telepathy)*

**Incantation:** *psychopractum*  
**Spell Type:** Focus  
**Resist:** Perception (Passive)

You may observe the mind of a target individual. Unlike legilimency, thought-detection is not an exact science, and you will only get a vague shape of their current thoughts - perhaps a quick flash of colour, or a feeling of fear. On a successful (passive) Resist, target becomes aware of the process.

### Higher Level Casting:

An Expert-level caster may subtly alter the flow of a target's thoughts, and cause them to think about whatever the caster desires.

## Eavesdrop

*Novice-level Divination (Telepathy)*

**Incantation:** *dumauris*  
**Spell Type:** Focus  
**Resist:** Perception (passive)

Can listen in on conversations up to (10 + 2×PP) meters away. If target Resists, they become aware of this intrusion.

## Obfuscation

*Novice-level Divination (Telepathy)*

# Communing with Others, and with Yourself

A book containing Adept-level Telepathy spells

## Commune with Nature

*Adept-level Divination (Telepathy)*

**Incantation:** *naturus amicus*  
**Spell Type:** Ritual (5 turns)

You tap into the consciousness that binds all living things together, and receive information about the natural order of things in the vicinity. Outdoors, the range is 3km, whilst underground it is only 100m. Spell fails in artificial environments such as towns. You instantly learn any 3 three bits of information about

- terrain and bodies of water
- nearby buildings
- abundant plants or minerals
- frequent visitors

## Disrupt Connection

*Adept-level Divination (Telepathy)*

**Incantation:** *ruinosus*  
**Spell Type:** Instant  
**Resist:** Spirit (Endurance)

Sever a telepathic connection possessed by the target. This may be used to sever a link such as that caused by the *Telepathic Bond* spell, or the link between caster and a summoned being. An untethered summoned being no longer accepts orders from their creator, and will potentially attack them. A successful resist negates this effect, but the target takes 2d4 psychic damage instead.

## Occlumency

*Adept-level Divination (Telepathy)*

**Incantation:** *occlumens*  
**Spell Type:** Ritual (5 minutes)  
**Duration** 1 day

Set up barriers around your mind to de-

fend yourself. Legitimency will not work on you, and all other mind-altering spells take a casting penalty equal to one third of your Power attribute.

## Sense Humans

*Adept-level Divination (Telepathy)*

**Incantation:** *hominim revelio*  
**Spell Type:** Focus

Reveals the presence of humanoid life nearby. Whilst concentration is maintained, the caster knows the distance and direction to every humoid being within range. Radius of spell is (4+PP) metres.

# Peeking Behind the Mystic Veil

A book containing Expert-level Telepathy spells

## Ethereal Tag

*Expert-level Divination (Telepathy)*

<b>Incantation:</b>	<i>signum</i>
<b>Spell Type:</b>	Instant
<b>Duration</b>	(2 + 2× PP) minutes
<b>Resist:</b>	Finesse (Stealth)
<b>Negation:</b>	Dodgeable

If the target fails to Resist, place a mystical marker on the target which enables your allies to strike more accurately at them. Target's stealth checks fail, and Dodge takes a 2-point penalty for the duration.

# Mind Beyond Body

A book containing Master-level Telepathy spells

## Invert Connection

*Master-level Divination (Telepathy)*

**Incantation:** *ruinosus invertus*  
**Spell Type:** Instant  
**Resist:** Spirit (Willpower)

As with the *Disrupt Connection* spell, sever the link between two beings such as that caused by *Telepathic Bond*, or by summoning a being. This link is then given to you -- giving you access to the telepathic network, or giving your control over the summoned creature etc.

## True Sight

*Master-level Divination (Telepathy)*

**Incantation:** *vidergo sumus*  
**Spell Type:** Ritual (5 minutes)  
**Duration** 1 hour

For 1 hour, you see things as they truly are. You see hidden traps, secret doors, and astral projections. You can see through illusion spells, and attempts to deceive you are in vain.

# The True Power of the Soul

A book containing Ascendant-level Telepathy spells

# The Dream Oracle

A book containing Beginner-level Temporal spells

## Hunter's Mark

*Beginner-level Divination (Temporal)*

**Incantation:** *venari*  
**Spell Type:** Instant  
**Duration** 3 days  
**Negation:** Blockable and Dodgeable

Caster is aware of the location of the target for the next 3 days, or until the mark is removed by magical means.

## Replay Spell

*Beginner-level Divination (Temporal)*

**Incantation:** *priori incantatem*  
**Spell Type:** Instant

Ghostly images of the last (2+PP) spells cast by a target wand appear, informing the caster of the target and time of the casting.

## Identify

*Beginner-level Divination (Temporal)*

**Incantation:** *dicemi*  
**Spell Type:** Instant

Learn the properties of the target: be it learning about the nature of the target, or the ingredients of a potion. The more power points dedicated to the spell, the more information that is revealed.

## Locate

*Beginner-level Divination (Temporal)*

**Incantation:** *locus*  
**Spell Type:** Instant  
**Resist:** Power

Learn the location of non-magical objects or an unshielded living being if it is within 1km of the caster. A being may hide from this spell by Resisting.

## Receive Omen

*Beginner-level Divination (Temporal)*

**Spell Type:** Ritual (3 turns)

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. Takes 4 minutes to cast.

# The Future is an Open Book (And so is This)

A book containing Novice-level Temporal spells

## All-seeing Eye

*Novice-level Divination (Temporal)*

**Incantation:** *orbis*  
**Spell Type:** Instant

You may create an invisible, floating eye in front of you. You are telepathically linked to the eye, and see everything that the eye sees, and may use a major action to instruct the eye to move up to 20m in any direction (including vertical). Eye cannot pass through solid walls, but may squeeze through gaps as small as 4cm in diameter.

When on the Mortal Plane, the eye can see into the Astral Realm, and vice versa.

## Astral Caltrops

*Novice-level Divination (Temporal)*

**Incantation:** *mobilum lespum*  
**Spell Type:** Instant  
**Duration** 1 turns  
**Resist:** Spirit (Endurance)

The target acts as if any terrain they touch has caltrops, for the duration of the spell. Caltrops do (1+PP)d6 psychic damage for every metre moved by the target. Resist for half damage.

### Higher Level Casting:

When cast by an adept-level caster, this spell can effect all beings in a 1d4 metre radius.

## Crystal Gazing

*Novice-level Divination (Temporal)*

**Incantation:** *Gazing*  
**Spell Type:** Ritual (1 minute)

Gaze into your crystal ball, and ask a question of the cosmos. You will receive a yes or a no answer to any question you ask.

# Unfogging the Future

A book containing Adept-level Temporal spells

## Astral Attack

*Adept-level Divination (Temporal)*

**Incantation:** *devonus*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

By focussing your inner energies, you are able to summon an ethereal weapon to strike at enemies with a presence on other planes of existence. Do 4d8 Celestial damage to targets in both the material world, and the astral realm.

### Higher Level Casting:

This spell gains an additional 3 points of Celestial damage for every additional spell-level used to cast it.

## Foresight

*Adept-level Divination (Temporal)*

**Incantation:** *providentia*  
**Spell Type:** Instant  
**Duration** 1 turn

By predicting the flow of time, you can give the target the ability to make moves without thinking: give the target an extra major action next turn. Each target can only get this boost once per day.

## Glimpse Future

*Adept-level Divination (Temporal)*

**Incantation:** *posterus*  
**Spell Type:** Instant

Get a fleeting glimpse into the future. Choose one of the following:

- 4+PP bonus to dodge next turn
- 4 + PP bonus to accuracy next turn

## Temporal Vortex

*Adept-level Divination (Temporal)*

**Incantation:** *qortina*  
**Spell Type:** Focus

Target a non-sapient being or object within range, and send it spinning forward or backward in time by 1 days per round, doubled with each Power Point dedicated. Plants will grow and age, food will rot and wilt (or, rotten food may become fresh again), and weapons will rust and grow dull.

### Higher Level Casting:

This spell may be cast as a master level spell, in which case the units are changed to *years*, rather than days.



# Death Omens: What to Do When You Know the Worst is Coming

A book containing Expert-level Temporal spells

## Astral Projection

*Expert-level Divination (Temporal)*

**Incantation:** *ambilofors*  
**Spell Type:** Ritual (2 turns)

Leave your physical form behind, and project your spirit into the Astral Realm. Your astral self is undetectable to most living beings, and has (3+PP) HP, but can only interact with other entities on the Astral Realm. If your astral self is killed, your physical body's HP is reduced to zero, and you enter into the *Critical But Stable* status.

## Commune with the Dead

*Expert-level Divination (Temporal)*

**Incantation:** *amisit amicum*  
**Spell Type:** Ritual (2 hours)

You may summon a spirit of the dead, and learn one piece of information from them, or temporarily borrow one of their skills and/or spells for (1+PP) minute. You must know the target's name, and they must be willing to help you.

## Contingency

*Expert-level Divination (Temporal)*

**Incantation:** *fortasse*  
**Spell Type:** Instant

You foresee a need for defence in the future, but you can't quite see when. The contingency charm allows you to store a spell in an alternative dimension, to be called forth instantly when you need it. After casting the contingency charm, you may then cast the spell that you wish to store. You may sacrifice your *Instinct* action to summon your contingency. You may have a maximum of three contingencies at any one time.

## Mists of Time

*Expert-level Divination (Temporal)*

**Incantation:** *momento aeternitatis*  
**Spell Type:** Ritual (1 hour)

Enter into a trance, whereby you can observe the past or the future, to uncover what was, or what will be at either your present location, or to a specific individual. You may observe up to (1+PP) day into the future, or (1+PP) year into the past.

## Timeslip

*Expert-level Divination (Temporal)*

**Spell Type:** Instant  
**Duration** (1 + 2×PP ) minutes  
**Resist:** POW

Create a perturbation in the temporal vortex which, on a failed Resist, catapults the target forward in time, effectively removing them from reality for the duration of the spell. When the spell ends, the target reappears at their original location, unaware that time has passed.

