

Finlor's Magic

Spirit Magic

Name	PP	Range	Effects	Other
Darkwall ●	1	Ranged	Creates a wall of darkness 8 squares, 3 squares high and 10cm thick. It can be any shape desired. It blocks LOS even to creatures that can see in the dark. Light doesn't pass through it. Once created the caster can use an action to move it 2 squares.	Duration
Extinguish ●	Var/1	Ranged	Puts out a fire. 1 PP for a small fire up to a torch.	
Night Vision ●	1	Self	Caster can see in the dark as the sense Night Vision.	Duration+
Protection ●	Var/2	Ranged	Provides 1 point of magical armour per point.	Duration
Vigour ●	1	Touch	The target has E 1 in Health.	Duration

Rune Magic

All Common

Name	RP	Effects	Other
Absorption ●	Var	Each point of this spell adds 2 to the target's magical resistance against spirit magic or sorcery and 1 point against rune or chaos magic. When the target is attacked with a spell against magical resistance which gets a Failure then the caster gains PP equal to that used in the spell counting RP as 2 x PP. The maximum PP absorbed is 4 x the cost of the Absorption. PP in excess of the caster's normal PP total are lost when the Absorption ends.	Ranged, Duration
Affix Darkness ●	Var	This spell must be used at night. The caster chooses a volume 7 x 7 x 7 squares per point. Within the chosen area night will remain throughout the next day remaining just as dark as it would be at night. On a Major Success acts as though an extra RP was used.	Ranged, Duration: 1 Day, Difficulty 6
Cloak of Darkness ●	1	A small blast around the caster is as dark as night. The area moves with the user.	Self, Duration