

# Medallion Giver Magic

## Spell Descriptions

### Read Medallion Library Record

Class: Minor

Category: Divination

Complexity: 10

Point Cost: 1

Stackability: No

Range: Touch

Duration: Special

Area of Effect: One Medallion

This spell allows the caster to read the information stored in the Library Record of the Medallion touched. Each entry into the library record requires one round to read. The rune remains invoked until the entire Library Record has been read, or until the caster breaks contact with the Medallion.

### Add Medallion Library Record

Class: Minor

Category: Alteration

Complexity: 15

Point Cost: 1

Stackability: No

Range: Touch

Duration: 1 Round

Area of Effect: One Medallion

This spell allows the caster to enter information into the Library Record of the Medallion touched. The caster must touch the Medallion and visualize the information that is desired in the Library Record. The information input into the Library Record can be any information in any language, but most often is the name of a book, the library and date and in the Imperial tongue. The amount of information is

limited to what the caster can concentrate on visualizing in one round.

### **Remove Medallion Library Record**

Class: Minor

Category: Alteration

Complexity: 12

Point Cost: 1

Stackability: No

Range: Touch

Duration: Instant

Area of Effect: One Medallion

This spell allows the caster to remove information from the Library Record of the Medallion touched. The caster must touch the Medallion and visualize the information that is desired to be removed. Only information that the caster can visualize can be removed. Only one record in the Library Record can be removed for each invocation of this spell.

### **Link Medallion**

Class: Major

Category: Charm

Complexity: 23

Point Cost: 1

Stackability: No

Range: Touch

Duration: Instant

Area of Effect: One Medallion and One Creature

This spell allows the caster to link a Medallion to a creature. The creature must not already be linked to a Medallion for this spell to work. The caster must overcome the creature who is receiving the link if the creature resists the invocation. The link has a strength equal to each point of **mana** used in backing the invocation.

### **Unlink Medallion**

Class: Major

Category: Charm

Complexity: 20

Point Cost: 1

Stackability: No

Range: Touch

Duration: Instant

Area of Effect: One Medallion and One Creature

This spell allows the caster to remove a link between a Medallion and a creature. The caster must overcome the creature whose link is being removed if the creature resists the invocation. The caster must also back the invocation with the same or more **mana** used to create the link. If not enough **mana** is used, the unlinking is not successful.