# Time & its Mysteries

A book containing Master-level Temporal spells

## Planemeld

*Master-level Divination (Temporal)*

**Incantation:** *cogitosum*  
**Spell Type:** Ritual (1 hour)  
**Duration** 1 hour

By entering into a deep trance for 1 hour, you may bring yourself into resonance with a higher power. At any point in the next 24 hours, you may use a major action to channel these energies into a warded region that surrounds you in a cylinder (10+3×PP) metres in radius. The energies of the plane infuse this warded region, as if the dimension had merged into the normal one. The caster may choose if they are affected by the planemeld at first, but once they exit the region, they will feel its effects when they re-enter. You may choose from one of the planes found on page ??, which also details the planemeld effects for each plane.

## Planewalk

*Master-level Divination (Temporal)*

**Incantation:** *ambulo mundus*  
**Spell Type:** Ritual (2 minutes)

By carefully preparing every atom in your body, you may slip effortlessly between this world and the Astral Realm, without the need for a portal. Your entire body enters into the astral realm, where you may perceive things in both the Mortal World, and the Astral Realm, but you may only interact with the astral realm. Cast this spell again to cross back over.

If cast at the site of a *Planemeld* spell, you may use this to travel to that plane, without the need for a portal.

# Stepping Through the Ages

A book containing Ascendant-level Temporal spells

# Easy Spells to Fool Muggles

A book containing Beginner-level Bewitchment spells

## Blur

*Beginner-level Illusion (Bewitchment)*

**Incantation:** *celeritate*  
**Spell Type:** Instant  
**Duration** 3 turns

The target seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. May be cast on self. (2+PP) bonus to Dodge (max 5) for 3 turns.

**Incantation:** *fascum*  
**Spell Type:** Instant  
**Duration** 1 minute  
**Resist:** Intelligence

Multicoloured, iridiescent orbs dance in the sky, fascinating up to (1+PP)d4 creatures that see them, if they fail to Resist. 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.

## Charm Entity

*Beginner-level Illusion (Bewitchment)*

**Incantation:** *simeus amici*  
**Spell Type:** Instant  
**Duration** 1 hour

If target is not overtly hostile, this spell causes them to like you: persuasion checks by the caster on the individual get a (2+PP) bonus (max 5).

## Night Vision

*Beginner-level Illusion (Bewitchment)*

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

Give the target nightvision for one hour: dim light is as bright as daylight, and darkness is considered dim.

## Glamour

*Beginner-level Illusion (Bewitchment)*

**Incantation:** *lux stultium*  
**Spell Type:** Instant  
**Duration** 1 hour  
**Resist:** Perception (Observation)

Create a superficial glamour around a person or object, a simple trick of the light. The glamour disintegrates upon physical or magical contact, and can be seen to be fake if observer succeeds on a Resist check.

## Throw Voice

*Beginner-level Illusion (Bewitchment)*

**Incantation:** *ventrilofors*  
**Spell Type:** Focus

Cast your voice such that it appears to be coming from somewhere up to  $5+\times PP$  metres away.

## Higher Level Casting:

When cast by a character greater than 8th level, the DV of the Resist check is equal to the caster level.

## Hypnotic Lights

*Beginner-level Illusion (Bewitchment)*

# Jiggery Pockery & Hocus Pocus

A book containing Novice-level Bewitchment spells

## Calm Being

*Novice-level Illusion (Bewitchment)*

**Incantation:** *paxus*

**Spell Type:** Instant

Calms the target down. Remove *Terrified* status, *Rage* effects and other related phenomena from target.

## Conceal Inscription

*Novice-level Illusion (Bewitchment)*

**Incantation:** *occulto*

**Spell Type:** Instant

**Duration** 1 years

Makes a message, drawing or marking on a surface invisible to the naked eye.

## Enchant Animal

*Novice-level Illusion (Bewitchment)*

**Incantation:** *nonparum*

**Spell Type:** Instant

**Duration** (4 + 2×PP) turns

Commune with a non-aggressive animal: it will join you as an ally for (4+2×PP) turns.

# A Gentle Guide to Persuading the Mind

A book containing Adept-level Bewitchment spells

## Entrance Other

*Adept-level Illusion (Bewitchment)*

**Incantation:** *meamicus*  
**Spell Type:** Instant  
**Duration** (3 + PP) turns  
**Resist:** Perception (Compassion)  
**Negation:** Blockable and Dodgeable

If the target fails to Resist, they become hopelessly besotted with the caster for 5 turns. Besotted individuals take check double disadvantage in all negative actions relating to their beloved.

## Illusory Construction

*Adept-level Illusion (Bewitchment)*

**Incantation:** *lux*  
**Spell Type:** Focus  
**Resist:** Perception (Observation)

Create an illusion, a construction of light. Illusion is silent and non-corporeal, but does not disintegrate on contact. Illusion may be manipulated and moved by the caster whilst Focus is maintained, the illusion becomes fixed after Focus is broken. An observer may determine that the illusion is not real by performing a Resist check as a major action.

### Higher Level Casting:

When cast by a character greater than 14th level, illusion no longer must be silent.

## Illusory Disguise

*Adept-level Illusion (Bewitchment)*

**Incantation:** *dissimulo*  
**Spell Type:** Focus

Causes the target to take on the exact colour and texture of the background, making them hard to spot when stationary. Stealth checks get a + (4+PP) bonus when stationary, and + (1+PP) when moving.

## Sleep

*Adept-level Illusion (Bewitchment)*

**Incantation:** *somnus*  
**Spell Type:** Instant  
**Duration** (3 + 2×PP) turns  
**Resist:** Spirit (Endurance)

If target fails to resist, they enter into a deep slumber for the duration of the spell.

## Suggestion

*Adept-level Illusion (Bewitchment)*

**Incantation:** *facite*  
**Spell Type:** Instant  
**Duration** (2 + 2×PP) hours  
**Resist:** Spirit (Endurance)

Make a suggestion to a target within hearing range. The suggestion must be reasonable (i.e. no stabbing themselves) and limited to a single sentence. If target fails to resist, they must obey this suggestion for up to (2 + 2 × PP) hours.

# On the Mysteries of the Human Mind

A book containing Expert-level Bewitchment spells

## Beguiling Totem

*Expert-level Illusion (Bewitchment)*

**Incantation:** *fascinare*  
**Spell Type:** Instant  
**Duration** (1+PP) days  
**Resist:** Spirit (Willpower)

Target an object between 1m and 20m in size. Caster decides upon a single species, and imbues the target with an aura that either attracts or repels (caster's choice) that species in a radius of  $(10 \times (1 + PP))$  metres. Members of the species that fail to resist feel an irresistible urge to either approach or flee the object. Effect lasts for (1+PP) days.

# Merlin's Tricks and Incantations

A book containing Master-level Bewitchment spells

## Mass Suggestion

*Master-level Illusion (Bewitchment)*

**Incantation:** *faciite maxima*  
**Spell Type:** Instant  
**Duration** (8 + 8×PP) hours  
**Resist:** Intelligence

Apply the *Suggestion* spell to 2d6 targets of your choice. The suggestion is the same to all targets.

## True Illusion

*Master-level Illusion (Bewitchment)*

**Incantation:** *stultuvisus*  
**Spell Type:** Ritual (10 minutes)  
**Duration** 1 hours  
**Resist:** PER

Create a perfect illusion of an environment (up to 20m in radius) or people (up to 3), which can be interacted with and touched by the target. Illusions can only have the knowledge that the caster has. Illusion lasts for 10 hours. An observer may determine that the illusion is not real by performing a Resist as a major action.



# Light and Perception: The Magician's Mastery

A book containing Ascendant-level Bewitchment spells

# Cool Cantrips to Make You Crazy

A book containing Beginner-level Psionics spells

## Chaotic Whispers

*Beginner-level Illusion (Psionics)*

**Incantation:** *rastarum*

**Spell Type:** Focus

**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 1d4 psychic damage per turn that the spell is active.

### Higher Level Casting:

The whispers gain in power when this spell is cast at a higher level: doing 1d4 additional damage for each additional casting level.

## Piercing Wail

*Beginner-level Illusion (Psionics)*

**Incantation:** *magnus surgerus*

**Spell Type:** Instant

**Resist:** Observation

All targets in a 3m spherical radius of the caster which fail to Resist take 1d4 points of psychic damage, and awaken if they are sleeping.

### Higher Level Casting:

The wail gains an additional 1d4 psychic damage for every additional spell level dedicated to the casting.

# Your Mind, the Weapon

A book containing Novice-level Psionics spells

## Silence

*Novice-level Illusion (Psionics)*

**Incantation:** *silencio*  
**Spell Type:** Instant  
**Duration** (2+2×PP) turns  
**Resist:** Spirit (Willpower)

If the target fails to Resist, they may not speak or otherwise vocalise for the duration of the spell.

### Higher Level Casting:

A master-level caster may cast this spell on 1d4 targets within range.

## Violent Phantasms

*Novice-level Illusion (Psionics)*

**Incantation:** *umbra impetia*  
**Spell Type:** Instant  
**Duration** (3 + PP) turns  
**Resist:** Willpower

Purple ethereal energy seeks out the target, passing through solid armour until it finds its target. If the target fails to Resist, the spell causes the target to believe that multiple phantasms are attacking them target, doing (1+PP)d6 psychic damage for every turn that the phantasms are active.

Afflicted individuals may take a minor action once per turn to re-perform the Resist check and end the effect.

# Mindmakers, Mindbreakers

A book containing Adept-level Psionics spells

## Drain Fortitude

*Adept-level Illusion (Psionics)*

**Incantation:** *delcрус*  
**Spell Type:** Focus  
**Resist:** Spirit (Endurance)

If the target fails to Resist, you impose your will over them, doing 2d4 Fatigue damage to the target per turn and add the drained FP to your own reserve. This spell does not cost FP to sustain, however if your Focus is broken i.e. by an attack, then caster takes 2d6 psychic damage.

## False Friend

*Adept-level Illusion (Psionics)*

**Incantation:** *amicus maxmius*  
**Spell Type:** Instant  
**Duration** 1 minutes  
**Resist:** Perception (Compassion)

Gain a (3 + PP) bonus on all CHR checks directed at the target for the duration of the spell. 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.

