

RUNE SPELLS (V0.2.0)

COMMON RUNE SPELLS

Command Cult Daimon R

2 Points, Ranged, Resist, Temporal

This spell affects one daimon (petty god, guardian, elemental, etc.) associated with the cult. If successful, the caster may command the target entity for the duration.

Dismiss Magic R

1 Point, Stackable, Ranged, Instant

This spell neutralizes a spell in effect on the target. Each point can affect 2 points of battle magic or sorcery, or 1 point of rune magic. Unless a specific spell is targeted, Dismiss Magic affects defensive spells by preference, and targets the highest-Intensity spell it can affect.

Divination R

1 Point, Stackable, Ritual

This ritual must be performed in a holy place, like a shrine or temple. The caster must remain undisturbed for 1 hour per point of the spell.

For each point, the caster may ask their deity one simple question, which will be answered by up to 10 words or a brief vision or dream. The answers are usually cryptic and vague.

The GM should secretly make a POW×5 test for each question asked; on a failure, the caster misinterprets or misunderstands the answer completely, and receives a misleading or confusing answer.

Excommunicate R

1 or 3 Points, Ritual, Temporal (special)

This spell requires an hour-long ritual, and can only be cast by a Chief Priest or High Priest. The named target, known to the caster, is excommunicated from their shared cult, no longer even a lay member, losing all benefits and access to cult rune magic. The 1-point version has a duration of 3 years, after which the target regains their position, benefits, and access to magic. The 3-point version lasts until death. Neither may be dispelled or dismissed or otherwise neutralized.

This spell is of great social importance, and with many cults is equivalent to outlawry. Internal proceedings may be required before it is cast.

Extension R

1 Point, Stackable, Self, Temporal

This spell is cast simultaneously with another rune spell, and extends its duration. Up to 5 points may be stacked, changing duration as follows:

1 point	1 hour
2 points	1 day
3 points	1 week
4 points	1 season
5 points	1 year

Extension cannot be dispelled or dismissed separately from the spell it extends.

A spell's duration is replaced, rather than increased, so a spell with a duration of 6 hours would require 2 points of Extension to actually extend its duration (to 1 day).

Find Enemy R

1 Point, Ranged, Temporal

The caster knows if anyone within the spell's range intends to harm them. The caster may instead designate another character, and senses if anyone intends to harm that target.

The sensing is stopped by 3+ meters of stone, metal, earth, wood, or other dense obstacle.

Heal Wound R

1 Point, Touch, Instant

The caster must expend magic points: for each magic point spent, the target is healed for 1 hit point. The caster will not expend more magic points than are necessary. If a severed limb is held to the stump and healed for at least 6 points, it is re-attached. Touching and healing multiple hit locations may require using both hands; the GM is the final arbiter.

Mindlink R

1 Point, Stackable, Ranged, Temporal

Each point of this spell establishes a two-way mental link between two targets. (Thus 3 points would be required to link 3 people all to each other, 10 points to link 5 people, etc.) These links may be in any combination desired. (E.g. Mindlink 6 could be used to create three linked pairs.)

The targets can communicate telepathically, and can cast spells (except rune magic) known to each other (using their own abilities) and use each others' magic points, without consent. Hidden thoughts are not revealed: the targets choose what to communicate.

Spells with mental effects (Befuddle, Demoralize, Fanaticism, Fear, Madness, Mindblast, etc., but not e.g. Berserker) cast on one target must also be resisted by everyone linked to that person, or they will also suffer the effects. Spirit combat damage does not extend over the link.

The spell ends for anyone who moves out of range of their linked partners.

Multispell R

1 Point, Stackable, Self, Temporal

This spell allows the caster to cast two battle magic spells at the same time. For each point stacked, another spell can be cast simultaneously.

The caster must pay the usual magic point cost for every individual spell. The spells are all finished on the same SR (the highest SR required by any of the spells). Only one spellcasting test is made, but each spell is resisted separately. The spells can be cast at one target or multiple target.

If used to cast multiple Disrupt spells, they can be stacked into a single spell, resisted once and dealing 1D3 damage per spell to a single hit location.

Sanctify R

1 Point, Stackable, Ritual

This spell creates a sanctified area, usually a 10-meter radius sphere (but a cube with a 16-meter edge for Earth cults). The edges of the area shimmer in bright light.

Within the sanctified area, worship ceremonies can be performed as in any temple, and rune points replenished. The caster becomes aware immediately if spells, spirits, or the uninitiated

cross the border of the area.

Each point stacked onto this spell increases the radius by 5 meters (or the edge by 8 meters, for Earth cults).

Soul Sight R

1 Point, Self/Ranged, Temporal

The caster is able to see the POW and current magic points of creatures and magical items within range, as well as any spells in effect and their points.

Spirit Block R

1 Point, Stackable, Ranged, Temporal

Each point of this spell grants the target 2 points of spiritual armor.

Summon Cult Daimon R

1 Points, Stackable, Ranged, Temporal

This spell summons a cult daimon (elemental, guardian, petty god, etc.) to assist the summoner. If not controlled with the Command Cult Daimon spell, the daimon will act according to its nature.

Each cult has different daimons available. Each daimon requires a certain number of points in this spell to summon. If summoning an elemental daimon, its size is 1 cubic meter per point of the spell.

If the caster has previously summoned a daimon of the given type, they will summon the same daimon—rather than another of its type—on future castings.

Vision R

2 Points, Ranged, Temporal

The caster can see through a magical sensor that is within range. It grants vision in a 180 degree arc, which may be turned up to 180 degrees in a Melee Round. The caster can switch between their own eyes and the sensor from one Melee Round to the next.

The sensor is perceptible as a semi-transparent sphere some 4 cm in diameter. Offensive spells cast at the sensor will affect the caster of Vision.

Warding R

1 Point, Stackable (max 4), Ritual

The ritual involves driving four special wands or staves into the ground, creating a magical barrier

enclosing an area of no more than 100 square meters, up to a height of 3 meters and underground to whatever depth the markers reach.

The barrier is invisible, but can be magically detected. It protects against intrusion by enemies (corporeal or spirit), and spells. Any intrusion by the aforementioned causes a loud sound (unless the caster wishes it not to). The barrier acts as 1 point of Countermagic, 2 points of Spirit Screen, and deals 1D3 damage (ignoring armor but not Countermagic) to one hit location to corporeal intruders.

Each additional point can either increase the Countermagic, Spirit Screen, and damage dealt, or increases the spell's area by 100 square meters.

The spell ends if the markers are removed, but anyone other than the caster touching them is affected by the spell.

RUNE SPELLS (BETA)

SPECIAL RUNE SPELLS

The runes listed for special rune spells are simply examples and guidelines: the runes a character can use to cast a given rune spell are ultimately determined by the cult or deity that they learned the spell through.

