Spell List

For each of the following descriptions common distances, durations and areas of effect have been gathered together for easy reference:

Ranges

Close	**Wisdom** feet
Normal	**Wisdom** * 5 feet
Medium	**Wisdom** * 10 feet

Durations

Hours	**Wisdom** hours
Minimal	1 round
Normal	**Wisdom** * 5 rounds
Rounds	**Wisdom** rounds

Areas of Effect

Close	**Wisdom** feet radius
Creature	one creature
Liquid	**Wisdom** gallons
Major	one object or creature up to **Wisdom** * 5 **Size**
Normal	one object or creature up to **Wisdom** * 2 **Size**
Object	one object up to **Wisdom** pounds
Single	one creature or object
Weapon	one weapon up to **Wisdom** * 5 pounds

The following is an index list for quick reference to each of the spells listed herein:

Absorption	**Major**	Abj	22	1		Normal	Normal	Major
Alter Color	Minor	Alt	6	2	-	Touch	Hours	Normal
Bladesharp	Minor	Alt	9	V	-	Normal	Rounds	Object
Bludgeon	Minor	Alt	9	V	-	Normal	Rounds	Object
Coordination	Minor	Alt	11	V	-	Normal	Rounds	Normal
Countermagic	Minor	Abj	10	V	-	Normal	Rounds	Normal
Detect Magic	Minor	Div	8	1	-	Normal	Minimal	Close
Dispel Magic	Minor	Abj	18	V	-	Medium	Instant	Aura
Disruption	Minor	Evo	6	1	-	Medium	Instant	Single
Dull Weapon	Minor	Alt	9	V	-	Normal	Rounds	Object
Endurance	Minor	Alt	10	V	-	Normal	Rounds	Normal
Extension	**Major**	Alt	20	1		None	Instant	Aura

Firearrow	Minor	Evo	7	2	-	Touch	Minimal	Object
Fireblade	Minor	Evo	11	4	-	Normal	Rounds	Weapon
Glamour	Minor	Alt	10	*V*	-	Normal	Rounds	Normal
Heal	Minor	Nec	1	*V*	-	Touch	Instant	Special
Ignite	Minor	Evo	4	1	-	Normal	Instant	Special
Ironhand	Minor	Alt	9	*V*	-	Normal	Rounds	Creature
Mindlink	**Major**	Cha	24	1		Normal	Normal	Special
Multimissile	Minor	Evo	11	*V*	-	Touch	Minimal	Object
Multispell	**Major**	Alt	26	1		None	Special	Creature
Parry	Minor	Alt	7	*V*	-	Normal	Rounds	Object
Protection	Minor	Abj	5	*V*	-	Normal	Rounds	Normal
Reflection	**Major**	Abj	21	1		Normal	Normal	Major
Seduce	**Major**	Alt	24	2	-	Normal	Normal	Creature
Shield	**Major**	Abj	22	1		Normal	Normal	Major
Shimmer	Minor	Evo	8	*V*	-	Normal	Rounds	Normal
Sleep	Minor	Cha	13	3	-	Normal	Instant	Creature
Speedart	Minor	Alt	8	1	-	Touch	Minimal	Object
Strength	Minor	Alt	9	*V*	-	Normal	Rounds	Normal
Summon Ground Water	Minor	Con	10	5	-	Close	Special	Liquid
True *Weapon*	**Major**	Alt	16	1	-	Normal	Normal	Weapon

Spell Descriptions

<u>**Absorption**</u>
Class: **Major**
Category: Abjuration
Complexity: 22
Point Cost: 1
Stackability: Infinite
Range: Normal
Duration: Normal
Area of Effect: Major

This rune creates a magical barrier that prevents magical effects from passing through and absorbs the associated **Mana** so that it is available to the protected creature. Any rune whose target is protected by **Absorption** must have more **Mana** than the **Absorption** otherwise the rune's effect does not take place and all the **Mana** associated with the invocation is taken and added to a pool of **Mana** that the **Absorption** barrier contains. Any rune whose total **Mana** is greater than the **Absorption** barrier simply passes through to the target and takes effect normally. The creature protected by **Absorption** has access to all the **Mana** absorbed by the magical barrier to fuel whatever the creature desires. When the **Absorption**'s duration expires any unused **Mana** in the barrier dissipates. The strength of the barrier is equivalent to 2 times the number of points of **Absorption** invoked. Note that **Absorption** offers no protection to creatures in the

Area of Effect of an invoked rune unless the center of the Area of Effect is the protected creature. Therefore a creature protected by **Absorption** caught in the Area of Effect of a **Fireball** will still suffer the effects of the **Fireball** no matter how much **Absorption** is protecting.