## Fury

*Adept-level Illusion (Psionics)*

**Incantation:** *irafors*  
**Spell Type:** Instant  
**Duration** 2+PP turns  
**Resist:** Spirit (Compassion)  
**Negation:** Blockable and Dodgeable

Target performs a Resist Magic check, if they fail, target flies into a mindless rage and begins attacking all those around them.

### Higher Level Casting:

When cast by a character greater than 12th level, the DV of the Resist check is equal to

the caster level if that is greater than the casting check.

## Shatter Illusions

*Adept-level Illusion (Psionics)*

**Incantation:** *conlidus*  
**Spell Type:** Instant

Remove all illusion spells from the target, if the casting check exceeds the casting check of the most powerful illusion.

## Suppress Intelligence

*Adept-level Illusion (Psionics)*

**Incantation:** *romanes*  
**Spell Type:** Instant  
**Duration** 2 minutes  
**Resist:** Intelligence

By touching your wand-tip to the head of the target, reduce their INT attribute by (2+PP) points (min 0) for the duration of the spell.

# The Immoral Art of Psionics

A book containing Expert-level Psionics spells

## Delusion

*Expert-level Illusion (Psionics)*

**Incantation:** *jalasarium*  
**Spell Type:** Instant  
**Duration** (2 + 2× PP) hours  
**Resist:** Intelligence  
**Negation:** Blockable

If target fails a Resist check, the caster may make them believe one piece of information, which they will believe to be irrefutably true. The delusion must be vaguely rational, and may not incur excessive self-harm, as judged by the GM. Delusion lasts for (2 + 2 × PP) hours.

## Psychosomatism

*Expert-level Illusion (Psionics)*

**Incantation:** *animo materia*  
**Spell Type:** Focus  
**Resist:** Perception (Observation)

You produce an illusion not out of light, but in the mind of the target. If the target fails to resist, they see in their mind whatever the caster wishes, and react accordingly. No actual HP or FP is removed by the illusions, but the character acts as if they have.

## Relive Memory

*Expert-level Illusion (Psionics)*

**Incantation:** *legilimens*  
**Spell Type:** Instant  
**Resist:** Spirit (Willpower)

Target performs a resist magic check, if it fails, the caster forces the target to relive a specific memory, which they may also view.

# Melting Minds: The Master Guide to Psionics

A book containing Master-level Psionics spells

## Mass Delusion

*Master-level Illusion (Psionics)*

**Incantation:** *falasarium maxima*  
**Spell Type:** Instant  
**Duration** (8 + 8×PP) hours  
**Resist:** Intelligence  
**Negation:** Blockable

Apply the *Delusion* spell to 2d6 targets of your choice. The delusion is the same to all targets.

## Modify Memory

*Master-level Illusion (Psionics)*

**Incantation:** *oblivate*  
**Spell Type:** Instant  
**Resist:** Spirit (Willpower)

If target fails a Resist SPR(willpower) check, you may modify the memories of the target, even causing them to forget skills and spells that they currently know.

# The Apotheosis of the Psionics

A book containing Ascendant-level Psionics spells

# A Compendium of Common Curses

A book containing Beginner-level Curse spells

## Confound

*Beginner-level Maledictions (Curse)*

**Incantation:** *lombus*  
**Spell Type:** Instant  
**Duration** (2+PP) turns  
**Resist:** POW  
**Negation:** Blockable and Dodgeable

The target suffers a 1-point penalty to all checks for the duration of the spell.

**Incantation:** *lubricor*  
**Spell Type:** Instant  
**Resist:** Acrobatics  
**Negation:** Blockable and Dodgeable

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.

## Curse of the Bogies

*Beginner-level Maledictions (Curse)*

**Incantation:** *Mucous ad nauseam*  
**Spell Type:** Instant  
**Duration** 1 day  
**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. Their nose runs, 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.

## Howl

*Beginner-level Maledictions (Curse)*

**Spell Type:** Beast  
**Duration** 3 turns  
**Resist:** Spirit (Willpower)

**Werewolf Species spell. This spell can only be learned by werewolves**

Release an earsplitting, supernatural roar which causes all beings within 100m to perform a SPR Resist. Failure causes them to gain the *Terrified* status.

## Trip

*Beginner-level Maledictions (Curse)*



# Curses & Counter Curses

A book containing Novice-level Curse spells

## Cause Confusion

*Novice-level Maledictions (Curse)*

**Incantation:** *confundo*  
**Spell Type:** Instant  
**Duration** 3 turns  
**Resist:** Spirit (Endurance)  
**Negation:** Blockable and Dodgeable

If target fails to resist, they take the *Confused* status.

## Disarm

*Novice-level Maledictions (Curse)*

**Incantation:** *expelliarmus*  
**Spell Type:** Instant  
**Resist:** Power  
**Negation:** Blockable and Dodgeable

The object in the target's hand is hurled 1d4 metres in a random direction on a failed resist. If two objects are held, roll a d4, a 1 or 2

## Hoist Enemy

*Novice-level Maledictions (Curse)*

**Incantation:** *levicorpus*  
**Spell Type:** Focus  
**Negation:** Blockable and Dodgeable

Target is hoisted into the air. Whilst airborne, all checks by the target take check disadvantage.

Caster can then throw target up to 2+PP metres in any direction, with the target taking 1d6 bludgeoning damage. If spell is interrupted before they are hurled, they instead take 2 bludgeoning damage as they fall to the floor.

The maximum weight that can be lifted is equal to 10kg, times your Power attribute.

### Higher Level Casting:

When cast by an Expert spellcaster, the tar-

get may be moved around whilst airborne at a speed of 10m per turn.

## Jelly Legs

*Novice-level Maledictions (Curse)*

**Incantation:** *locomotor wibbly*  
**Spell Type:** Focus  
**Negation:** Blockable and Dodgeable

If this spell makes contact with an enemy, it causes their legs to turn to jelly and collapse underneath them. The target takes the *Prone Position* and cannot remove it whilst concentration is maintained.

## Mental Burden

*Novice-level Maledictions (Curse)*

**Incantation:** *onus*  
**Spell Type:** Instant  
**Duration** 1 turns  
**Resist:** Intelligence

If the target fails to Resist, all spells cost (2+PP)FP more than their stated value whilst the spell lasts.

## Prevent Movement

*Novice-level Maledictions (Curse)*

**Incantation:** *impedimentia*  
**Spell Type:** Focus  
**Duration** 3 turns  
**Negation:** Blockable and Dodgeable

Target acquires the Trapped status effect. Arms are still free to move, and target can still speak.

## Strangle

*Novice-level Maledictions (Curse)*

**Incantation:** *offoco*  
**Spell Type:** Instant  
**Resist:** Vitality

Target must Resist at the beginning of every turn until they succeed. Until then, they are deprived of oxygen, cannot speak, and after 6 turns, cannot take any other actions, and eventually succumb to hypoxia under the usual rules.

## Stunning Blast

*Novice-level Maledictions (Curse)*

<b>Incantation:</b>	<i>stupefy</i>
<b>Spell Type:</b>	Instant
<b>Duration</b>	10 turns
<b>Resist:</b>	Spirit (Endurance)
<b>Negation:</b>	Blockable and Dodgeable

The target is Paralyzed for 10 turns. Stunned characters cannot move or speak, but may take a major action to perform a Resist check to end the spell.

# Voodoo and Vomiting: A Study in Curses

A book containing Adept-level Curse spells

## Bind Target

*Adept-level Maledictions (Curse)*

**Incantation:** *petrificus totalus*  
**Spell Type:** Instant  
**Duration** (3+PP) turns  
**Resist:** Spirit (Willpower)  
**Negation:** Blockable and Dodgeable

The target cannot take major actions, move, or communicate verbally until the spell ends. Dodge value is set to zero and block value is halved. On a successful resist, the effect is negated, though the target may not move next turn.

## Conjunctivitis

*Adept-level Maledictions (Curse)*

**Incantation:** *ranki*  
**Spell Type:** Instant  
**Duration** 15 seconds  
**Negation:** Blockable and Dodgeable

Causes the eyes of the victim to swell shut, effectively *blinding* them for the duration of the spell.

## Delayed Effect

*Adept-level Maledictions (Curse)*

**Incantation:** *mora maledictus*  
**Spell Type:** Instant  
**Duration** 1 hour

This spell may be cast as if it were a spell of any level greater than Beginner. After a target is hit by this spell, you must write down another curse that you are able to cast, of a lower level than the one chosen to cast this spell. At any point in the next hour, you may reveal the chosen curse, and the effects of that spell are then immediately applied to the target (if they fail the associated Resist check).

## Perpetual Hunger

*Adept-level Maledictions (Curse)*

**Incantation:** *inedia*  
**Spell Type:** Instant  
**Duration** (10+2×PP) minutes  
**Resist:** Endurance  
**Negation:** Blockable and Dodgeable

The afflicted feels perpetual, soul-sapping hunger. Every minute (20 turns) where at least two mouthfuls of food is not consumed, suffer necrotic damage equal to the number of minutes since food was last consumed, until the spell effect ends. Target may perform a Resist check every 3 turns, to end the effect.

# Cursing your Way to Revenge

A book containing Expert-level Curse spells

## Break Focus

*Expert-level Maledictions (Curse)*

**Incantation:** *adtono*  
**Spell Type:** Instant  
**Duration** 5 turns  
**Resist:** Spirit (Endurance)

Disorienting noises and lights distract prevent the target from continued Focus. Afflicted beings cannot cast Focus spells for the duration of this spell -- all attempts to do so count as 'failed'. A successful Resist negates this effect, but target must take check disadvantage on casting checks for Focus spells for the duration.

## Shield Breaker

*Expert-level Maledictions (Curse)*

**Incantation:** *misericorde*  
**Spell Type:** Instant  
**Duration** 2 turns  
**Negation:** Blockable and Dodgeable

Damage a target's armour, reducing its effectiveness by 1d4 points. If the total damage to the armour exceeds its Block bonus, the armour is destroyed and all positive modifiers are removed.