Absorption



1 Point, Stackable, Ranged, Resist, Temporal

This spell absorbs incoming spells, neutralizing their effect and giving their magic points to the caster. It can be cast on creatures or on inanimate objects.

If the incoming spell has no more than 2 points (Intensity and boosting) per point of Absorption, its effect is neutralized and it is absorbed: the caster (not necessarily the target of the Absorption) gains magic points equal to those absorbed. If the incoming spell has more points, it takes effect normally, but Absorption is not broken. Rune spells count for 2 points per Intensity.

Magic points in excess of the caster's POW remain available until Absorption ends, at which point they dissipate.

Accelerate Growth



1 Point, Stackable, Ranged, Active, Temporal

This spell causes a targeted plant (but not an Aldryami) to mature by one year per 15 minutes, up to its natural potential. The effect is permanent and irreversible.

Each point of this spell affects one tree, one seed, or a 1-meter square area of bush or ground.

Affix Darkness



1 Point, Stackable, Ranged, Temporal (until next sunset)

This spell must be cast at night. For each point, an area of 100 cubic meters is affected. Darkness in the area remains in place after sunrise, impenetrable by the sun's light. Light sources carried into the area illuminate it as if at night. The darkness is clearly visible from the outside. The darkness is as deep as it was when the spell was cast.

May not be stacked with Extension.

Aid Throw



1 Point, Stackable, Ranged, Instant

This spell is cast on someone who is about to throw an object, including a weapon (but will not work for other missile weapons, such as bows or slings). A gust of wind speeds the missile on its way. Each point of the spell adds +100% to the missile's range, +10% to any roll to hit, and +1 to damage (if applicable).

Alter Creature



2 Points, One-use, Ranged, Resist, Instant

This spell, cast on a member of the Survival Covenant (Praxian human, herd-man, Morokanth, impala, sable, bison, llama, rhino, etc.), reverses their role in it. It takes the entire Melee Round it is cast in (until SR 12) to work its effect, and can be dispelled or broken in that time. Once it has finished, only another casting or Divine Intervention can reverse the effect.

If cast on a fixed-INT beast, it grants them INT 3D6 and CHA 3D6, and makes them omnivorous (eating human foods), and giving them the ability to speak Praxian at a rating equal to their INT. They remain fertile with their original kind, but any offspring are non-intelligent.

If cast on a human, their INT is halved and becomes fixed (representing cleverness and instincts, not human intellect), and they lose their CHA. They become herbivorous, able to subsist on grasses, roots, and other plants of Prax and the Wastes. They become sterile with respect to their original kind. They lose any weapon skills, languages, and spells they knew. Bound spirits are freed, but allied spirits remain (but cannot be commanded).

Analyze Magic



1 Point, Stackable, Touch, Instant

Each point of this spell provides one true statement about the function of the touched magical item, entity, or substance. If cast consecutively (instead

of stacked), statements may be repeated.

Animate War Tree ☿

1 Point, Ranged, Temporal (6 hours)

This spell animates a war tree prepared with the Create War Tree ritual. It will only affect war trees enchanted by the caster. The tree will act in defense of the forest.

War Tree

STR 4D6 SIZ 3D6 INT 6 POW 3D6 DEX 3D6

Move 1m MP = POW

01–10 Trunk HP 5D6

11–20 Branches HP 3D6 each

Branch DEX×5% SR +4 Damage 1D6+db

1D6+4 branches. Flammable. Locations treated as objects and destroyed at 0 hit points.

Antirius Precepts ☉ ☿

1 Point, Stackable, Ranged, Temporal

Reciting the Antirius Precepts laid down by Emperor Lukarius, the caster reminds worshippers of Yelm and his subordinate Solar deities about the proper Yelmic order of the universe. Worshippers gain a +5% bonus per point to Intimidate, Intrigue, and Orate tests against anyone of lower social rank (including cult status, but not military rank). Outsiders and non-worshippers are automatically below all worshippers.

Appear Human/Troll ●

2 Points, Self, Temporal

The caster takes on the appearance of a human or a troll (whichever they are not). Their characteristics and abilities do not change—humans do not gain Darksense or lose their color vision, etc.

Arouse Passion ☐

1 Point, Stackable, Ranged, Resist, Temporal

Each point of this spell increases one Passion (chosen by the caster) in the target by +20%, or creates a new one at 20% per point.

Arrow Trance ☿

1 Point, Self, Temporal

The caster's consciousness merges with their bow, and they enter a trance where only the bow and

targets exist. The caster's Bow skill is doubled. They cannot use any other weapon, dodge, or parry, and cannot move except to line up a better shot or find a new target. They may only cast spells related to using the bow (Multimissile, Speedart, etc.; healing or repairing the bow is allowed). If there are no more targets to be had, the caster stands still until the spell ends.

Artful Blade Y

1 Point, Self, Temporal

The caster strikes at weak spots and finds unexpected openings and advantages. For the duration of the spell, their damage bonus is calculated from STR+SIZ+INT.

Asrelia's Cavern ☐

1 Point, Touch, Temporal

This spell creates a square magical barrier with an edge equal to 2 meters per point of Intensity. Wind, rain, snow, fire, and other physical elements cannot pass through it, but attacks, spells, creatures, and spirits can.

Attack Soul ●

1 Point, Ranged, Temporal

The caster and the target enter spirit combat without disincorporating (although the spell can be cast at a disincorporate target). Unless the target is disincorporate, the caster can break off and resume spirit combat at will during the duration of the spell.

Attract Attention III ::

3 Points, Ranged, Resist, Temporal (1 MR)

Everyone within range who fails to resist is compelled to look at the caster. This means that no one may attack or target spells at anyone other than the caster, though they may still defend themselves.

This spell may be stacked with Turn Blow.

Avoid Trap :: ♪

1 Point, Stackable, Touch, Temporal

The target gains a +10% bonus to avoid any traps or their effects. (If a trap is otherwise unavoidable, the target has a 10% chance to miraculously avoid it.)

Each point stacked allows another target to be affected, or increases the effect by +10%.

Awaken Lodril



1 Point, Stackable, Ritual (1-hour)

This ritual is cast at the lip of a volcano, active or dormant. Multiple casters can join into the ritual. For each rune point expended, there is a cumulative 1% chance that the volcano will erupt in 1D6 hours' time.

Awakening Shout



1 Point, Stackable, Ranged (100-meter radius), Instant

The caster lets out a great shout that penetrates walls and doors, and awakens all sleepers within the radius.

Each point stacked increases the radius by 100 meters.

Axe Trance



1 Point, Self, Temporal

The caster enters a killing trance. The caster's axe skills (1H Axe, 2H Axe, Thrown Axe) are doubled. They cannot use any other weapon or dodge, but may parry with axes. They cannot disengage from melee, and cannot move except to engage another opponent in melee. They may only cast spells affecting their axes. If there are no enemies to engage, the caster will stand still and wait for more to show up.

This spell may not be combined with spells like Berserker or Fanaticism.

