

## Penta's Magic

### Spirit Magic

Name	PP	Range	Effects	Other
Bladesharp ❶	Var	Touch	Piercing or slashing weapon is E1 attack and damage per point	Duration
Darkwall ❶	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
Protection ❶	Variable	Ranged	Provides 1 point of magical armour per point.	Duration
Spirit Screen ❶	Var	Ranged	Each point gives 1 Spirit Armour to the target.	Duration

### Rune Magic

All Common

Name	RP	Effects	Other
Cutting Edge	Var	Target bladed weapon deals E2 damage per point.	Touch, Duration
Cut Otherworld Entity	1	Caster's attacks with bladed weapons inflict damage on anything which doesn't normally reside in the middle world no matter if it normally ignores such damage or reduces it. Makes the weapons count as enchanted for attacking spirits.	Self, Duration
Devastating Riposte	1	If the caster defends with a sword parry and an attack gets a Major Failure they can immediately use a reaction to riposte making an attack at E2 to hit and damage	Self, Duration
Red Armour	1	The caster gains magic armour and magical resistance according to the phase of the moon: 3 points and E3 on the full moon or in a glowspot, 2 points and E2 on the half-moons or in the glowline and 1 point and E1 on the crescent moons. It provides no bonus in the black or dying phases. This spell is not compatible with Shield.	Self, Duration
Speed Sword	1	Cast on the named weapon type. It can be used to make one more follow up attack than it normally would. For example a slashing sword that can't usually be used for a follow up after attacking would be allowed one follow up or a cut and thrust sword normally allowed one follow up would allow 2. This doesn't mean it allows following up a miss.	Touch, Duration