## Wither

*Expert-level Maledictions (Curse)*

**Incantation:** *unis*  
**Spell Type:** Instant  
**Duration** (4+PP) turns  
**Resist:** Vitality

Necrotic energy seeps up from the ground, into the target, causing them to undergo a severe physical degradation, reducing their Fitness score by (4+PP) for the duration of the spell.

This effect is negated on a successful Resist.

# The Bumper Book of Crooked Curses

A book containing Master-level Curse spells

## Bestow Curse

*Master-level Maledictions (Curse)*

**Incantation:** *maledicto*  
**Spell Type:** Ritual (10 minutes)  
**Resist:** Chosen by GM

Casts a permanent curse on a target being, object or location. You may choose the effects of this curse, though the GM has a veto. Be inventive!

# Damn, or Be Damned

A book containing Ascendant-level Curse spells

# Basic Hexes for the Busy & Vexed

A book containing Beginner-level Hex spells

## Green Sparks

*Beginner-level Maledictions (Hex)*

**Incantation:** *verdimillious*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Shoots a packet of small green sparks from your wand, which rocket from the end of your wand towards a single enemy. Each packet does 1d6 force damage.

### Higher Level Casting:

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

## Knockback

*Beginner-level Maledictions (Hex)*

**Incantation:** *flipendo*  
**Spell Type:** Instant  
**Resist:** Strength  
**Negation:** Blockable and Dodgeable

A wave of energy strikes into the target, causing 1d4 force damage, and if the target fails to Resist, pushing the target backwards up to 1 metre.

### Higher Level Casting:

Each additional casting level dedicated to this spell increases the power of the energy-wave: do an additional 1d4 force damage and push the target back an extra 2 metres.

## Red Sparks

*Beginner-level Maledictions (Hex)*

**Incantation:** *vermillious*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Shoots a packet of small red sparks from your wand, which rocket from the end of your wand towards a single enemy. Each packet

does 1d6 fire damage.

### Higher Level Casting:

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

## Sting

*Beginner-level Maledictions (Hex)*

**Incantation:** *ictus*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Stings the target for 2+1d4 poison damage.

# Hexes to Make Your Head Spin (Literally)

A book containing Novice-level Hex spells

## Acidic Burst

*Novice-level Maledictions (Hex)*

**Incantation:** *ambustum*  
**Spell Type:** Instant  
**Duration** 20 seconds  
**Resist:** Observation

Fills a cube of size 4m with an acidic cloud that does 1d4 acid damage once per turn to all beings which spent any time within the cloud this turn, until the end of the spell duration. Any being which is within the cloud at the moment it is summoned may attempt to Resist to negate the damage taken on their first turn within the cloud.

In a confined space, such as a cramped tunnel or a sealed room, the duration of the spell is tripled.

### Higher Level Casting:

The acid damage increase by 1d4 per turn for every additional spell-level dedicated to the casting.

## Burst of Frost

*Novice-level Maledictions (Hex)*

**Incantation:** *isti*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

The air around the tip of your wand freezes, condensing the surrounding water vapour into a tiny globe of ice, which launches towards your target. If it hits, the globe explodes doing (2+PP)d6 Cold damage.

## Cascading Missiles

*Novice-level Maledictions (Hex)*

**Incantation:** *unda delor*  
**Spell Type:** Instant  
**Negation:** Blockable

Produce (3+PP) magical homing darts that fly towards the targets. Each dart does 1d6

force damage, and the swarm may be directed to strike multiple targets, or the same target. Perform an accuracy check for each dart.

## Summon Bat Bogeys

*Novice-level Maledictions (Hex)*

**Incantation:** *vespernasum*  
**Spell Type:** Instant  
**Duration** 3 turns  
**Negation:** Dodgeable

Causes the mucus in the target's nose to gain sentience, take the form of a (1+2×PP) small bats, and attack the target. Each bat-bogey does 1d6 points of acid damage per turn.



# Hexing Your Problems - the Healthy Coping Mechanism

A book containing Adept-level Hex spells

## Fireball

*Adept-level Maledictions (Hex)*

**Incantation:** *confingo*  
**Spell Type:** Instant  
**Negation:** Dodgeable

Launches a fireball at the target, which explodes on contact for 5+(1+PP)d8 fire damage in a 2m radius. Though unblockable, a 'successful' block reduces the damage by half. Targets suffer a moderate burn.

## Heat Object

*Adept-level Maledictions (Hex)*

**Incantation:** *flagrante*  
**Spell Type:** Instant  
**Duration** 3 turns  
**Resist:** Perception (Speed)

Causes a target object to heat up to unimaginable temperatures, doing (3+2×PP)d6 fire damage every time the target object is touched. On each contact, target must succeed a Perception (Speed) Resist check to withdraw, or take the *Burned: Severe* status effect.

## Object Swarm

*Adept-level Maledictions (Hex)*

**Incantation:** *oppugno*  
**Spell Type:** Focus  
**Negation:** Blockable and Dodgeable

Causes (6+3×PP) nearby objects to hurl themselves at the target. Each object does 1d4 bludgeoning damage. Perform an accuracy check for each object.

## Recurring Light

*Adept-level Maledictions (Hex)*

**Incantation:** *catena*  
**Spell Type:** Focus  
**Resist:** Perception  
**Negation:** Blockable

A beam of blinding light shoots from your wand in a line up to 8m long, striking one target before moving onto the next. Targets take (2+PP)d6 of fire damage and are Blinded if they fail to Resist. Each target has the chance to avoid/counterspell this spell, the next target only receives the beam if the previous one was hit. A maximum of (3+PP) targets may be hit.

### Higher Level Casting:

An expert-level caster may choose to use Celestial damage, rather than fire damage.

## Stream of Acid

*Adept-level Maledictions (Hex)*

**Incantation:** *saeclifors*  
**Spell Type:** Focus  
**Resist:** Acrobatics

You conjure a pencil-thin stream of corrosive green acid from the tip of your wand up to a distance of 3m. A being which falls into this region must succeed on a Resist check, or the acid dissolves armour, clothes and skin alike, doing 4d6 acid damage.

### Higher Level Casting:

Gain an additional 1d6 acid damage for every additional spell-level used to cast this spell.

# Dark Forces: A Guide to Self-Defense

A book containing Expert-level Hex spells

## Dragon's Breath

*Expert-level Maledictions (Hex)*

**Incantation:** *draco flammor*  
**Spell Type:** Focus  
**Resist:** Perception  
**Negation:** Blockable

A torrent of flame erupts from the tip of your wand in a cone 3 metres in front of the caster, incinerating everything in its path. Water cannot quench this fire, and it causes (4+PP)d6 worth of fire damage., halved on a successful Resist.

## Electrical Arc

*Expert-level Maledictions (Hex)*

**Incantation:** *electrum maxima*  
**Spell Type:** Focus  
**Negation:** Blockable and Dodgeable

Whilst you maintain Focus, a bolt of energy arcs from the end of your wand, doing (4+PP)d6 electrical damage per turn.

## Glacial Chill

*Expert-level Maledictions (Hex)*

**Incantation:** *gelidus*  
**Spell Type:** Instant  
**Duration** 3 turns  
**Resist:** Spirit (Endurance)

A cylinder of radius 5m and height 2m around the target is decreased in temperature by 50 degrees celsius. Those caught in the region take (5+PP)d4 of cold damage, and apply the mild Frostbite status effect. Resist for half damage.

## Magical Detonation

*Expert-level Maledictions (Hex)*

**Incantation:** *expulso*  
**Spell Type:** Instant  
**Resist:** Power  
**Negation:** Dodgeable

Launches a magical bolt at the target which, if it makes contact, causes the object to violently tear itself apart, doing (4+4×PP)d6 force damage. Resist for half damage.

## Meteor Strike

*Expert-level Maledictions (Hex)*

**Incantation:** *bothynus*  
**Spell Type:** Instant  
**Duration** 2 turns

Summon flaming rocks from the heavens, doing (3+PP)d8 bludgeoning damage, and (3+PP)d8 fire damage to all enemies in a 10m radius.

## Shockwave

*Expert-level Maledictions (Hex)*

**Incantation:** *impusla*  
**Spell Type:** Instant  
**Resist:** Perception

A shockwave emanates from the caster in every direction, for a radius of (3+PP)m, doing 8d8 concussive damage and hurling all unprotected away from the caster to the edge of the affected region. Resist for half damage.

# An Auror's Toolkit

A book containing Master-level Hex spells

## Crush Bones

*Master-level Maledictions (Hex)*

**Incantation:** *obcillo ossium*  
**Spell Type:** Instant  
**Resist:** Strength  
**Negation:** Blockable and Dodgeable

A great force smashes into the opponent, breaking their bones. Does  $(8+2 \times PP)d12$  bludgeoning damage. If target fails to Resist, also applies the *Broken Bone* status effect.

## Disintegrate

*Master-level Maledictions (Hex)*

**Incantation:** *reducto*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

If the spell makes contact with matter, causes it to instantly disintegrate. Living beings take  $10d12$  worth of force damage.

# Majestic Hexes for the Experienced Duelist

A book containing Ascendant-level Hex spells

# Cures, Cantrips and Coughs

A book containing Beginner-level Healing spells

## Aid Charm

*Beginner-level Recuperation (Healing)*

**Incantation:** *subsidium*

**Spell Type:** Instant

**Duration** 1 hour

Raise the HP ceiling of a target by (3+PP) (max 10). If target has HP > 0, also increase HP by this amount.

## Minor Healing

*Beginner-level Recuperation (Healing)*

**Incantation:** *enervate*

**Spell Type:** Focus

Heal for 2 points per turn. If the target has a serious wound, i.e. a broken bone, cannot heal beyond 50% health. Only works on living creatures.

## Sunburst

*Beginner-level Recuperation (Healing)*

**Incantation:** *sol maxima*

**Spell Type:** Instant

**Negation:** Dodgeable

A bolt of magic explodes on contact with a solid *or* astral object, releasing a searing white light that does (2+PP)d4 Celestial Damage.

# Magic to Make Others Better

A book containing Novice-level Healing spells

## Checkup

*Novice-level Recuperation (Healing)*

**Incantation:** *dispungo*

**Spell Type:** Instant

Enquire as to the health status of the target, find out their remaining HP, as well as any status effects they currently posses.