Batter Foe



1 Point, Stackable, Self, Temporal

Each point of this spell grants the caster +12 to STR for the purposes of knockback only.

Be Understood



1 Point, Self, Temporal

The caster is able to make themselves understood despite language barriers: for the duration, their chance of correctly conveying their meaning is increased by +60% (so it is the sum of the caster's and the listener's language skills, +60%). This even applies if there is no shared language (the chance to be understood is 60% plus both parties' Communication modifiers). The understanding will be rough, and subtleties or complex concepts cannot be communicated, but the basic gist is

transmitted.

This spell does not allow communication with non-sentient beings, or the communication of concepts too far removed.

Bear Burden



1 Point, Self, Temporal

The caster can carry any load that they are able to pick up, without tiring or slowing down, for the duration of the spell. If a load is stacked on their back (e.g. onto a frame backpack), it must add up to no more than what they could pick up.

Bear Fruit



1 Point, Ritual, Ranged

This spell requires a full-day ritual. It causes a single tree or a 3-meter square area of bush or ground to yield its fruits regardless of season. It can kill the plant: 30% in Sea Season, 15% in Fire Season, 10% in Earth, 70% in Dark Season, and 50% in Storm Season. It never kills the plant in Sacred Time.

Bear's Skin



3 Points, Touch, Temporal

This spell may only be cast on initiates or higher of Odayla. The target sprouts a coat of brown bear's fur and grows in size. They gain +6 SIZ and gain 4 points of armor on all locations. They cannot wear armor, unless it has been made for their new SIZ.

Bear's Strength



2 Points, Touch, Temporal

This spell may only be cast on initiates or higher of Odayla. The target's muscles and sinews grow, doubling their STR (but not the effects of other STR-enhancing magic). Damage bonus and skill category modifiers may change.

This spell does not stack with Strength or other STR-enhancing magic.

Beastmaster



2 Points, Stackable, Ranged, Resist, Active, Temporal

This spell may only be cast on an unintelligent animal. For the duration, it will obey the caster's directions (though it will not e.g. jump off a cliff, fight for the caster, or serve on its own). The animal can be commanded to move outside of the spell's

range, and will remain controlled.

For each 2 points stacked, the spell targets an additional animal.

Become Horse



3 Points, Self, Temporal

The caster turns into a magnificent horse. Their STR and SIZ double and their Movement Rate quadruples, and they gain a 2-point skin. The caster gains a bite attack (1D8 damage, no damage bonus, base rating 40%), a kick attack (1D6, 25%), a rear & plunge attack (2D6, 10%), and a trample attack (twice damage bonus, 50%, only against prone opponents). The caster remains capable of casting spells (including battle magic).

Become (Other Shape)



3 Points, Self, Temporal

Each version of this spell allows the caster to turn into a single other shape, which can be anything from an animal to another human to an object. The caster chooses their new SIZ, anywhere between 1 and their original SIZ. The caster gains (or loses) abilities as appropriate to the new shape. If sex applies, the caster may choose it.

Befriend Forest



2 Points, One-Use, Ritual, Self, Instant

The caster undergoes a ritual that lets her hear the Song of Aldrya. She gains the Elfsense skill at a base rating of 05, and Aldryami will recognize her as one of them.

Berserker



2 Points, Self, Temporal

The target enters a deadly berserker fury. Attack skills are increased by half; CON is increased by half (probably increasing hit points; stacks with Vigor); the target gains 2 points of Countermagic; the target is immune to incapacitation, shock, unconsciousness, and exhaustion; all CON tests succeed (except on 96-00); the target cannot cast spells, parry, or dodge, and will not retreat or avoid combat.

When the spell ends, the target is incapacitated, and is affected by any wounds, etc., they have sustained. (Wounds may be worsened when maximum hit points are reduced again.)

Normally, the target cannot come out of this fury, but in certain circumstances the GM may allow a Meditate or INT×1 test to end the rage.

This spell overrides Fanaticism; the effects are not combined. It also suppresses Demoralize, Fear, and similar effects.

Bind Ghost



1 Point, Ritual, Instant

This spell must be cast on a dying worshipper who must choose to accept the effect. The caster must make a successful Spirit Combat attack against the target. If successful, the target's spirit is bound into the area as a ghost.

Bind Revenant



3 Points, Ritual, Enchant

This ritual binds a dead soul into a treated and prepared corpse, creating an intelligent revenant. It will have double the STR and CON it did in life, and 2/3 the DEX and Movement, with the INT, POW, and CHA of the bound soul. A revenant has 3 AP skin. For each week the soul has been dead, it loses 1D6 INT, POW, and CHA.

The enchantment requires 1 POW for every full 6 points of SIZ the corpse has. A soul must be available, either as a bound or summoned ghost, or in a living subject who will be killed (and the corpse treated and prepared) as part of the ritual.

Bind Ship



1 Point, Stackable, Ranged (1 km), Temporal

This spell is cast on a ship. Roll 1D10 and make an opposed test between the result and the ship's Seaworthiness. If the ship is overcome, it is slowed down by 1 knot per minute until it is stopped. There is a chance that any sails and rigging will be damaged, equal to the wind STR.

Each point of this spell stacked either increases the spell's range by 1 km, or adds another 1D10 to the roll.

Bind Skeleton



1 Point, Ritual, Enchant

This ritual binds a dead soul into a dead skeleton, creating an intelligent skeleton. It will have the STR, SIZ, and DEX it had in life, no CON, and the INT, POW, and CHA of the bound soul. For each week the soul has been dead, it loses 1D6 INT, POW,

and CHA. It will have the skills the soul had in life, but Agility, Manipulation, and Combat skills will be limited to DEX×5%.

The enchantment requires 1 POW for every full 6 points of SIZ the skeleton has. A soul must be available, usually as a bound or summoned ghost, but sometimes in a living subject who will be killed and flensed as part of the ritual.

Bind Zombie ● † ✕

2 Points, Ritual, Enchant

This ritual binds a dead soul into a corpse, creating an intelligent zombie. It will have 1.5× the STR and CON it did in life, and 2/3 the DEX and Movement, with the INT, POW, and CHA of the bound soul. For each week the soul has been dead, it loses 1D6 INT, POW, and CHA. It will have the skills the soul had in life, but Agility, Manipulation, and Combat skills will be limited to DEX×5%.

The enchantment requires 1 POW for every full 6 points of SIZ the corpse has. A soul must be available, either as a bound or summoned ghost, or in a living subject who will be killed as part of the ritual.

Blast Earth □ ■ †

1 Point, Stackable, Ranged, Instant

This spell affects a 1 square meter area, doubled for each point stacked (2 square meters at 2 points, 4 at 3 points, 8 at 4 points, etc.). For a full year, no plants in the affected area will flower or bear fruit.