This rune is not compatible with those of **Countermagic**, **Reflection** and **Shield**.

*If the protected object is not a creature, does the **Mana** that is absorbed become available to the caster?*

Alter Color

Class: Minor
Category: Alteration
Complexity: 6
Point Cost: 2
Stackability: None
Range: Touch
Duration: Hours
Area of Effect: Normal

This rune allows the caster to change the color of an object to any color in the visible spectrum. In no other way is the object changed.

Bladesharp

Class: Minor
Category: Alteration
Complexity: 9
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Object

This rune affects any cutting, stabbing or hacking weapon within the limitation of the Area of Effect. The rune alters the weapon so that the weapon has +1 to damage for each point of the rune invoked. The spell alters the weapon so that a creature who wields the weapon has a greater chance to hit with the weapon equivalent to +5% for each point of the rune invoked.

This rune is incompatible with those of **Bludgeon**, **Fireblade** and **Ironhand**.

Bludgeon

Class: Minor
Category: Alteration
Complexity: 9
Point Cost: *Variable*
Stackability: None
Range: Normal

Duration: Rounds
Area of Effect: Object

This rune affects any smashing or crushing weapon within the limitation of the Area of Effect. The rune alters the weapon so that the weapon has +1 to damage for each point of the rune invoked. The spell alters the weapon so that a creature who wields the weapon has a greater chance to hit with the weapon equivalent to +5% for each point of the rune invoked.

This rune is incompatible with those of **Bladesharp**, **Fireblade** and **Ironhand**.

Coordination
Class: Minor
Category: Alteration
Complexity: 11
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This rune alters the recipient of the invocation so that the creature's **Dexterity** is increased by 2 points for each point of the rune invoked. The invocation only succeeds on a creature that possesses a **Dexterity** characteristic. The invocation of this rune can only increase a creature's **Dexterity** to twice its normal value.

Countermagic
Class: Minor
Category: Abjuration
Complexity: 10
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This spell creates a magical barrier that prevents magical effects from passing through it to the protected object or creature. Each point of the spell creates one point of magical protection. This protection stops all magical effects that do not have a **Mana** value in excess of the magical barrier protection.

This rune is not compatible with those of **Absorption** and **Reflection**.

Note that this incompatibility may be taken away in the future because runes are invoked in layers, and an incoming invocation need just compare itself against each layer encountered. Therefore there should be no problem with multiple Abjuration layers on the same object.

Detect Magic
Class: Minor
Category: Divination
Complexity: 8
Point Cost: 1
Stackability: None
Range: Normal
Duration: Minimal
Area of Effect: Close

For the duration of the invocation, the recipient of the invocation can see that magical auras within the area of effect are there. This invocation gives no other information except that the auras are present.

Dispel Magic
Class: Minor
Category: Abjuration
Complexity: 18
Point Cost: *Variable*
Stackability: None
Range: Medium
Duration: Instant
Area of Effect: Aura

This rune destroys the Duration of an invoked aura that has other than Permanent Duration. The invoked rune whose Duration is effected will have its effect cease as if the rune's Duration had expired normally. For this invocation to succeed, the the number of points invoked must equal or exceed the number of points in the strength of the aura of the rune to be dispelled. Once the invocation has succeeded, the caster must perform a **Wisdom** vs. **Wisdom** test with its **Wisdom** against the **Wisdom** of the one who invoked the target aura. If the **Wisdom** vs. **Wisdom** test succeeds the dispel works, otherwise it fails.

Disruption
Class: Minor
Category: Evocation
Complexity: 6
Point Cost: 1
Stackability: None
Range: Medium
Duration: Instant
Area of Effect: Single

This rune creates energy that damages the target. If the caster overcomes the defenses of the target, the target receives 1d3 of damage in a random location. The damage from this rune cannot be absorbed by armor.

Dull Weapon

Class: Minor
Category: Alteration
Complexity: 9
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Object

This rune affects any weapon other than natural weapons within the limitation of the Area of Effect. The rune alters the weapon so that the weapon has -1 to damage for each point of the rune invoked. This rune is incompatible with **Fireblade**.

