**Sprit Calling**

Spirit calling is the casting of magic spells using the power of magical spirits. Spirit callers travel Anthis, finding spirits to capture and bind, adding the spirits’ magical powers to their repertoire. Each sprit is different, requiring different means to locate and capture, and offering different spells to their captor.

**Locating and Contacting Spirits**

Before a spirit caller can cast spells, he must capture a spirit. The first step in this process is to locate and contact the spirit. This requires knowledge of the spirit. For mundane spirits, this knowledge can be gained using the skills spell lore, theology and history. Knowledge of rare or powerful spirits might be harder to come by, requiring the use of ancient writings, divination magic, or elaborate sacrifices to the gods.

Each spirit requires a different means of contacting it. Some may be drawn out simply by the act of trespassing in its domain. Some may require flattery, gifts or sacrifices. Still others might have to be compelled to appear by a magic ritual (and a spirit calling check).

**Sensing and Seeing Spirits**

Most spirits are invisible to the naked eye. The special training of the spirit caller allows them to sense the presence of spirits once contact has been made. Sometimes, that sense is enough. However, often the caller will want to see his quarry.

Spirit viewers are special devices that allow mortals to glimpse the spirit world. The method to create these devices are taught to all apprentice callers, but they are somewhat costly. Each use of a spirit viewer costs 50g to create.

**Binding Spirits**

The way to bind a spirit depends on the spirit in question. Most commonly, the spirit must be weakened in combat, and then bound to a vessel using a spirit calling check against the spirit’s Power score. However, some spirits can be reasoned, or bargained with. Others will serve masters who defeat them in tests of skill or wit.

**Casting Spells**

Before casting spells, a caller must invoke the relevant spirit. Doing so takes one full combat round. After the spirit is called to the battlefield, each spell takes a full round.

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| **Fire Sprite** | | | |
| **Location:** Fire sprites are often found around large fires – the larger and more out of control the better. A large bonfire might be enough to draw a few sprites out, but a pyre, conflagration or forest fire is even better. | | | |
| **Binding:** Fire sprites are not difficult to bind. They must be grasped and held by the spirit caller and a binding check must be made DL 10. | | | |
| **Spells** | | | |
| **Name** | **Time** | **DL** | **Effects** |
| Fiery Blast | C | + | * 2d6 Fire Bolt * Ignite(3) |
| Fiery Blood | C | + | * Target gets +2 Reflex |
| Fire Shield | C | + | * Cool flames engulf the caster, disrupting the nearby air * +2 Dodge * Anyone who touches the caster gets Ignite(3) |
| Flame Hand | C | + | * Hand or weapon burns like a torch * Ignites flammable materials * If weapon, +1 damage * If bare hands, unarmed attack does 2d6 damage and Ignite(4) |
| Light | VS | + | * A light ranging from candlelight to small campfire floats up to 10 hexes from the caster. |
| Warmth | S | + | * Caster and up to 8 others gain cold resistance * Immune to normal cold |