Blast Enemy †

2 Point, Stackable, Ranged, Resist, Instant

A dreadful blast of deadly energy deals 1D6 general hit point damage and drains 1D6 magic points from the target. Each 2 points stacked increases the damage and MP drain by 1D6 each.

Bless Animals ✕ ▼

1 Point, Touch, Instant

This spell must be cast on the High Holy Day, and the effects last for a full year. It can be cast on male or female beasts; casting it on male beasts is generally more advantageous, as it will affect any birth they sire.

The spell blesses a beast to breed better: any birth will produce a healthy calf, sometimes twins. 90% of the calves will be female.

Bless Champion □ ✕

2 Points, Stackable, Ritual, Ranged, Temporal (special)

This spell allows the caster to bless a worshipper of one of Ernalda's husband-protectors (Orlanth, Argan Argar, Flamal, Magasta, Storm Bull/Urox, Yelm, or Yelmalio). The target must participate in 30 minute ritual, and if they do not already have the passion Love (caster), they must take it at 60% for the spell to have any effect.

After the ritual, any defensive rune or battle magic the caster casts on the target will last for a full day. Each 2 points of this spell stacked will add one day to the duration.

Bless Crops □ ✕

1 Point, Stackable, Ritual, Instant

This spell blesses one hide of land (what a farmer can plow in one season). It adds +20% to the farmer's skill when determining yearly yields that year. Each stacked point either affects another hide of land or adds another +20% to the farmer's skill.

Bless Grave □ †

1 Point, Ritual

This spell, cast over a corpse or grave—usually as part of a funeral rite—inside the first week from death ensures that the dead soul will not return as a hostile ghost, wraith, or the like, and will find its way into the Underworld.

Bless Home III

1 Point, Ritual

This ritual is performed over a home, blessing it and the family living there. When they sleep the night in the home, the family members' maximum general hit points and maximum magic points are both increased by 1. Both benefits are lost after the next night spent away from home.

Bless Pregnancy □ ✕

2 Points, Stackable, Ritual, Temporal (whole pregnancy)

Cast on a pregnant woman during the first season of pregnancy, the target will not suffer any pains or sickness due to pregnancy. In childbirth, she will suffer only mild pangs, and can control the timing (within reason). The caster may choose the sex of the child, if desired.

For each 2 points beyond the first stacked into the spell, the child gains +1 to a characteristic of the caster's choosing, up to the species maximum. (Multiple characteristics can be increased.)

Bless Thunderstone

1 Point, Stackable, Ritual

Cast on the High Holy Day on a specially-prepared flintstone, this spell turns it into a magical thunderstone. Multiple castings do not have a cumulative effect.

A thunderstone must be activated by spending 1 magic point while touching it. An active thunderstone crackles with lightning, and may be thrown, slung, or struck against a target. After striking, or 1 Melee Round after activation, it shatters and loses its powers.

For each point of this spell, the thunderstone inflicts 1D6 damage and drains 1D6 magic points from the target. Armor protects against the damage, and magical defenses (Countermagic, Absorption, Shield, etc.) can reduce the magic point drain: each 1D6 counts as 1 point of rune magic.

Bless Woad

1 Point, Stackable, Ritual

Cast on the High Holy Day on a specially-prepared pot of woad (blue dye made from the woad plant), this spell turns it into magical woad. Each casting enchants enough woad to affect one person. Multiple castings on one pot do not have a cumulative effect.

The woad is used to paint the naked body of the user, granting them magical protection. For each point, the paint grants 1 point of armor and 1 point of magical protection, similar to a Shield spell. (Hostile spells cast at the user must exceed the magical protection or they have no effect. The magical protection is not broken if it is exceeded.)

Each day after it is applied, the woad loses 1 point of both effects. If the user puts on clothes or armor, the woad immediately loses its powers.

Bless Worshippers

1 Point, Stackable, Ritual

This ritual can only be cast on initiates (or higher) of Solar or Sky cults. It is stacked with another spell. For each point of Bless Worshippers, the stacked spell affects one additional target participating in the ritual. The rune points used to

cast the stacked spell (but not Bless Worshippers) are lost.

Blinding

1 Point, Ranged, Resist, Temporal

The target is blinded. They suffer a -75% penalty to attack, parry, or dodge, cannot make successful missile attacks, and cannot target ranged spells. Creatures that do not need eyesight to function—such as trolls and dwarves—are unaffected.

Bloodcurdling Scream

1 Point, Ranged (10-meter radius), Resist, Instant

The caster lets out a scream that hurts the ears and chills the blood. All enemies within range that can hear must resist or be Demoralized (as the spell) for (20-CON) minutes (minimum 1 minute).

Blunt Spears

1 Point, Stackable, Ranged, Resist, Temporal

This spell must be boosted with magic points. For each point of this spell, two spears in range are affected by Dullblade with an Intensity equal to the boosting magic points.

Bow of Fire

3 Points, Touch, Temporal

This spell is cast upon a bow (not a bellybow or other device), which appears to catch on fire (but does not itself harm anyone). Any arrow shot from the bow will be affected as by Firearrow, dealing 3D6 fire damage (plus any damage modifier) and possibly igniting flammable materials.

This spell is incompatible with other weapon-enhancing spells, such as Truebow, and the arrows cannot be affected by other missile-enhancing spells, such as Speedart.

Break Bludgeons

1 Point, Stackable, Touch, Temporal

This spell is cast on a weapon, shield, or suit of armor (including as many pieces as someone is wearing). Any bludgeoning weapons (clubs, maces, etc.) coming into contact with the object (e.g. parried by or parrying a weapon or shield, or striking the wearer of a suit of armor) take 2 damage per point of this spell.

Break Shield

6

1 Point, Touch, Temporal

This spell is cast on a weapon. Any time the weapon is parried by a shield, the shield will lose HP equal to the damage rolled with the weapon.

Breathe Air/Water

⚡

2 Points, Ranged, Temporal

The target gains the ability to breathe in or out of water (as appropriate) for the duration.

Brew Blood Beer

□

1 Point, Stackable, Ritual

Cast on Baabester Gor's High Holy Day, this ritual is used to brew the infamous blood beer.

Each point of this spell creates 1 pint (or point) of blood beer, and requires 1 hit point worth of blood either from the caster, or from an enemy who is sacrificed and bled as part of the ritual. At the end of the ritual, the blood beer is sealed in a cask or jug, and left to ferment for at least one full season, after which it has achieved its magical potency.

When drunk (which can be done in prodigious amounts to no ill effect), each pint/point of blood beer allows the drinker to "bank" 1 point of healing, up to their total hit points. At any time, whether conscious or not, the drinker can use these points of healing to instantly heal injuries they have sustained. This can even be done with lethal injuries, although detached limbs (or a decapitated head) cannot be reattached. "Banked" healing is lost at a rate of 1 point per hour (unless the drinker is under the effects of the Death Paint ritual, in which case it is lost at 1 point per day).