Endurance

Class: Minor
Category: Alteration
Complexity: 10
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This rune alters the recipient of the invocation so that the creature's **Constitution** is increased by 2 points for each point of the rune invoked. The invocation only succeeds on a creature that possesses a **Constitution** characteristic. The invocation of this rune can only increase a creature's **Constitution** to twice its normal value.

Extension

Class: **Major**
Category: Alteration
Complexity: 20
Point Cost: 1
Stackability: Infinite
Range: None
Duration: Instant
Area of Effect: Aura

This rune must be invoked in conjunction with another rune. This rune alters the Duration of the rune with which it is invoked in conjunction. If this rune is invoked in conjunction with another rune successfully, and the other rune has a Duration other than Instant, for each point of this rune invoked, the

other rune's Duration is doubled. For example, a **Bladesharp** 4 is invoked by a caster of **Wisdom** 15 in conjunction with **Extension** 3. The **Bladesharp** would normally last 15 rounds, but each point of the **Extension** cause the Duration of the **Bladesharp** to double, thereby causing the **Bladesharp** to last 120 rounds (24 minutes).

Firearrow
Class: Minor
Category: Evocation
Complexity: 7
Point Cost: 2
Stackability: None
Range: Touch
Duration: Minimal
Area of Effect: Object

     This rune causes the target missile weapon to be replaced by a hot fire. The damage of the missile weapon is replaced by that of the fire: 3d6. After the missile is fired the fire consumes the missile.
     This rune is not compatible with those of **Multimissile** and **Speedart**.

Fireblade
Class: Minor
Category: Evocation
Complexity: 11
Point Cost: 4
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Weapon

     This rune causes any hand held weapon to burst into flame so that the wielder is not damaged by the flame. For the Duration of the flame, the weapon's normal damage is replaced by the flame damage of 3d6. At the end of the Duration, the flame goes away and the weapon is returned to its normal condition.
     This rune is incompatible with those of **Bladesharp**, **Bludgeon**, **Dull Weapon** and **Ironhand**.

Glamour
Class: Minor
Category: Alteration
Complexity: 10
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This rune alters the recipient of the invocation so that the creature's **Appearance** is increased by 2 points for each point of the rune invoked. The invocation only succeeds on a creature that possesses a **Appearance** characteristic. The invocation of this rune can only increase a creature's **Appearance** to twice its normal value.

Heal
Class: Minor
Category: Necromantic
Complexity: 1
Point Cost: *Variable*
Stackability: None
Range: Touch
Duration: Instant
Area of Effect: Special

This spell repairs damage done to hit points in a specific hit location. The part of the body being healed must be touched. The effect is immediate. For creatures of the caster's species, Heal replaces 1 hit point for each point of Heal spell used. Creatures of species other than the caster's cost 2 points of Heal per hit point repaired. This spell affects only living creatures.

Ignite
Class: Minor
Category: Evocation
Complexity: 4
Point Cost: 1
Stackability: None
Range: Normal
Duration: Instant
Area of Effect: small fire

This spell ignites things that are normally burnable. A torch, campfire or house are good examples. The size of the fire is small but can grow depending on the fuel provided to it. Igniting a house is relatively easy and can burn the whole building if it is not caught in time. Skin is not ignitable but hair or fur is.

Ironhand
Class: Minor
Category: Alteration
Complexity: 9
Point Cost: *Variable*
Stackability: None
Range: Normal

Duration: Rounds
Area of Effect: Creature

       This rune alters the affected creature so that it is more effective in combat. Any physical attack from any body part of the creature is +1 to damage for each point of the rune invoked. Each point of the rune invoked also gives the creature an additional +5% chance to hit with any of hits body parts.

Mindlink
Class: **Major**
Category: Charm
Complexity: 24
Point Cost: 1
Stackability: Infinite
Range: Normal
Duration: Normal
Area of Effect: Special

       This rune creates a telepathic link between creatures. For each point used, the caster can add a creature to the link. Once a link is established, no creatures can be added or removed from the link until the invocation ceases. A caster can create multiple links with creatures.