## Countercurse

*Novice-level Recuperation (Healing)*

**Incantation:** *finite maledictum*

**Spell Type:** Instant

**Resist:** Power

Remove the effects of an active spell from the Curse discipline. The caster of the curse performs a resist check using the original spell-casting check dice and bonuses, if the resist fails, the spell effect is ended.

## Endure Environment

*Novice-level Recuperation (Healing)*

**Incantation:** *omnium*

**Spell Type:** Instant

**Duration** 1 day

Target is protected from the ravages of the environment, and hence can exist in temperatures in the range -40 to 50 celsius, and is unaffected by heavy rain and other weather phenomena, but is not protected against fire and cold damage.

## Heal Being

*Novice-level Recuperation (Healing)*

**Incantation:** *episkey*

**Spell Type:** Instant

Heal minor status effects like burns, bruises, broken noses and so on. If no status effect present, heal for (2+PP)d4 HP. If target has a serious wound (i.e. a broken

bone or serious burn), cannot heal beyond 75% health.

## Release Trapped Being

*Novice-level Recuperation (Healing)*

**Incantation:** *relashio*

**Spell Type:** Instant

**Resist:** Athletics (Strength)

Force physical objects and beings to release the target, and remove all impediments to moving. Does not effect magical immobility. Resist nullifies this effect.

## Stabilise Patient

*Novice-level Recuperation (Healing)*

**Incantation:** *firmum*

**Spell Type:** Instant

Stabilises the patient and replaces the *Critical Condition* status with *Critical But Stable*.

# Life, and How to Preserve it

A book containing Adept-level Healing spells

## Feign Death

*Adept-level Recuperation (Healing)*

**Incantation:** *fautis*  
**Spell Type:** Ritual (30 minutes)  
**Duration** (1+2×PP) hours

When cast upon a willing living being, they are placed into a state of suspended animation which perfectly replicates the outward appearance of death. The target is blinded, deafened and physically incapacitated for the duration of the spell. The caster may revive them as a minor action.

## Mend Bones

*Adept-level Recuperation (Healing)*

**Incantation:** *ossium emendo*  
**Spell Type:** Instant

Repair bones and heal the body. Removes the *Broken Bone* status effect and the associated *Serious Injury* (unless another status effect blocks this).

## Spare the Wounded

*Adept-level Recuperation (Healing)*

**Incantation:** *clementia*  
**Spell Type:** Instant  
**Duration** 1 day  
**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.

# Ponderances on Advanced Healing

A book containing Expert-level Healing spells

## Blessing

*Expert-level Recuperation (Healing)*

**Incantation:** *benedicite*  
**Spell Type:** Instant  
**Duration** 2 minutes

The target gets check advantage on all checks for the duration of the blessing.

## Boost Health

*Expert-level Recuperation (Healing)*

**Incantation:** *levo*  
**Spell Type:** Instant  
**Duration** (3 + PP) turns

Give the target a temporary +100% boost to their maximum HP, and adds current HP to match.

## Major Healing

*Expert-level Recuperation (Healing)*

**Incantation:** *sana*  
**Spell Type:** Instant

Heals the target of all burns, frostbite, poisons and diseases, regardless of severity. Restores (3+PP)d10 HP



# Journals of St. Mungo, the Master Healer

A book containing Master-level Healing spells

## Ultimate Healing

*Master-level Recuperation (Healing)*

**Incantation:** *vita maxima*

**Spell Type:** Ritual (2 turns)

Restores a character to full health, and removes all negative status effects. Cannot be cast on self.

# Ressurrection, a Fools Goal?

A book containing Ascendant-level Healing spells

# Self-Defensive Spellwork

A book containing Beginner-level Warding spells

## Caterwauling Ward

*Beginner-level Recuperation (Warding)*

**Incantation:** *caterwaul*  
**Spell Type:** Ward  
**Duration** 2 weeks  
**Resist:** Finesse (Stealth)

Casts a ward on the area which emits a high-pitched scream when an unknown being crosses the threshold and fails to Resist. Radius is (10 + 2×PP) metres.

**Incantation:** *praesidium*  
**Spell Type:** Focus

Restore the strength of a target shield or magical ward by (2+PP) points per turn that this spell is maintained. Cannot restore the strength to more than the original level.

## Magical Shield

*Beginner-level Recuperation (Warding)*

**Incantation:** *protego*  
**Spell Type:** Focus

Erects an ethereal shield from your in front of you that absorbs incoming magical attacks.

Casting this spell initiates a 'Brace' action and, in addition to the Resist check, adds (1d4 +PP) to your Block stat against magical attacks.

This shield has a health of (10 +5×PP). If a spell is blocked, but would cause the shield to drop to 0HP, the shield fails, and half the remaining damage is dealt to the caster.

## Privacy Ward

*Beginner-level Recuperation (Warding)*

**Incantation:** *muffliato*  
**Spell Type:** Ward  
**Duration** 1 hour

Prevents sound from inside a region (2+PP)m in radius being heard from the outside. When inside the region, sound from both inside and outside may be heard.

## Reinforce Shield

*Beginner-level Recuperation (Warding)*

# How Not to be Killed: A Guide for the Discerning Wizard

A book containing Novice-level Warding spells

## Anti-Muggle Ward

*Novice-level Recuperation (Warding)*

**Incantation:** *repello mugletum*  
**Spell Type:** Ward  
**Duration** 1 month

Forms a warded area that muggles cannot perceive or even notice. A muggle will not willingly enter the region, and if forced to, will permanently take the *Confused* status until they leave. The warded area is a circle ( $5 + 5 \times \text{PP}$ ) metres in radius.

## Beartrap Ward

*Novice-level Recuperation (Warding)*

**Incantation:** *ursa dentes*  
**Spell Type:** Ward  
**Duration** 5 days  
**Resist:** Perception (Observation)

A ward that creates an invisible trap of 2m in radius. When a being crosses over the threshold, the ward slams shut, doing  $(2 + \text{PP})d8$  worth of piercing damage and applying the Trapped status effect. A successful resist takes half damage and nullifies the Trapping effect.

## Protective Field

*Novice-level Recuperation (Warding)*

**Incantation:** *tueor*  
**Spell Type:** Ward  
**Duration** 1 day

Erects a ward in a cylinder around an individual, 20cm larger in radius than the individual is wide, and 20cm taller. The ward is impenetrable in one direction (chosen by the caster).

This ward absorbs up to  $(10 + 5 \times \text{PP})$  damage of all types, before it fails. Ward may move with the target, and can be cast on self.

## Runic Shield

*Novice-level Recuperation (Warding)*

**Incantation:** *scutum*  
**Spell Type:** Instant  
**Duration** 1 hour

Choose a Damage Type. Target is 10% resistant to that damage type (+10% for each PP) for the duration of the spell.

## Stopping Shield

*Novice-level Recuperation (Warding)*

**Incantation:** *stabit vallio*  
**Spell Type:** Focus

Erects a 1m radius shield in front of the caster, which halts any physical object that touches it. Objects in flight drop to the ground, as if the *Halt* spell had been cast on them.

# An Anthology of Safeguarding Measures

A book containing Adept-level Warding spells

## Anti-Apparition Ward

*Adept-level Recuperation (Warding)*

**Incantation:** *nonvidetus*  
**Spell Type:** Ward  
**Duration** 1 week

Prevents apparition inside the designated area; no human can apparate in our out for the duration of the ward. The ward covers an area up to (20+10×PP)m in radius.

## Ironwall Ward

*Adept-level Recuperation (Warding)*

**Incantation:** *ferromurum*  
**Spell Type:** Ward  
**Duration** 1 day

Forms a shield around the warded area that absorbs (50 + 10×PP) points of damage. The Ironwall is impenetrable, opaque and sound-proof, and is two-way. Nothing can enter or leave across the threshold of the ward.

## Minefield Ward

*Adept-level Recuperation (Warding)*

**Incantation:** *denarlum*  
**Spell Type:** Ward  
**Duration** 1 week  
**Resist:** Perception (Observation)

Lay magical *mines* in a 15m radius, with a 5m radius gap at the centre. You may designate a single safe route through the minefield (a path of width 0.5m). If a being touches any part of the minefield other than the path, the mines explode doing (1+PP)d20 damage of a type of the caster's choosing. Each subsequent metre travelled triggers another explosion. Explosions may be Resisted for half damage.

## Threshold Ward

*Adept-level Recuperation (Warding)*

**Incantation:** *desino*  
**Spell Type:** Ward  
**Duration** 1 year

Prevents objects from passing over the edge of the ward. Usually cast on doorways and entrances. The ward is immune to all physical damage, but can only survive (10+5×PP) points of spell damage.

## Wall of Slashing Blades

*Adept-level Recuperation (Warding)*

**Incantation:** *heus nocivious*  
**Spell Type:** Ward  
**Duration** (3 + PP) minutes  
**Negation:** Blockable

Create an impenetrable, opaque warded region up to (5+5× PP) m long and (2+PP)m tall. This wall is composed of swirling magical blades that do 3d8 slashing damage to any creature that touches it (targets may attempt to block the damage, with an assumed accuracy of 15). Wall can withstand (30 + 10×PP) damage before disintegrating.

# Shields and Wards

A book containing Expert-level Warding spells

## Anti-Magic Ward

Expert-level Recuperation (Warding)

**Incantation:** *prohibere incatatum*  
**Spell Type:** Ward  
**Duration** (2+PP) days

No magic can be cast inside the warded area, and all magic effects passing over the boundary vanish. Enchanted items regain their abilities after they are removed from the region, but enchantments on individuals are not re-established.

Range is a sphere (10 + 2×PP) metres in radius.

## Holy Ward

Expert-level Recuperation (Warding)

**Incantation:** *pervetutem luminis*  
**Spell Type:** Ward

Create a region where the Unlife cannot pass. Unlife attempting to cross the barrier are ignited for 2d12 worth of Celestial damage per turn that they remain inside the area. Shield fails when (30 + 10 × PP) damage has been inflicted. Radius of ward is 10m.