Bright Spear

6

2 Points, Touch, Resist (special), Temporal

This spell causes a targeted spear to shine brightly, casting light as a torch. In addition, any time the spear is used to attack a troll, it must resist the caster's rune rating (before dodging or parrying) or be Demoralized while engaged in melee with the spear's wielder. The Demoralize effect ends at the end of a melee round if the troll is no longer engaged with the wielder.

Burst of Speed

⚡

1 Point, Stackable, Ranged, Temporal (special)

The target gets a burst of speed, increasing their Movement rate by 100% for one melee round. Each point stacked increases either the target's Movement rate by 100% or the duration by 1 melee round. The effect stops immediately if the target stops moving.

Call Alynx

▽

1 Point, Stackable, Ranged, Temporal

The nearest alynx in range is compelled to come to the caster's location, though it is under no compulsion to obey or even remain once it gets there. Each point stacked affects an additional alynx. If the caster has line of sight to an alynx, that alynx—or those alynxes—can be targeted instead.

Call Barracuda

⚡

1 Point, Stackable, Ranged, Instant

The nearest barracuda within range speeds towards the caster. Each point stacked either increases the range by 100 m or affects an additional barracuda.

Call Founder

⚡

6 Points, One-use, Ritual

This ritual can only be performed by a tribal Khan, taking all day. It summons the founder of the tribe, appearing as a giant human with the head of the tribe's herd beast. Its STR and SIZ are ten times those of the caster, and its POW is 40–110. It acts as it will, usually to defend the tribe.

Call Husband-Protectors

□

3 Points, Ranged (5 km), Ritual

This hour-long ritual sends out a magical call to all devotees and rune masters of Argan Argar, Elmal, Flamal, Heler, Magasta, Orlanth, Urox (or Storm Bull), and Yelmalio within range, who sense the direction and approximate distance of the caller, and know that she requires help. They may ignore the call at their own peril—this may break geasa or taboos, and is very likely to at least attract the attention of their cult's minor agents of retribution. This spell does not bind them to provide any assistance, but their cult strictures usually will, provided the caster's need is real. If there is no real need, anyone ignoring the call is unlikely to face punishment.

Call Monster

⚡ †

1 Point, Ritual, Instant

This spell summons a monster or creature of the deep oceans. It is cast over one Melee Round. Each caster joins together in summoning the same creature or kind of creature. Each caster boosts the spell with a number of magic points. The boosting magic points from every successful casting are added together, and if they equal or exceed the combined characteristics (STR, CON, SIZ, INT, POW, DEX, and CHA, or whichever are applicable) of the creature, it is summoned. Multiple creatures—such as a school of sharks—can be summoned. The summoned creature(s) appear in 2D10 Melee Rounds, and is not under the control of any of the casters.

The spell can summon many kinds of ocean creatures, from sharks to water elementals to whirlpools, and even nixies or tritons.

Call Children □ ✕

2 Points, Ranged, Resist, Temporal

Any children, grandchildren, siblings, and cousins of the caster who are not yet adults who are within range and fail to resist the spell must immediately finish what they are doing and come to caster, whose approximate distance and direction they can sense. Once they come within arm's reach of the caster, the spell's effect on them ends.

Calm Passion □ III

1 Point, Stackable, Ranged, Resist, Temporal

Each point of this spell decreases one Passion (chosen by the caster) in the target by -20%.

Captivating Speech H

3 Point, Ranged, Resist, Temporal

While the target keeps speaking, all listeners who fail to resist are captivated, and must pay attention to the speaker, unable to leave. Any aggression or danger (including from natural features) against anyone affected, including attempts to take something off their person or similar physical offense, will break the spell, freeing all listeners.

Catseye ⊙ ▼

1 Point, Touch, Temporal (12 hours)

The target's eyes become able to see when there is any light available; unless it is completely dark, they can see normally. The target's eyes also become reflective, like a cat's.

Chameleon □ ☿

2 Points, Ranged, Temporal

The target can blend into their surroundings, becoming nearly invisible while not moving. While remaining still, their Hide skill increased by +100%. If engaged in melee, opponents must make an unopposed Scan roll each melee round in order to attack, parry, or dodge the target.

Change Sex ∴ ♃ ✗

2 Points, Self, Temporal

The caster changes physical sex, with other attendant physical changes (but no changes to characteristics, attributes, or abilities).

Chaos Gift ⓪ ☿

2 Points, Self, Temporal (varies)

The caster gains a random Chaos feature (from the Chaos Features table). If a successful Divine Intervention is stacked with the spell, the caster can choose the Chaos feature. The caster gains the Chaos rune at 20% if they do not already have it, and is permanently tainted by Chaos (detectable unless concealed by some appropriate magic).

The spell's duration is determined by the Lunar cycle:

Dark or Dying Moon: cannot be cast.

Crescent Moon: 2 minutes.

Half Moon: 15 minutes.

Full Moon: 4 hours.

Charisma X ∴ ▼

1 Point, Ranged, Temporal

Cast on a creature with CHA, this spell doubles their CHA for the duration. This will increase spirit combat damage and Communication skill category modifier.

This spell does not stack with Glamour.

Chill ●

1 Point, Stackable, Ranged, Resist, Temporal (1D10 MR)

The target is chilled to the bone, suffering painful pangs and frostbite. The target suffers 1 point of cold damage (ignoring armor and Protection magic) per Melee Round. Additional points of the spell extend duration by 1D10 Melee Rounds each.

Cite Precedent

Ш Y

1 Point, Self, Temporal

The caster's Customs skill is doubled for the purposes of reciting laws and legal precedents.

City Harmony

III

1 Point, Stackable, Ranged (Special), Resist, Temporal

This spell neutralizes strong emotions in a 3 meter radius; it negates spells and effects like Berserk, Demoralize, and Fanaticism, and prevents everyone affected from fighting. Each point of the spell increases the radius by 3 meters.

The spell can only be cast within the city of the city cult that grants it.

Clairvoyance

Y

2 Points, Ranged (5 km), Active, Temporal

The caster can see and hear into an area within range that they have previously studied for 15 minutes, as if they were standing on the chosen spot. The "sensor" may not be moved once the spell is cast.

Claws

▽

2 Points, Touch, Temporal

This spells can only be cast on initiates or higher of the cult. The target's hands grow sharp claws, dealing 1D6 slashing damage (plus any damage bonus). The target attacks using their Unarmed skill. (If the target already has claws they deal +1D6 extra damage and use the target's skill with them.) The target can attack with both claws, using the normal rules for multiple attacks. The target gains a +50% bonus to Climb tests. The claws can damage creatures immune to non-magical weapons.

Clever Tongue

∴ X

1 Point, Ranged, Temporal

The target's Fast Talk and Orate skill ratings are doubled for the duration.

Cloud Call

G ⚡

1 Point, Stackable, Ranged (indeterminate), Temporal

The caster summons clouds to cover the sky as far as the caster can see. Each point stacked increases cloud cover by 20% and gives a cumulative 20%

chance of rain, or overcomes one point of Cloud Clear.