       When creatures are in a *Mindlink*, any thoughts they choose are broadcast on the whole link. The language used is of the thinker's choice. *Mindlink* does not enable comprehension of foreign languages. Creatures in a *Mindlink* can choose to provide the knowledge of minor magic runes and even major magic runes to the whole link. Any members of the link can make use of rune knowledge provided on the link. With regard to major runes, if two or more creatures on the link desire to use the same major rune simultaneously, the run is used by the first creature to access it. The order of accessing a major rune is: the creature providing the rune, the creature with the highest Intelligence, the creature with the highest Wisdom, the creature with the highest Power, and then random. For example, if three creatures desire to use a major rune provided by a fourth, first, it is determined that the fourth does not want to use the rune, then the creature with the highest Intelligence gets it. However, since creature one and creature three both have the highest intelligence their Wisdoms are checked and creature three gets to use the rune.

       Any mind affecting invocation attempting to affect a creature in a link, will attack every creature in the same link. Each creature in the link defends with their own defenses. Note that runes like *Countermagic* on a *Mindlink*ed defender are useless once the mind affecting invocation has entered the link. These types of runes are only effective if the invocation is targeted against a creature protected by them. If these runes stop the invocation from attacking the target, then the link is also protected, and no other creatures can be affected.

       If any member of the link is rendered unconscious or dead or for any other reason is not in control of its mind, all resources of that creature are no longer available.

Multimissile
Class: Minor
Category: Evocation

Complexity: 11
Point Cost: *Variable*
Stackability: None
Range: Touch
Duration: Minimal
Area of Effect: Object

This rune affects any missile weapon within the limitation of the Area of Effect. Each point of this rune invoked creates a duplicate of the target missile when the missile is fired. Each of these created missiles acts just like the original. At the end of the Duration, all the created missiles disappear. When using this rune in combat, the attacker must roll separately for each missile created, as well as the original missile.

This rune is not compatible with those of **Firearrow** and **Speedart**.

Multispell

Class: **Major**
Category: Alteration
Complexity: 26
Point Cost: 1
Stackability: Infinite
Range: None
Duration: Special
Area of Effect: Creature

This rune alters the target so that the target can combine the invocations of minor magic runes. Each point of this rune has three aspects to it: 1 rune, 3 **Mana** and 1 round. For each point of this rune invoked, the recipient can decide how to use the aspects. Only one aspect can be used for each point of the rune invoked, however if multiple points are invoked, multiple aspects can be used. The base use of one point of this rune is the invoking of an extra rune of no more than one point of power. The total **Mana** used is equivalent to the highest fueled minor rune.

For example, if a caster wants to invoke **Disruption** and **Disruption** simultaneously, the caster need only use one point of **Multispell** for a total **Mana** cost of one. If a caster wants to invoke **Bladesharp** 4 and **Strength** 4 simultaneously two points of **Multispell** must be used with a total **Mana** cost of 4. In this case, one of the **Multispell** points is to allow two runes, and the other is to increase the **Mana** handling capabilities from one point to four points. With the addition of another point of **Multispell**, the caster could also invoke **Protection** 4 without any further **Mana** cost. If a caster wants to invoke **Fireblade**, **Protection** 12, **Countermagic** 6 and **Coordination** 4 simultaneously, it would only spend twelve points of **Mana** (for the **Protection** 12) but would also need to use 8 points of **Multispell**. One point would be used to extend the casting into the next round (for the **Protection** 12), three points would be used to allow four runes simultaneously, and four points would be used to allow up to 13 points of **Mana** to be used.

Parry

Class: Minor
Category: Alteration
Complexity: 7
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Object

This rune affects any parrying device within the limitation of the Area of Effect. The rune alters the device so that it has +1 point of parrying strength for each point of the run invoked. The spell alters the parrying device so that a creature who wields the device has a greater chance to parry with the device equivalent to +5% for each point of the rune invoked.

Protection
Class: Minor
Category: Abjuration
Complexity: 5
Point Cost: *Variable*
Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This spell creates a magical barrier that acts in all ways like armor points. Each point of the spell creates one armor point.

Reflection
Class: **Major**
Category: Abjuration
Complexity: 21
Point Cost: 1
Stackability: Infinite
Range: Normal
Duration: Normal
Area of Effect: Major

This rune creates a magical barrier that blocks the effects of runes invoked and returns the effects to the caster. If the strength of the **Reflection** barrier is equal to or greater than the strength of the incoming invoked rune, the invocation is reflected to its caster. Otherwise, the invoked rune gets past the barrier and affects the target normally. It is possible to have an invoked rune bounce back and forth between two targets protected by **Reflection** until one of the **Reflection** barriers fall. There are no time or space constraints on the invocation once it starts being reflected. Invocations are only reflected if their sole

target is protected by the **Reflection** barrier. This barrier will not protect against area of effect invocations.
　　　This rune is not compatible with those of **Absorption**, **Countermagic**, and **Shield**.

