

## Sabeera's Magic

### Spirit Magic

Name	PP	Range	Effects	Other
Dispel Magic	Var	Ranged	Targets any magic with a Duration. It doesn't get rid of summoned creatures. When cast against a target without specifying any specific effect or target, the Dispel first destroys defensive spells, beginning with the most powerful spell that it can affect. Each point of Dispel removes 1 point of spirit, sorcery or chaos magic. 2 points is required to remove 1 point of rune magic.	
Extinguish ✎	Var/1	Ranged	Puts out a fire. 1 PP for a small fire up to a torch	
Mobility 𐀀	1	Ranged	Target has +4 Base Move	Duration
Multimissile 𐀀	Variable	Touch	When the target missile (arrow, bolt, slingshot, JLS etc.) it shot it creates 2 other missiles per point. All of the missiles must be aimed at targets within a small blast template but otherwise act entirely normally. The extra missiles vanish once any damage has been dealt and the effect ends once the missile has been shot. The magic can't be used with Elemental Arrow or Speedart.	Duration
River Eyes ✎	1	Self	This spell allows the user to see through water as if looking through air and vice versa. It accurately eliminates all reflections and refractions. However, if the water is murky, or the air is foggy or smoky, it will not render the medium transparent.	Duration+

### Rune Magic

Common: Command Cult Spirit ✎𐀀, Divination ✎, Summon Cult Spirit ✎𐀀

Name	RP	Effects	Other
Breathe Air/Water ✎	Var	When cast on an air-breather or water-breather, this spell allows the target to breathe as if it were in its own element while inhabiting the other. Works on up to two extra targets per extra point.	Ranged, Duration+
Find (Substance) ✎	1	This spell informs the caster of the presence of the substance sought by giving it a slight identifying glow (or similar effect for non-visual senses) that is visible only to the caster. This spell can detect hidden objects of the desired substance unless they are behind three or more meters of stone, soil, or metal.	Ranged, Duration
Fireshield ✎	1	This spell gives the target E4 resistance to fire.	Touch, Duration
Lower or Raise River ✎	Var	The caster chooses a location within the river and either draws river water toward the target location raising the river in the area or forces water away hence lowering the river. The river will rise or lower 3 squares per point on the target square and squares within 5 squares of it. In the next 5 squares the change will be one less, the next 5 two less and so on. Instead of increasing the change an extra RP can be used to choose an extra target square. In effect this creates either a dome of water or a basin of water. The maximum change is equal to the depth of the river at the target point. On a Major Success act as though an extra RP had been used.	Ranged, Difficulty 7, Duration, Concentration
Waterwalk 𐀀	1	The target can walk on water without sinking. If the water is rough it counts as bad going.	Ranged, Duration