Once the spell ends, the natural conditions present before the casting re-assert themselves.

Cloud Clear

G ⚡

1 Point, Stackable, Ranged (indeterminate), Temporal

The spell clears the sky of clouds as far as the caster can see, ending any rain. Each point reduces cloud cover by 20% or overcomes one point of Cloud Call.

Cloudwalk

∞

1 Point, Ranged, Temporal

The target can walk on clouds as if on solid ground, including being able to stand on (or ride) a cloud daimon.

Coin Bolg

● H

1 Point, Stackable, Touch, Instant

This spell is cast upon a lump of lead, transforming up to 1 ENC of metal into minted coins (bolgs). Each ENC makes 300 coins (each worth 1/100 S).

Coin Wheel

⊙

1 Point, Stackable, Touch, Instant

This spell is cast upon a lump of gold, transforming up to 1 ENC of metal into minted coins (wheels). Each ENC makes 100 coins (each worth 20 S).

Come Back Safely

∞

1 Point, Self, Temporal

Usually stacked with Extension, this spell is cast when beginning a journey. For the duration, the caster can retrace their path—even if the way has changed—and find the way back to where they started. If the caster dies while this spell is in effect, their soul will return to inform their family or companions.

Comfort Song

X III

1 Point, Ranged (earshot), Temporal (length of song)

As long as the caster sings this song, all listeners feel no pain. Listeners incapacitated by wounds can act, but are not healed. The caster can act (but not cast spells) while singing.

Command Household



1 Point, Stackable, Self, Temporal

Each point of this spell grants the caster a +10% bonus to any tests to command subordinate members of their household.

Command Priests



3 Points, Ranged, Duration (one day)

This spell may only be cast by a king (or comparable authority figure). It affects everyone within range who is a lawful subject to the caster (e.g. members of the king's tribe) and belongs to a cult of the same pantheon. Those affected may not use any cult rune magic without the caster's permission. If any targets also belong to outsider cults, they may use those cults' rune magic normally.

Command Troops



1 Point, Stackable, Ranged (100-meter radius), Instant

The caster speaks an order (up to 10 words), and every member of a unit within their command within 100 meters will hear it clearly (and understand it if they understand the language at all). Each point stacked can increase the radius by 100 meters, or increase the length of the order by 10 words.

If appropriate, the spell may grant the caster a +10% bonus per point to one Battle test.

Command (Species)



2 Points, Ranged, Resist, Temporal

The caster takes command of one target. While within line of sight, the caster may mentally command the target. Issuing commands takes a full Melee Round of concentration, excluding any actions.

Each cult has different versions—sometimes several—of this spell.

Command Worshippers



2 Points, Ritual, Ranged (5 km), Resist, Instant

This spell affects all members of the caster's social group (e.g. tribe) within range. All affected are compelled to quickly finish their current business, gather any necessary equipment, and report to the caster's location within two days' time. The caster must remain at approximately the same location

(e.g. within the same building) for the duration, or else the compulsion ends.

Conceal Family



1 Point, Stackable, Touch, Temporal

This spell can be cast on the caster's close family members (children, grandchildren, siblings, siblings' children, parents, parents' children, cousins, and spouses). It grants them a bonus on Hide tests equal to the caster's Love (family) passion rating. The spell will not end while the target is hiding, but if its duration has run out, it will end once they come out of hiding. Each point of this spell affects another target, all of whom must be touched by the caster (as in a group hug, for instance).

Concealment



2 Points, Ranged, Temporal

The target becomes invisible and silent, making them nearly undetectable. If the target attacks by melee, missile, or magic, they become visible on that SR, and disappear again at the end of the Melee Round unless they are engaged in melee.

Copy Text



1 Point, Touch, Temporal

For the duration of the spell, the caster is able to copy the targeted text perfectly (including all illuminations and illustrations) at normal reading speed (about 3,000 words in 15 minutes) while they read it. The caster must have sufficient writing materials available.

Counterchaos



2 Points, Ranged, Temporal

The target is shielded from Chaotic features and special abilities, such as a jack-o'-bear's harmonization. Even characteristic increases from Chaotic Features are ignored—creatures might deal less damage, etc. Even defensive abilities do not function—a walktapus could not regenerate wounds inflicted by the character.

Couvade



2 Points, Ritual, Temporal (length of pregnancy)

This ritual is performed over a pregnant mother and the father, who must both consent to it. It must be performed during the first season of the pregnancy.

All the pains and sicknesses associated with the pregnancy are experienced by the father instead of the mother. During childbirth, the mother experiences mild discomfort at most, but the father is incapacitated by pain—though he suffers no lasting injury. The spell also ensures that the birth goes well, and both mother and child are unharmed.

Cover Tracks ⌘

1 Point, Stackable, Ranged, Temporal

This spell can affect targets equal to the square of its Intensity (1, 4, 9, etc.). The targets leave no tracks as they pass, making them harder to track.

Crack ⌘

2 Points, Ranged, Instant

Cast on a non-living, non-magical object, it immediately breaks or shatters. Objects with ritual enchantments are considered magical, but objects affected by a temporal spell are not.

Create Fissure □ ⌘

1 Point, Stackable, Ranged, Instant

This spell opens up a chasm in the ground. For each point, the chasm has 5 meters of depth, 1 meter of width, and 5 meters of length.

If opened under a structure, the structure loses 1D6 armor points per point of spell, and collapses if it reaches 0. If opened under a target, they must make a DEX×3 test or fall in, suffering 1D6 damage per 3 meters of depth.

Create Ghost † ✕

1 Point, Ritual, Instant

This spell is cast on a sacrificial victim who is killed at the end of the ritual. The caster must make a successful Spirit Combat attack against the target. If successful, the target's spirit is bound into the area as a ghost.

Create Great Market H

1 Point, Ritual, Temporal (8 weeks)

Cast in a day-long ritual, this spell allows multiple casters to join in with their Create Market spells, combining them into one spell: the protected area is added together (100 square meters per Create Market spell used), as is the protection granted (1D3 damage, 1 point of Countermagic, and 2 points of Spirit Screen per Create Market spell).

Create Market / Create Neutral Ground H

3 Points, Ritual, Temporal (8 weeks)

Cast in a day-long ritual that involves driving staves carved to depict Issaries into the ground, this spell creates an invisible barrier between the staves that protects an area up to 100 square meters in size, 3 meters high, and extending underground as deep as the staves reach.

The barrier can only be detected through magic. When anyone with hostile intent (against anyone within) enters the area, a loud noise sounds out. Corporeal intruders suffer 1D3 damage to a random hit location. The barrier also acts as Countermagic 1 and Spirit Screen 2 against spells and spiritual attacks from outside it.

