Magic Notes

There are four types of magic in Anthis:

* Divine Invocations
* Spirit Calling
* Words of Power
* Blood Rituals

**Spirit Calling** – Roughly similar to runes

* **Knowing of a Spirit** – To bind a spirit, you must first have knowledge of it
  + *Books* – Many scrolls and tomes include information on spirits and can be used to make contact *(Magic Lore)*
  + *Other Spirits* – Sometimes, you can coerce or bribe a spirit to give information about others. This could require sacrificing something to the spirit being asked, or even releasing it (if bound)
  + *Divination* – Rituals of divination can be used to gain knowledge of spirits
* **Making Contact** – You then have to make contact with the spirit. The means of doing so varies for each spirit, but generally a skill roll is required *(Spirit Calling)*
* **Binding the Spirit** – Generally, spirits do not want to be bound to mortals, but are beholden to ancient laws that press them into service. Still, a would be mage must meet the requirements to gain the spirit’s power
  + *Contract* – Some spirits will enter into contracts with their mortal hosts. These contracts will bind the spirit to perform certain services (spells) for a certain period. Often these contracts will require something from the mortal to take effect *(Diplomacy or Persuasion might be of use here)*
  + *Contest* – Some spirits will only serve those they consider worthy and they will weed out would be masters by challenging them to a contest
  + *Battle* – Some spirits resist binding by trying to kill the caller. Once weakened (1/4 HP), they can be bound by coercion.
  + *Coercion* – Many spirits can be coerced into service by a skilled Spirit Caller with a difficult skill test *(Spirit Caller)*
    - Spirits bound by coercion start in a state of rebellion
      * Penalty to cast using this spirit, which is reduced as spells are successfully cast
      * Could escape?? Not sure what the conditions here are
  + *???* – The spirits are capricious and their motives difficult to understand. Some may bind to a mortal to further their own ends, or merely for amusement
* **Once Bound** – The mage has access to a number of the spirit’s powers (spells) and can use them with spell casting tests *(Spirit Caller)*
  + A spirit’s spell list is generally 4-10 spells
    - Some spirits have more powers to give, but those must be unlocked
  + Mages are often bound to several spirits at once
    - However, binding multiple spirits is taxing and for each spirit after the first, a -1 penalty to *Spirit Calling* rolls is assessed
* **Releasing Spirits** – Can be done by the mage at any time
  + You lose the powers, but also the penalty associated with binding that spirit
  + Spirits might be released involuntarily due to the dictates of a contract, or perhaps they can escape a weakened master if they are in rebellion
  + If you have bound the spirit for a long time, it may grant its former master a gift/power permanently as it leaves
    - One spell or bonus from its list
    - Not sure the mechanism for determining this yet