

Rakesh's Spells

April 7, 2020

Memorised Spells						
Trivial		Beginner		Novice		Adept
Knockback	✍	Arcane Shield	✍			
Minor Trickery	✍	Blur	✍			
Palpitation	✍	Curse of the Bogies	✍			
Prank	✍	Discarnate Digits	✍			
		Glamour	✍			
		Levitiation	👁			
		Locate Object	✍			
		Rainbow Sparks	✍			
		Remedy	✍			
		Sting	✍			
		Transmutation	✍			

Arcane Shield

Beginner-level Recuperation (Warding)

Spell Type: Instant
Incantation: *protego*
Range: Self

An ethereal shield blossoms from the end of your wand, protecting you from both magical and physical harm.

Whenever an attack is performed against you whilst the shield is active, roll 2d4 and add this value to your Resist check or your Block value, as appropriate. If a successful Resist would limit the amount of damage taken, negate it entirely instead.

If you fail to Resist, or the Accuracy exceeds your augmented Block value, the shield crumples and the spell is ended. The spell which broke the shield is then applied to you at half damage, with any other effects unmodified. Any other spells which hit you this round act as normal.

Increase the strength of the shield by 1 point for every additional casting-level dedicated to this spell.

Blur

Beginner-level Illusion (Bewitchment)

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

The target of this spell (which may be the catser) seems to become blurry around the edges, it is difficult to tell exactly where they are, and where they aren't. Gain a +2 bonus to Dodge for the duration.

Gain an additional +1 bonus for every additional casting-level dedicated to this spell

Curse of the Bogies

Beginner-level Maledictions (Curse)

Spell Type: Instant
Incantation: *Mucos ad nauseam*
Duration: 1 day
Range: Close
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. The target becomes visibly ill, their nose drips snot constantly, and their throat is sore.

Every time they open their mouth to speak, they must succeed a DV 10 Vitality Resist to avoid sneezing. Sneezing during a spell in-

cantation causes the spell to fail.

Discarnate Digits

Beginner-level Charms (Kinesis)

Spell Type: Instant
Incantation: *titillatio*
Duration: 5 minutes
Range: Close

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 a minor 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 or carry items heavier than *Light*. Hands may be moved at a speed of 10m per turn, in addition to their action.

Glamour

Beginner-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *lux stultium*
Duration: 1 hour
Range: Close
Resist: Attention

Create a superficial glamour around a person

or object, a simple magical hologram which sits on top of the true surface. This hologram takes any form the caster can imagine, but can only perform minor movements – an illusion over the face of a target may open its mouth as the target does, but nothing more complex than this.

The glamour disintegrates upon physical or magical contact, and can be seen to be fake if observer succeeds on a Resist check.

Knockback

Trivial-level Maledictions (Hex)

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

A wave of energy strikes into the target, causing 1d6 force damage, and if the target fails to Resist, pushing the target backwards up to 1 metre.

Each additional casting level dedicated to this spell increases the power of the energy-wave: do an additional 1d8 force damage and push the target back an extra 2 metres.

Levitation

Beginner-level Charms (Kinesis)

Spell Type: Focus
Incantation: *wingardium leviosa*
Range Sight
Resist: Strength

Cause an object of 1kg or less to levitate whilst concentration is maintained. You may control the height of the object, but you may not move it horizontally. A being may attempt to grab hold of the levitating object, and whilst they can move it horizontally, they may only change its height by performing a Resist check, breaking the enchantment on a success.

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

Locate Object

Beginner-level Divination (Temporal)

Spell Type: Instant
Incantation: *locus*
Range Self

After casting this spell, you must shout a description or the name of the object you are searching for. If you are within 1km of the object, you gain a snapshot of the object you are searching for, and the direction in which it is moving.

If you are looking for a specific object, you must be familiar with it (i.e. have seen it up close at least once). Alternatively, you may

describe a class of object (i.e. a necklace), and the spell will find the nearest such object.

This spell fails if there is no such object within range, or if the object is protected by any kind of magical ward or lock.

Minor Trickery

Trivial-level Illusion (Bewitchment)

Spell Type: Instant
Incantation: *mico*
Range Close

Create a minor magical trick, such as a flash of light, a brief shower of sparks or a puff of smoke. You could make a magical symbol float briefly in the air, or cause the hairs on the back of a target's head to stand on end. Whilst this spell is very versatile, and the effects certainly look magical in nature, they serve no real purpose beyond looking pretty, though several enterprising wizards have used this spell on street corners whilst pretending to do muggle "magic".

Palpatation

Trivial-level Maledictions (Curse)

Spell Type: Instant
Incantation: *vena*
Range Close
Resist: Vitality

On a failed Resist, you cause the target's heart to miss a beat. Next cycle, the target's speed is halved.

Prank

Trivial-level Transfiguration (Conjuration)

Spell Type: Instant
Incantation: *riddikulus*
Duration 2 minutes
Range Close
Negation: Blockable and Dodgeable

You conjure something onto or near your target with the express intention of making them look as stupid as possible: Summon a funny hat onto an individual, or conjure up a note with a funny message and stick it to their back, this spell allows you to perform minor, harmless pranks in an instant.

Rainbow Sparks

Beginner-level Maledictions (Hex)

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

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

You may choose the colour of the sparks from red, blue, green or yellow. The colour of the sparks reflects the damage done: fire, cold, acid and electric respectively.

Each packet does 1d12 damage of the chosen type.

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

Remedy

Beginner-level Recuperation (Healing)

Spell Type: Instant
Incantation: *enervate*
Range Wandtip

Your wand emits healing rays which close small wounds as you pass your wand over them. Heal for 1d8 points of health.

If the target has a *Major Injury*, cannot heal them above 25% HP.

This spell heals for an additional 1d8 damage for every additional spell level dedicated to it.

Sting

Beginner-level Maledictions (Hex)

Spell Type: Instant
Incantation: *ictus*
Range Sight
Negation: Blockable

A blast of purplish energy rockets from your wand, seeking to strike the enemy in the face. Stings the target for 1d10 poison damage.

Gain an additional 1d10 poison damage for every additional casting-level dedicated to this spell.

Transmutation

Beginner-level Transfiguration (Alteration)

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

Transform a 1kg non-sapient animal (or part of an animal) or object into a different animal or solid object, negated on a successful Resist. If you are targeting a being which is in combat with you, they take advantage on the Resist check.

The transformation must (approximately) conserve mass – you cannot turn a rat into a T-Rex, for example. The final product of the transfiguration must be a non-magical in nature (i.e. you cannot enchant items through Transmutation)

The maximum mass this spell is capable of transfiguring multiplies by 5 for every additional spell level used to cast it.