Create Revenant ● † ✕

3 Points, Ranged, Instant

This spell animates a treated and prepared corpse with a dim awareness, turning it into an unintelligent revenant under the caster's command. It will have double the STR and CON it did in life, the same SIZ, and 2/3× the DEX and Movement, with no INT, POW, or CHA. It will have a rating of DEX×5% in attack skills and Dodge. A revenant has 3 AP skin. It will have a rating of DEX×5% in attack skills and Dodge.

Create Shadow ●

1 Point, Stackable, Ranged, Temporal

This spell creates an area of shadow 324 cubic meters in size (usually 6×6×9 meters). The caster can will the shadow to move (Movement rate 12 meters per SR). Within the area, fires and other light sources are visible, but illuminate nothing else.

The depth of the darkness depends on how many points are in the spell. 1 point is enough to create a hazy area in sunlight and to use Dark Walk. Two points cancel out the negative effects of sunlight on trollkin and cave trolls. Three points is a moonlit night. Four points is pitch-black and impenetrable by normal sight.

The shadow can be disrupted by damaging spells: it has 1D6 hit points per point of the spell.

Create Skeleton ● † ✕

1 Point, Ranged, Instant

This spell animates a fleshless skeleton with a dim awareness, turning it into an unintelligent revenant under the caster's command. It will have the STR, SIZ, and DEX it had in life, with no CON, INT, POW, or CHA. It will have a rating of DEX×5% in attack skills and Dodge.

Create War Tree ☿

1 Point, Ritual, Enchant

This spell requires a day-long ritual. By sacrificing 1 POW, the caster awakens the spirit of the tree so that it can be affected by an Animate War Tree rune spell cast by the caster.

Create Wildfire ⊙

1 Point, Stackable, Ranged, Resist, Instant

Cast on an existing fire, each point of this spell increases its intensity by one level, adding 1D6 to the damage it deals. This causes the fire to consume its fuel faster, as well.

If cast on a Fireblade spell, it increases the weapon's damage, but also deals 1D6 damage per point to the weapon (reducing its hit points directly). If cast on a fire elemental, the fire elemental's damage is increased, but it also takes 1D6 damage per point.

Create Zombie ● † ✖

2 Points, Ranged, Instant

This spell animates a corpse with a dim awareness, turning it into an unintelligent zombie under the caster's command. It will have 1.5× the STR and CON it had in life, the same SIZ, and 2/3× the DEX and Movement, with no INT, POW, or CHA. It will have a rating of DEX×5% in attack skills.

Cremate Dead ⊙

1 Point, Ritual, Resist

The caster ritually cremates the corpse of a worshipper, guaranteeing no ghost will return to haunt the family, and that the soul will find its way into the Underworld. Any funeral goods are also cremated, and no remains are left.

The spell can also be cast on an undead creature (including a vampire) created from a former worshipper, which will be destroyed by fire.

Crush ● † ✖

1 Point, Stackable, Ranged, Temporal

Cast on a crushing weapon, each point of this spell adds +10% to its chance to hit and +1D4 to damage. The weapon also takes on a shadowed appearance.

Cure All Disease ✖ III

1 Points, One-use, Touch, Instant

The target is cured of any and all diseases; their effects end immediately, but lost characteristic points are not returned (use Restore Health for that).

Cure Chaos Wound ✖ III

1 Point, Touch, Instant

This spell can be stacked with any spell (rune or battle magic) used to heal, cure, or treat wounds or afflictions caused by Chaotic creatures. It provides all magic points required by the spell. The target is also cured of any broo impregnation and its consequences, and of any diseases received from Chaotic creatures.

Cure (Animal) ▽ ✖ III

1 Point, Touch, Instant

This spell cures any disease afflicting the specified type of animal.

Cure (Disease) ✖ III

1 Points, Touch, Instant

The target is cured of the specified disease; the effects end immediately, but lost characteristic points, lost senses, lost hit points, etc. are not returned (use Restore Health and other appropriate spells for that).

Cure Poison ✖ III

1 Point, Ranged, Instant

The target is cured of any poison afflicting them, ending its effects immediately. Any damage caused by the poison may then be healed.

Dark Walk ● ♯

1 Point, Self, Temporal

The target is invisible and soundless in darkness or shadow.

Darksee ●

1 Point, Ranged, Temporal (6 hours)

The target can see in the dark as if it were full daylight, or in daylight as if it were the dark—as appropriate. This spell negates the effects of sunlight on trollkin and cave trolls. It also negates the Blinding rune spell.

Dazzling Flash

1 Point, Ranged (10-meter radius), Resist, Instant

The caster's weapon, shield, or armor catches the light (of which there must be some; a Fireblade or Light spell suffices), and the flash may dazzle enemies within 10 meters. Those who fail to resist are blinded for the melee round.

Death Light

1 Point, Stackable, Touch, Temporal

This spell is cast on a sword. While the caster holds the sword, its Death Light is amplified, allowing initiates of Humakt to see by that cold light. The dim, cold light illuminates a radius of 5 meters per point of this spell, only for Humakti. For anyone else, the light is a barely perceptible glint.

Death Paint

3 Point, Ritual, Temporal (Special)

The Baabesteri paints herself with special paint, naming a target for her vengeance, and sets out to kill them. There are several kinds of Death Paint:

Man-killing: black face, legs and arms, red hands and feet.

Spirit-killing: black face and legs, white right arm and leg, green left arm and leg.

Kin-group-killing (a family, bloodline, clan, etc.): red and yellow face, yellow and red stripes along arms, black legs.

The ritual's effect lasts until the targets have been killed. While the spell lasts, the Gorite needs no rest or sleep. The duration of Track Violator is extended to last as long as Death Paint does. Any Blood Beer imbibed loses "banked" healing at 1 point per day. Finally, as part of the ritual, the Gorite can make a Devotion (Babeester Gor) or Hate (target) test, with the ritual bonus the ritual itself gained, to become Inspired to hunt and kill the targets, lasting until they are dead.

Decapitate Foe

1 Point, Self, Trigger

The caster's next successful attack this round will

hit the target's head, without any need to roll for hit location.

Decrease Temperature

1 Point, Stackable, Ranged (special), Temporal

The temperature in a 10 meter radius around the caster is decreased by 5 degrees Celsius. Each additional point stacked increases the radius by 10 meters or decreases the temperature by another 5 degrees.

Detect Honor

1 Point, Instant, Resist

The caster determines whether a target is honorable, according to the god's idea of honor. The answer is determined by the GM, and is highly subjective and changeable.

Detect Truth

1 Point, Ranged, Temporal

The caster can tell whether anyone within a 5-meter radius of the target is lying (deliberately speaking known falsehoods). The liar will emit a dark, smoky aura visible only to initiates or higher of the caster's cult.

Disarm Foe

1 Point, Self, Trigger

If the caster's next attack this round is a success and is not dodged (or parried with a higher degree of success), it will disarm the target of a weapon, sending it flying or sliding 1D6 meters away.