## Inversion Zone

Expert-level Recuperation (Warding)

**Incantation:** *contrarum*  
**Spell Type:** Ward  
**Duration** 3 + PP minutes

This spell creates a permanent warded area inside which all magic performs exactly the opposite to its intended purpose. Healing spells cause harm, hexes heal and shields amplify the spells passing through them.

## Summon Patronus

Expert-level Recuperation (Warding)

**Incantation:** *expecto patronus*  
**Spell Type:** Focus  
**Resist:** Evil

Summon your greatest, happiest memories into physical form: your patronus.

Your patronus may also take a turn as if were a real being (albeit an Astral being) at your command. The patronus is astral in nature and cannot interact with the physical realm, however, it may move at a speed of 30metres per round and any Unlife it passes within 1m of must succeed on a Resist check or take the *Terrified* status and 4d8 of Celestial damage.

### Higher Level Casting:

When cast as a higher-level spell, add 4d8 additional celestial damage for every additional spell-level.

# The Shield in the Dark

A book containing Master-level Warding spells

## Fidelius Ward

*Master-level Recuperation (Warding)*

**Incantation:** *onsigno scientia*

**Spell Type:** Ritual (2 weeks)

Select a target object, being or region of radius  $(5 + \text{PP})\text{m}$  in radius, and a second being, the *Keeper*, which cannot be the caster.

The target can then only be detected or interacted with by the Keeper. The Fidelius ward ensures that even if another being were touching the subject of the spell, their brain is simply unable to comprehend what it is they are looking at, and will not recognise it. The same is true of instructions and maps which lead to the hidden object which were written before the object was hidden: they appear as meaningless squiggles, and memories regarding the subject become ethereal and dreamlike - with important details becoming just out of reach.

However, if the Keeper willingly divulges information (either written, or verbal) to another being, then that person also becomes a Keeper. If a Keeper dies, and no other Keeper remains alive, they return as a Ghost and cannot pass on until they create a new Keeper.

This charm is broken if any Keeper touches the subject of the Ward (or for a region, enters it).

## Magical Stability Ward

*Master-level Recuperation (Warding)*

**Incantation:** *victoria maximus*

**Spell Type:** Ward

**Duration** 5 minutes

Creates a region where magic is safer and more successful: all spell checks in the warded area get check advantage. Radius of ward is  $(4 + \text{PP})$  metres.

# Defending Against the Undefendable

A book containing Ascendant-level Warding spells



# A Beginner's Guide to Transfiguration

A book containing Beginner-level Alteration spells

## Alter Hair

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *crinus muto*  
**Spell Type:** Instant  
**Duration** 2 hours

Alters the colour and style of the casters hair.  
Useful for disguises.

## Basic Transmutation

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *formum mutatio*  
**Spell Type:** Instant  
**Duration** 1 hour  
**Resist:** Power

Transform a 200g non-sapient animal (or part of an animal) or object into a different animal or solid object, negated on a successful Resist. Each power point doubles the mass of objects that can be transformed. Objects must be simple in nature.

## Change Colour

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *pigmentus*  
**Spell Type:** Instant  
**Duration** 2 days

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

## Potion Mixing Spell

*Beginner-level Transfiguration (Alteration)*

**Spell Type:** Ritual(5 turns)

Used to mix a potion. See page ?? for details.

## Preserve Object

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *tempocessus*  
**Spell Type:** Instant  
**Duration** 1 days

The target is unaffected by the flow of time for the duration of the spell, and does not rot or otherwise decay.

## Slip

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *glisser*  
**Spell Type:** Focus  
**Resist:** Finesse (Dexterity)

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/ drop the item as appropriate.

### Higher Level Casting:

When cast by an expert-level caster, this spell also makes staircases transform into greased chutes.

## Small Change Charm

*Beginner-level Transfiguration (Alteration)*

**Incantation:** *psilus*  
**Spell Type:** Instant

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 and Transformative Tricks

A book containing Novice-level Alteration spells

## Alter Aura

*Novice-level Transfiguration (Alteration)*

**Incantation:** *madas*  
**Spell Type:** Instant  
**Duration** 1 hour

Change how the object is registers when viewed by magical means (I.e the *Identify* spell), make a mundane object appear magical, or make a wizard appear as a sofa, or a dragon.

Because this spell truly alters the object' astral nature, spells such as *True Sight* can be fooled by this effect. However, this spell does nothing to change the nature of the being (so a chair which looks like a dragon is still just a chair), and non-magical investigation is unaltered.

## Fabricate Object

*Novice-level Transfiguration (Alteration)*

**Incantation:** *facere*  
**Spell Type:** Instant

Construct an object from raw materials, assembling it at a molecular level. May manipulate 500g of raw material in this fashion, doubling the mass with every power point dedicated. Construction is permanent, and cannot be undone.

## Harden Object

*Novice-level Transfiguration (Alteration)*

**Incantation:** *duro*  
**Spell Type:** Instant  
**Duration** 2 days

Freezes a non-living object into its current form, and can no longer bend or flex. Hardened objects can absorb (10 + 3×PP) before they crumble.

## Steelclaw

*Novice-level Transfiguration (Alteration)*

**Incantation:** *ferscabere*  
**Spell Type:** Instant  
**Duration** 1 day

Transfigures an animal's claws into large steel talons, increasing their physical damage by (3 + PPd6)

## Stoneskin

*Novice-level Transfiguration (Alteration)*

**Incantation:** *lapis pellium*  
**Spell Type:** Instant  
**Duration** 5 minutes

Increase the target' Block statistic by 1 + PP by transfiguring their skin into solid stone. Spells such as *shatter* end this effect immediately.

## Thick Air

*Novice-level Transfiguration (Alteration)*

**Incantation:** *temporio*  
**Spell Type:** Focus  
**Duration** 1 minute  
**Resist:** Athletics (Speed)

Transforms the air around the target into a thick soup, reducing their movement speed to  $(50+10 \times PP) \%$  of its normal value. Resist for half the speed reduction.

## Trecherous Terrain

*Novice-level Transfiguration (Alteration)*

**Incantation:** *transgresso*  
**Spell Type:** Instant  
**Duration** 2 hours

Transform the ground in a 5m radius around target into a deep bog, a bed of sharpened blades, or into a sticky mess, with the associated terrain costs.

# Theories of Transubstantial Transfiguration

A book containing Adept-level Alteration spells

## Alter Size

*Adept-level Transfiguration (Alteration)*

**Incantation:** *engorgio/reducio*  
**Spell Type:** Instant  
**Duration** 5 minutes

Multiply or divide the size of a non-sapient target by (2 + PP).

## Enchantment Ritual

*Adept-level Transfiguration (Alteration)*

**Spell Type:** Ritual (1 day)

The enchantment ritual used to imbue items with magical effects. See page ?? for details.

## Featherweight

*Adept-level Transfiguration (Alteration)*

**Incantation:** *pluma gravitas*  
**Spell Type:** Instant  
**Duration** 1 hour

Make the target object as light as a feather, it does not encumber you. (Note that heavy weapons such as axes may lose their effectiveness when made featherweight)

## Ironmass

*Adept-level Transfiguration (Alteration)*

**Incantation:** *ferrus gravitas*  
**Spell Type:** Instant  
**Duration** 1 hour

Make the target non-sapient object so heavy that it cannot be lifted by a single individual.

## Sculpt Matter

*Adept-level Transfiguration (Alteration)*

**Incantation:** *perseids*  
**Spell Type:** Focus

Sculpt a target solid object with your mind, as if it were made of soft clay. The total mass of the object must remain constant, but you can shift and scult the matter at will.

## Undo Transformation

*Adept-level Transfiguration (Alteration)*

**Incantation:** *reparifarge*  
**Spell Type:** Instant

Transfiguration countercharm: undoes the effect of any transfiguration spell (but can not banish summoned objects). Spell is successful if casting check exceeds the check that cast the original spell.

# The Subtle Nuances of Transmogrification, Transformation and Transfiguration

A book containing Expert-level Alteration spells

## Draconic Guardians

*Expert-level Transfiguration (Alteration)*

**Incantation:** *draconifors*

**Spell Type:** Instant

**Duration** 1 hour

Transform 1d4 small objects into miniature dragons to fight by your side. Dragons have (10+3× PP)HP and do (2+PP)d4 fire damage.

## Fix Transformation

*Expert-level Transfiguration (Alteration)*

**Incantation:** *perpetuus*

**Spell Type:** Ritual (30 seconds)

When cast on any transfigured or conjured object, makes the transformation permanent and removes the time constraint. When a counterspell is used, this spell is removed and the countdown resumes.

## Internal Extension

*Expert-level Transfiguration (Alteration)*

**Incantation:** *tarditia poppinia*

**Spell Type:** Instant

**Duration** 3 minutes

Makes the target container larger on the inside than it is on the outside by a factor of (2+PP), and divides the total weight by the same factor.

# Altering the World

A book containing Master-level Alteration spells

## Fearsome Guardians

*Master-level Transfiguration (Alteration)*

**Incantation:** *piertotom locomotum*

**Spell Type:** Instant

**Duration** 1 day

Transform nearby statues, trees and other inanimate objects into powerful guardians to fight by your side. Guardians are considered as Stone Golems unless otherwise indicated.

## True Shapeshift

*Master-level Transfiguration (Alteration)*

**Incantation:** *muto*

**Spell Type:** Instant

You assume the form of any object you wish, provided it has approximately the same size as you. You are indistinguishable from this object until you choose to break the spell.

# Shaping the Clay of Reality

A book containing Ascendant-level Alteration spells

# The Illusion of *Thin Air*

A book containing Beginner-level Conjuraction spells

## Conjure Flowers

*Beginner-level Transfiguration (Conjuraction)*

**Incantation:** *orchideous*  
**Spell Type:** Instant  
**Duration** 3 days

Conjures a bouquet of flowers from thin air.

## Launch Spike

*Beginner-level Transfiguration (Conjuraction)*

**Incantation:** *voco dens*  
**Spell Type:** Instant  
**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 1d6 piercing damage.

### Higher Level Casting:

An extra spike is generated for every additional spell level used to cast this spell.

