

# A Test Book

A book containing Silly 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.

## 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).

## Animate Earth

*Adept-level Charms (Elemental)*

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

Breath 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.

## Anti-Apparition Ward

*Adept-level Recuperation (Warding)*

**Incantation:** *nonvidetis*  
**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.

# A Second Test Book

A book containing Special 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.

## 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).

## Animate Earth

*Adept-level Charms (Elemental)*

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

Breath 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.

## 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.