Seduce
Class: **Major**
Category: Alteration
Complexity: 24
Point Cost: 2
Stackability: None
Range: Normal
Duration: Normal
Area of Effect: Creature

　　　This rune alters the recipient of the invocation so that the creature's **Appearance** is doubled. The invocation succeeds on a creature that possesses an **Appearance** characteristic. This rune will effect the **Appearance** of a creature that has been altered with minor magic. For example, a creature with a normal **Appearance** of 20 has **Glamour** 3 invoked, and then invokes **Seduce** will now have an effective **Appearance** of 52.

Shield
Class: **Major**
Category: Abjuration
Complexity: 22
Point Cost: 1
Stackability: Infinite
Range: Normal
Duration: Normal
Area of Effect: Major

　　　This rune creates a magical barrier that acts in all ways like armor points and prevents magical effects from passing through. Each point of this rune invoked is equivalent to a barrier of both 2 points of **Protection** and 2 points of **Countermagic**. This rune stacks with **Protection** and **Countermagic**. Therefore a creature protected with 4 points of **Shield** would have the equivalent of **Protection** 8 and **Countermagic** 8. If the same creature also had **Protection** 4 and **Countermagic** 3 invoked, the creature's total protection would be equivalent to **Protection** 12 and **Countermagic** 11.
　　　This rune is not compatible with **Absorption** and **Reflection**.

Shimmer
Class: Minor
Category: Evocation
Complexity: 8
Point Cost: *Variable*
Stackability: None

Range: Normal
Duration: Rounds
Area of Effect: Normal

This rune creates a shimmering field surrounding the target that makes targeting the protected target difficult. For each point of the rune invoked the target receives a +5% bonus to its protection rating. This protection rating is taken away from the skill of any creature attempting to attack the target using visual targeting.

Sleep
Class: Minor
Category: Charm
Complexity: 13
Point Cost: 3
Stackability: None
Range: Normal
Duration: Instant
Area of Effect: Creature

This spell attempts to induce natural sleep patterns in the target creature. The caster must overcome the **Constitution** of the target with its own **Constitution**, as well as overcoming the target's aura as usual for offensive invocations. If the caster overcomes the target, the target falls asleep, otherwise there is no effect. A creature that falls asleep can be woken by normal means.

Speedart
Class: Minor
Category: Alteration
Complexity: 8
Point Cost: 1
Stackability: None
Range: Touch
Duration: Minimal
Area of Effect: Object

This rune alters a missile weapon so that it has +3 added to its damage and makes it so that the creature using this weapon has a +15% added to its chance to hit.
This rune is not compatible with those of **Firearrow** and **Multimissile**.

Strength
Class: Minor
Category: Alteration
Complexity: 9
Point Cost: *Variable*

Stackability: None
Range: Normal
Duration: Rounds
Area of Effect: Normal

This rune alters the recipient of the invocation so that the creature's **Strength** is increased by 3 points for each point of the rune invoked. The invocation only succeeds on a creature that possesses a **Strength** characteristic. The invocation of this rune can only increase a creature's **Strength** to twice its normal value.

Summon Ground Water
Class: Minor
Category: Conjuration
Complexity: 10
Point Cost: 5
Stackability: None
Range: Close
Duration: Special
Area of Effect: Liquid

This spell reaches down into the earth and draws forth ground water and brings it to the surface. The amount of water is equivalent to the caster's **Wisdom** in gallons. The water takes an amount of time to arrive depending on how far the water is underground. The caster must maintain concentration for the entire time otherwise the invocation is ruined. The water stays as long as it would naturally. If the ground the water is on is porous and lets the water flow away quickly, the water leaves quickly. If the water is gathered into containers, the water remains there as any other water would remain in the containers.

True *Weapon*
Class: **Major**
Category: Alteration
Complexity: 16
Point Cost: 1
Stackability: None
Range: Normal
Duration: Normal
Area of Effect: Weapon

This rune alters the normal damage of the type of weapon specified. A **True Sword** rune can affect any swords, a **True Axe** affects any axe, but a **True Bastard Sword** rune can only affect bastard swords. The normal damage for the weapon under the effect of an invocation of this rune is doubled. Therefore a weapon whose normal damage is 1d6 + 1 is now 2d6 +2 under this effect.