## Shimmering Confetti

*Beginner-level Transfiguration (Conjuraction)*

**Incantation:** *chamak*  
**Spell Type:** Instant  
**Duration** 3 seconds  
**Resist:** Intelligence

Conjures a shower of golden, shimmering particles to cover every person and surface in a (2+PP)m radius. Beings which fail to resist become distracted and if they take damage this turn, the first attack to land is considered a *Critical Strike*.

## Silver Shield

*Beginner-level Transfiguration (Conjuraction)*

**Incantation:** *argentipus*  
**Spell Type:** Instant  
**Duration** 1 hour

Conjures a floating silver shield from thin air, to defend you. Shield increases block stat by (4+PP) against both physical and magical attacks and may absorb up to (10+2×PP) damage points, before breaking. The caster has limited control over the shield whilst it is active, using a major action to move it up to 3m in any direction or a minor action to move it to face a different direction whilst the caster remains stationary.

### Higher Level Casting:

When cast by a character above 10th level, the shield no longer degrades with each strike, and instead acts as a normal shield with an AC equal to 15 + 2×PP.

# Making and Unmaking: The Art of Conjuraton

A book containing Novice-level Conjuraton spells

## Conjure Bubble

summon 1d4 snakes.

*Novice-level Transfiguration (Conjuraton)*

**Incantation:** *ebublio*  
**Spell Type:** Instant  
**Duration** 1 hour

Conjures a large, hard-to-pop, airtight, spherical bubble radius specified by the caster (max: 2m). The bubble can use to encase enemies, or to protect the caster. The bubble provides a bonus to Block of (2+PP), but is instantly destroyed by piercing damage.

## Eternal Flame

*Novice-level Transfiguration (Conjuraton)*

**Incantation:** *bangala*  
**Spell Type:** Instant  
**Duration** Infinite

Summon a minor fire spirit. If you have a glass container, you may use it trap the spirit, whereupon it acts as a dim torch (bright light 1m, dim light 2m) and as a heat source sufficient to keep one person comfortable in arctic conditions. If the spirit is not trapped, a random being within 5m radius of caster takes 2d6 fire damage.

## Summon Snake

*Novice-level Transfiguration (Conjuraton)*

**Incantation:** *serpensortia*  
**Spell Type:** Instant  
**Duration** 1 minutes

Summons a venomous snake out of the tip of the caster's wand. The snake has (8+PP)HP and does (1+PP)d6 poison damage upon biting.

### Higher Level Casting:

When cast by an expert-level caster, may



# Summoning Your Desires

A book containing Adept-level Conjuraction spells

## Binding Ropes

*Adept-level Transfiguration (Conjuraction)*

**Incantation:** *incarcerous*  
**Spell Type:** Instant  
**Duration** 5 minutes  
**Resist:** Athletics (Strength)

Conjures thick ropes from thin air, to wrap around the target, immobilising them. Target may Resist once per turn to break free.

**Incantation:** *avis*  
**Spell Type:** Focus  
**Duration** 1 minutes  
**Negation:** Blockable and Dodgeable

The magical bolt breaks apart into a flock of (4+4×PP) small birds, which do your bidding. Each bird has 3HP and can do 1d4 of piercing damage. The birds will follow the orders of the caster as long as Focus is maintained. When Focus is broken, the birds continue with their last order.

## Conjure Object

*Adept-level Transfiguration (Conjuraction)*

**Incantation:** *siestum*  
**Spell Type:** Instant  
**Duration** 3 minutes

Conjure a 200g inanimate, non-magical object from thin air. Each power point dedicated doubles the mass or complexity (as judge by the GM) of the object that can be conjured.

## Vanish Object

*Adept-level Transfiguration (Conjuraction)*

**Incantation:** *evanesco*  
**Spell Type:** Instant  
**Resist:** Power

Cause a 200g animal or object to vanish, without a trace. Each power point doubles the mass of objects that can be vanished.

## Create Golem

*Adept-level Transfiguration (Conjuraction)*

**Incantation:** *lapis libiri*  
**Spell Type:** Ritual (1 week)

Breathe life into a block of inanimate matter, turning it into a hulking Golem. Requires a large amount of the golem material to cast.

Each additional power point increases the max HP of the golem by 2 points.

### Higher Level Casting:

When cast by a master-level caster, the ritual only takes 2 hours.

## Summon Birds

*Adept-level Transfiguration (Conjuraction)*

# Conjuring and Summoning for the Experienced Witch

A book containing Expert-level Conjunction spells

## Banish

*Expert-level Transfiguration (Conjunction)*

**Incantation:** *valeo fendus*  
**Spell Type:** Instant  
**Resist:** Power  
**Negation:** Blockable and Dodgeable

ger that hits the target does 1d4 piercing damage.

Target a summoned creature, if it fails to Resist, it is banished from this plane of existence.

## Duplicate Object

*Expert-level Transfiguration (Conjunction)*

**Incantation:** *gemino*  
**Spell Type:** Instant  
**Duration** 12 hours

Creates a copy of an object in your possession, which is identical to the first, until it disintegrates 12 hours later.

## Summon Avatar

*Expert-level Transfiguration (Conjunction)*

**Incantation:** *elementos temporio*  
**Spell Type:** Ritual (5 minutes)  
**Duration** (3 + 2× PP) minutes

Summon a Capable Avatar of your choice (Storm, Ice or Fire) to be under your command for the duration of the spell, after which it dissolves.

## Summon Daggers

*Expert-level Transfiguration (Conjunction)*

**Incantation:** *fumus defendus*  
**Spell Type:** Instant  
**Negation:** Blockable and Dodgeable

Causes (15+5×PP) daggers to coalesce out of smoke, and fly towards the target. Each dag-

# The Demons Beyond the Veil

A book containing Master-level Conjuraton spells

## Dimensional Binding

*Master-level Transfiguration (Conjuraton)*

<b>Incantation:</b>	<i>subjungus</i>
<b>Spell Type:</b>	Ritual (5 turns)
<b>Duration</b>	1 day
<b>Resist:</b>	Power

By inscribing a magic circle on the floor, you create a region where celestial beings from other planes can be trapped and bent to your will. For the next hour, if an Unlife, or other being originating from any plane other than the Mortal Realm, enters into the region, you may cast a pinch of salt into the circle to complete the ritual and attempt to impose your will over it.

On a failed resist, the being is bound to serve you for the duration of the spell. If the being was summoned or created by another spell, that spell is extended to match the duration of this spell. The being will obey your commands to the letter for the duration of the spell, and if they are hostile to you, they may do so in a deliberately obtuse fashion.

# The Outer Planes

A book containing Ascendant-level Conjunction spells

# Necromancy: A Misunderstood Skill

A book containing Beginner-level Necromancy spells

## Instil Terror

*Beginner-level Dark Arts (Necromancy)*

**Incantation:** *timeant*  
**Spell Type:** Instant  
**Duration** 4 minutes  
**Resist:** Spirit (Endurance)

Target acquires the *Terrified* status. Resist negates effect.

## Shadow Blast

*Beginner-level Dark Arts (Necromancy)*

**Incantation:** *malusangui*  
**Spell Type:** Instant  
**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 2d4 necrotic damage.

### Higher Level Casting:

Gain 1d4 additional necrotic damage for each additional spell level.

## Vicious Slash

*Beginner-level Dark Arts (Necromancy)*

**Incantation:** *sectumsemptra*  
**Spell Type:** Instant  
**Negation:** Blockable

Gouges at a target up to 2m away, leaving deep, cursed wounds, for (2+2×PP)d4 points of slashing damage.

# The Forbidden Arts

A book containing Novice-level Necromancy spells

## Blight

*Novice-level Dark Arts (Necromancy)*

**Incantation:** *thanatos*

**Spell Type:** Instant

A cylinder of necrotic energy extends outwards from you in a radius of 10m (doubled with every PP, max 1km). All simple plants within range die instantly, and all other living beings take (1+PP)d4 necrotic damage.

## Crippling Fatigue

*Novice-level Dark Arts (Necromancy)*

**Incantation:** *dulcis mortem*

**Spell Type:** Instant

**Duration** Until healed

**Resist:** Spirit (Endurance)

**Negation:** Blockable and Dodgeable

Target takes 2nd level Fatigued status (negated on Resist). Target is not alerted that this spell has been cast on them.

### Higher Level Casting:

When cast by an Expert-level caster, spell gives 4th level Fatigue.

## Dark Healing

*Novice-level Dark Arts (Necromancy)*

**Incantation:** *tenebrosa sudarium*

**Spell Type:** Instant

Drain (3 + PP)d6 HP from an *Incapacitated* target, and restore it to yourself.

## Necrosis

*Novice-level Dark Arts (Necromancy)*

**Incantation:** *carnes mortis*

**Spell Type:** Instant

**Negation:** Blockable and Dodgeable

Do 5+ (1+PP)d12 necrotic damage.

# Defying Nature

A book containing Adept-level Necromancy spells

## Fiendfyre

*Adept-level Dark Arts (Necromancy)*

<b>Incantation:</b>	<i>pyrkagius</i>
<b>Spell Type:</b>	Instant
<b>Duration</b>	1 hour
<b>Resist:</b>	Spirit (Willpower)
<b>Negation:</b>	Blockable and Dodgeable

Summons a cursed fire that consumes everything that it touches, and actively seeks to destroy living beings as if it were a living being telepathically linked to the caster. The caster may direct the fire may send out up to 1d4 tendrils per turn to strike at a target (caster performs an accuracy check for every attack), doing (1+PP)d8 fire damage to all it touches. Attempts to extinguish the fiendfyre must succeed a Resist check. Failed extinguishing attempts trigger an attack from the fiendfyre.

## Plague of Insects

*Adept-level Dark Arts (Necromancy)*

<b>Incantation:</b>	<i>prorepere</i>
<b>Spell Type:</b>	Instant
<b>Duration</b>	5 minutes

Summon a swarm of insects from the ground. Insect plague covers area of 2m radius, doubling with each PP (max 32 metres). All targets in radius take 1d4 poison damage and 1d4 piercing damage until they escape the area.

