

## Mael's Magic

### Spirit Magic

Name	PP	Range	Effects	Other
Binding Enchantment ●	1	Touch	Creates a Binding Enchantment – see the Enchantment rules – in return for XP.	Ritual, Difficulty 8
Heal ●	Var	Touch	Each point removes 1 Hurt from the target. In addition: 1 point: Stabilizes a Mortal Wound. 2 points: Cures a Minor Wound. 3 points: Cures a Mortal or Serious Wound inflicted in the last 15 minutes.	
Spirit Screen ●	Var	Ranged	Each point gives 1 Spirit Armour to the target.	Duration
Shimmer ●	Var	Ranged	Target is H1 to be hit with weapon attacks per Point when being attacked with an ability using sight.	Duration
Distraction ●	1	Ranged	Target, which can include an incorporeal entity, which is engaged is compelled in its next turn to disengage. It is allowed to avoid receiving an opportunity attack (if it would receive one) by using an action to move only 1 square so as to be disengaged but then must use all its possible movement to get to the caster and move into engagement.	Attack Spell
Repair ●	Variable	Touch	Repairs a broken object of the sort that can be easily carried. Examples include weapons, tools, a pot, torn clothing etc. The caster must have all the pieces that need to be reattached. The function can't create anything or improve it – just repair it to its former state. If every piece was available the fix will be invisible but it is rare that every tiny bit is actually present so some marking is almost inevitable. 1 point will repair something made of wood, cloth or leather like torn clothing, a spear shaft or light or medium armour. 2 point sis required for metal things like a sword or semi-heavy or better armour.	
Spirit Binding ●	1	Ranged	This spell is used to bind spirits into familiars or magical objects. Magical objects for holding spirits can be made using the Binding Enchantment ritual, others can be obtained from a temple or while adventuring. On the death of the binder, the spirit is freed, even if the binder is immediately revived through divine intervention or other methods. Before the spell can be used the spirit must have had a Spirit Combat outcome which allows the binding.	Attack Spell

### Rune Magic

#### All Common

Name	RP	Effects	Other
Attach Spirit ●	2	Resurrects a target that died within the last 5 minutes as long as their spirit has not been destroyed or captured and their body is capable of supporting life. On a Major Success the target can have died within the last 10 minutes.	Ranged, Difficulty 8

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Command Ghost ●	1	This spell allows the caster to command a ghost mentally. The ghost becomes subject to the will of the caster until the spell expires. If questioned, the ghost provides answers that are within its knowledge— it cannot lie. The ghost can be ordered to enter or exit spirit combat. A ghost cannot be commanded to do something that is not within its power, such as leave its area of binding.	Ranged, Attack Spell, Duration
Discorporation ●	Var	This spell required an hour of preparation before the ritual. It allows the caster to temporarily detach their spirit from their body and reunite them at will. Their body remains comatose until the spirit returns. When the spell ends, the spirit reunites with the body immediately. The difficulty of maintaining the separation is directly proportional to the distance between spirit and body, costing 1 RP per five kilometres of distance. These additional points must be spent when Discorporation is cast. While in spirit form, the caster can cast spells and travel to anywhere up to the limit for separation. The character is treated in all respects like a standard spirit. The character can initiate spirit combat against another spirit or against a corporeal entity. If a character loses a spirit combat to a shaman or other corporeal entity, their spirit can be bound just like any other spirit. If driven off in spirit combat the character returns to their body. The character can sense other spirits and other things with PP at a range of 7 squares times the value of this spell. The character cannot see non-magical mundane objects that do not have PP or active magic (such as ordinary walls, armour, weapons, furniture, scrolls, coins, etc.). Within a range of 1 square per value, the character can sense the value of runes. The character can use magical languages such as Spiritspeech or Stormspeech, but cannot communicate using mundane tongues. The character can also sense cult affiliations. While a character is discorporate, their body is still vulnerable to all damage-causing spells, weapons, diseases, etc. It is also vulnerable to being possessed by hostile spirits unless protected by magic or an allied spirit. If the body dies, the character becomes a ghost. On a Major Success treat as having another RP or double the duration.	Self, Ritual, Duration, Difficulty 8
Remove Curse ●	1	Some spells are described as curses. This spell allows the caster to attack against the resistance of the curse. A Success removes it.	Ranged, Ritual, Difficulty: target curse resistance
Summon Ghost ●	1	This ritual must be performed over the corpse, grave or other remains of the individual being summoned. The name of the individual must also be known. If the person being contacted presently resides within the Fourth Hell, their ghost rises from the earth at the end of the summoning.	Touch, Ritual, Duration, Difficulty Av XD of the ghost +3