## Torture

*Adept-level Dark Arts (Necromancy)*

<b>Incantation:</b>	<i>Crucio</i>
<b>Spell Type:</b>	Focus

Causes immense pain to the target, rendering them *Incapacitated* whilst the spell is cast. Does PPd4 psychic damage per turn, though this spell cannot be used to reduce beings below 10% of their maximum health.

# Magick Moste Evile

A book containing Expert-level Necromancy spells

## Blood Barrier

*Expert-level Dark Arts (Necromancy)*

**Incantation:** *confusanguis*

**Spell Type:** Ward

Use blood to draw warding runes onto an object or person. Erects a swirling, red barrier which is impenetrable, though not opaque or soundproof. Barrier absorbs up to (50+10×PP) damage, but takes triple damage from Celestial damage. Each individual's blood can only be used once for blood magic.

## Blood Moon

*Expert-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (1 day)

**Duration** 1 day

By sacrificing an animal larger than a cat, you may use the inherent power of its blood to manipulate the power of the Sun and the Moon: the sky becomes overcast and takes on an unhealthy red glow. This blocks out the effects of the sun and the moon on Vampires, Werewolves, and other such creatures. Werewolves may still choose to undergo their transformation, but retain humanoid intelligence when doing so.

### Higher Level Casting:

When cast by a Master-level caster, this spell lasts for one week.

## Contagion

*Expert-level Dark Arts (Necromancy)*

**Incantation:** *vastantes*

**Spell Type:** Instant

**Duration** 2 weeks

**Resist:** Vitality

**Negation:** Blockable and Dodgeable

Target contracts a necrotic disease. All positive modifiers are set to zero until cured. Disease is contagious and each time the afflicted touches an unafflicted individual, be-

ing must Resist, or contract the disease also. The disease is cured on a successful resist, and afflicted beings may attempt to resist once every 5 cycles.

### Higher Level Casting:

When cast by an Expert-level caster, all positive bonuses etc. are set to -2 for the duration.

## Create Thrall

*Expert-level Dark Arts (Necromancy)*

**Incantation:** *Imperius*

**Spell Type:** Focus

**Resist:** Spirit (Endurance)

**Negation:** Blockable

The target is placed under the complete control of the caster until Focus is broken. Effect is negated on a successful Resist.

## Create Zombie

*Expert-level Dark Arts (Necromancy)*

**Incantation:** *inferi exorior*

**Spell Type:** Ritual (5 minutes)

Breathes unlife into dead bodies, and turns them into ghastly puppets, performing your every whim: the inferi. Inferi act as golems, obeying every word of their creator. The number of inferi that may be animated is (1+2×PP).

### Higher Level Casting:

When cast by a Master-level caster greater than 15th level, can be cast as an Instant spell.



# Spelles Moste Vyle

A book containing Master-level Necromancy spells

## Create Horcrux

*Master-level Dark Arts (Necromancy)*

**Spell Type:** Ritual (1 day)

The caster places a portion of their soul into another object. Write down the horcrux on a piece of paper and keep it hidden.

Whilst a horcrux exists, the character cannot be killed, however for every horcrux created, take a 4-point penalty to Power attribute.

This spell can only be cast if the caster has murdered an innocent in cold blood.

## Kill Target

*Master-level Dark Arts (Necromancy)*

**Incantation:** *avada kedavra*

**Spell Type:** Instant

**Negation:** Blockable and Dodgeable

If the spell makes contact with the target, kills them instantly.

When encountering shields and other protective barriers, deals (6+PP)d12 damage to them.

## Soul Snare

*Master-level Dark Arts (Necromancy)*

**Incantation:** *nerco decipula*

**Spell Type:** Instant

Capture the soul of a recently killed enemy. This soul may be used to instantly cast any other spell without a casting check or fortitude cost, or alternatively; absorbed to heal the character to full health and fortitude. Only one soul may be trapped at any given, and no power points may be dedicated to the instant-casting.

# The Necromnicon

A book containing Ascendant-level Necromancy spells

# An A-Z of Spooky Spells

A book containing Beginner-level Occultism spells

## Eldritch Knowledge

*Beginner-level Dark Arts (Occultism)*

**Incantation:** *vetitum scenticus*

**Spell Type:** Ritual (3 turns)

Attune your mind to the Eldritch Domains. The Demons of the Deep will answer one of your questions, but the answers might drive you mad. The question must be said out loud for all to hear, but the answer may be written down and passed to your privately.

## Fury's Fire

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Beast

**Duration** 3

**Negation:** Blockable and Dodgeable

**This spell can only be cast by a Veela when in their Fury-form. It cannot be learned by non-Veela.**

A will-sapping fireball hurled by a Veela or their half-human brood. On contact ignites the target for (1+PP)d6 fire damage for the duration of the spell. The affected target must use one dice smaller for Resist checks than their usual dice for the next 5 turns.

### Higher Level Casting:

When cast by a Veela greater than 10th level, use a d8 dice for the damage check.

## Shroud of Darkness

*Beginner-level Dark Arts (Occultism)*

**Incantation:** *tenebrosa*

**Spell Type:** Instant

**Duration** 2 minutes

Extinguish all light within a (10 + 2×PP) metre radius, and all attempts to create new light fail, unless caster' passive POW check exceeds the casting check.

## Use Ancient Powers

*Beginner-level Dark Arts (Occultism)*

**Spell Type:** Ritual (1 hour)

**Duration** 1 day

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.

# Rehabilitating Blood and Darkness in Everyday Magic

A book containing Novice-level Occultism spells

## Abyssal Fluid

*Novice-level Dark Arts (Occultism)*

**Incantation:** *sucus infernum*  
**Spell Type:** Focus  
**Negation:** Blockable and Dodgeable

A pencil-thin jet of inky black fluid emerges from the end of your wand for as long as Focus is maintained, reaching in an arc up to 2m away. All targets touched by the fluid take 2d4 necrotic damage this turn, and half as much again on their next turn.

### Higher Level Casting:

Gain an additional 1d4 necrotic damage for every additional spell-level used to cast this spell.

## Blood Pact

*Novice-level Dark Arts (Occultism)*

**Spell Type:** Ritual (1 hour)  
**Duration** 1 day

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.

## Shadowsight

*Novice-level Dark Arts (Occultism)*

**Incantation:** *ivertus*  
**Spell Type:** Focus

Invert your vision -- pure darkness is considered bright light, and bright light is considered pure darkness for as long as the spell is maintained.

## Unfathomable Visage

*Novice-level Dark Arts (Occultism)*

**Incantation:** *facadus horribilis*  
**Spell Type:** Instant  
**Duration** 1 minutes

Imbue yourself with the essence of one of the Eldritch beings, giving a bonus to any one of your Attributes equal to half your caster level, 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.

# Living in Shadow: The Memoirs of an Occultist

A book containing Adept-level Occultism spells

## False Moon

*Adept-level Dark Arts (Occultism)*

to be randomly teleported anywhere in the multiverse., after taking 4d8 cold damage.

**Incantation:** *lupis lunis*  
**Spell Type:** Focus  
**Duration** 1 hour

If the spell is maintained on a targeted were-wolf for 3 consecutive turns, they enter their wolf-form for 1 hour.

### Higher Level Casting:

When cast by a character greater than 15th level, the spell works after only 1 turn.

## Shadow Demon

*Adept-level Dark Arts (Occultism)*

**Incantation:** *viven umbrafors*  
**Spell Type:** Instant  
**Duration** (3+PP) turns  
**Negation:** Blockable and Dodgeable

Bring the very shadows to life: a being of pure darkness will stalk your enemies, attacking them whenever they stray near the shadows, doing (2+PP)d10 worth of necrotic damage with an accuracy equal to 5 + the accuracy check for this spell.

## Summon Void

*Adept-level Dark Arts (Occultism)*

**Incantation:** *inanis*  
**Spell Type:** Focus  
**Duration** 1 minute  
**Resist:** Athletics (Strength)

Summon a true Void anywhere within 15m of your current position, a gap in the fabric of reality that attracts all objects within a 5m radius. Everything in radius must perform a Resist check to grab onto something. Objects sucked into the Void have a 25% chance to remain there, and a 75% chance

# Covens: The Power in the Circle

A book containing Expert-level Occultism spells

## Chaos Magic

*Expert-level Dark Arts (Occultism)*

**Incantation:** *chaomal portis*  
**Spell Type:** Instant  
**Duration** (2+PP) turns

Open a small portal to Pandæmonium, the Chaos Realm, at your current location. For every turn that the portal remains open, it casts random Dark Magic at all targets outside a 2m radius of the caster. These spells increase in power as the portal remains open.

By gathering together a group (only one of whom needs to be able to cast this spell), you create a special altar from which conjuration spells are especially powerful. The radius of this region is 2m, and whilst inside it, you gain a bonus to Conjuration casting checks equal to the number of people who created the summoning circle.

## Coven's Protection

*Expert-level Dark Arts (Occultism)*

**Spell Type:** Ritual (4 hours)

This ritual can only be performed in an isolated area, in the middle of the night. By gathering together and invoking the name of an unspeakable, unknowable power, you bind the life forces of all participants together, to form a unified whole. While the Coven exists, any member may use a minor action to transfer their own HP or FP to any other member of the coven, and multiple members may send HP/FP to the same target at any given moment. This cannot be used to raise a target's HP/FP above their maximum values. If too many points are sent to a target, the excess points are lost. It is possible for a coven member to die by transferring all of their HP to the network.

If psychic damage is inflicted on any member of the Coven in the same turn-cycle that HP or FP are being transferred, that damage is done to all members of the Coven. If this damage is also a Critical Strike, then the ritual is disrupted and the spell is ended.

## Summoning Circle

*Expert-level Dark Arts (Occultism)*

**Spell Type:** Ward

# Theories on the World Beyond

A book containing Master-level Occultism spells

## Universal Tear

*Master-level Dark Arts (Occultism)*

**Incantation:** *ostium*

**Spell Type:** Ritual (1 week)

Punch a hole in the fabric of reality, and establish a portal to one of the Higher Planes. This portal takes the form of a shimmering door. Stepping through the door takes you to the chosen Plane.

# Eldritch Domains

A book containing Ascendant-level Occultism spells