Disclose Vision

2 Points, Ranged, Temporal

This spell is stacked with Divination. Instead of receiving answers directly, the caster creates a vision that is shared by all within range.

Dismiss (Type) Elemental

1 Point, Stackable, Ranged, Resist, Instant

The caster attempts to dismiss one target elemental, sending it back into its Otherworld. The spell must have points equal to the size (in cubic meters) of the elemental. If successful, the elemental will disappear at the end of the same Melee Round, meaning it may still get to act.

Disrupt Formation

6

1 Point, Ranged, Resist, Instant

This spell causes the target to break formation (phalanx, shieldwall, etc.), causing their adjacent companions to suffer the usual penalties for this melee round and the next.

Distracting Banter

Y

2 Points, Ranged (20-meter radius), Resist, Temporal (1 MR)

The caster blathers about some bit of trivia, distracting enemies within range who can understand the caster's language: for that melee round, they may not attack or cast spells, but may still dodge and parry to defend themselves.

Dodge All Attacks

□

2 Points, Self, Temporal

The caster does not suffer a multiple dodge penalty, no matter how many attacks they dodge in one round. The spell ends immediately if the caster attacks or parries.

Dodge Dragon Breath

6 2

2 Points, Ranged, Temporal

The target's Dodge skill is doubled when dodging breath weapons, such as the breath of a dragon, and they can attempt to dodge the attack even if there is nowhere to dodge to.

Dodge Throw

6

1 Point, Stackable, Self, Temporal

The caster gains a +10% bonus per point of this spell to Dodge thrown missiles.

Draw Beast

▽

1 Point, Stackable, Ranged, Resist, Temporal

This spell causes a targeted non-intelligent animal to approach the caster at walking speed. The spell ends if the animal is attacked.

For each point stacked into the spell, an additional animal can be targeted.

Drown

≡

1 Point, Ranged, Resist, Instant

The target's lungs fill with water, dealing 1D8 damage to their chest. Targets capable of breathing

in water (magically or naturally) take no damage.

Earsplitting Scream

6 □

1 Point, Stackable, Ranged (10 meter radius), Resist, Instant

The caster lets out an earsplitting scream, and anyone within a 10-meter radius who can hear and fails to resist is stunned for that entire melee round, unable to act at all.

Each point stacked increases the radius by 10 meters.

Earthpower

□

3 Points, Stackable, Trigger, Temporal

The caster can draw upon the strength of the earth when in peril.

The spell is triggered when the caster is reduced to 0 POW or 0 magic points, provided they are in contact with the earth. For every 3 points of the spell, the caster receives 1 POW and 1D8 magic points. When the spell ends, POW gained is lost (down to a minimum of 1 POW) and magic points in excess of the caster's maximum disappear.

Earthwarm

⊙

1 Point, Stackable, Ranged, Temporal (12 hours)

This spell causes an area of ground—dirt or rock—50 meters by 50 meters square to increase in temperature by 5 degrees Celsius. Each point stacked either increases the area by 50 meters by 50 meters, or increases the temperature by another 5 degrees.

Ease Childbirth

□ X

1 Point, Touch, Temporal (Labor)

Cast on a woman who is about to enter labor, this spell eases her pains and ensures the birth goes well (even if it is a breech birth). It is of no help if the baby has been damaged before birth.

Enchant (Banesword)

†

1 Point, Ritual

This ritual enchants a sword against a specific enemy. The caster must forge the sword, and invest it with 1 POW per point of ENC. There is a separate spell for each different kind of Banesword: Enchant (Elf-Bane Sword), Enchant (Troll-Bane Sword). Spells for baneswords against specific people could even be created. There are, however, no Human-

Bane Swords (but there could be Praxian-Bane Swords, etc.)

If a character wielding a banesword is Inspired by a Hate passion for the banesword's target, the sword deals double damage (after armor) to the target.

Enchant (Metal)

Varies

1 Point, Ritual, Enchant

This ritual is cast while working on an object made from the specified metal. (At the GM's option, multiple objects being crafted together may be affected; e.g. 20 arrowheads, a suit of armor, etc.) The resulting object is enchanted, granting it special qualities. For each 4 ENC (or part thereof) of the object, 1 POW must be sacrificed to enchant it.

Enchanted metals have special qualities (see Enchanted Metals).

Exorcism

† ✕

3 Points, Ritual

This ritual requires 1 Melee Round of preparation over the target, who must be possessed by a spirit. The caster engages the possessing spirit in Spirit Combat, and if the spirit is reduced to 0 magic points (or disengages), the possession is ended.

If the target is possessed by multiple spirits, they all engage the caster in spirit combat.

Face Chaos

Ⓞ †

1 Point, Stackable, Ranged, Temporal

Each point affects one fighter, who will not flee from Chaotic enemies. The target is still affected by spells like Demoralize and similar effects, but will not flee, even if unable to fight.

Fair Price

‡

2 Point, Ranged, Resist, Temporal

This spell must be cast while negotiating the price or exchange for some purchase or trade. If the target fails to resist, they must offer and accept a fair price for the trade at issue. Once the trade is completed, the spell ends.

Falling Star Javelin

⊙

1 Point, Touch, Trigger

This spell is cast on a javelin or spear, which is then hurled and streaks through the air like a falling star.

The javelin deals 4D6 magical fire damage (plus any damage modifier) instead of its normal damage.

Fang of Wachaza

†

3 Points, Ranged, Temporal

This spell is cast on a spear, javelin, dart, or trident, which takes on the appearance of old ivory. Anyone struck by the weapon must resist the damage inflicted (after all protections) with their CON or die.

Fear

● †

1 Point, Ranged, Resist, Instant

The target is struck by terrible fear, the effects depending on the result of the resistance test (from the caster's point of view):

Critical: Target dies from fear instantly.

Special: Target collapses, incapacitated for (20—CON) Melee Rounds, and must make a CON×5 test or die instantly.

Success: Target is Demoralized (as spell) for (20—CON) Melee Rounds.

Failure: Intelligent target is unaffected. Non-intelligent target is Demoralized for (20—CON) Melee Rounds.

Fumble: Target unaffected.

Fearless

Ⓞ

2 Points, Ranged, Temporal

The target is immune to fear, including magical fear (e.g. Demoralize, Fear, Madness) and the terror caused by even the greatest monsters or dragons. The target is not forced to stand and fight.

Fight Chaos

Ⓞ †

1 Point, Self, Temporal

This spell must be stacked with Berserker. Against Chaotic opponents, the berserker's attack skill is doubled (instead of increased by half), and any Countermagic effect (from e.g. Berserker, Shield, or Countermagic) is doubled.

Fight Disease

⊙ ✕ III

1 Point, Touch, Instant

Cast upon a sick individual, this spell doubles their CON for the next resistance roll they make against the disease. If the target is in spirit combat with a

disease spirit, they gain a +25% bonus to Spirit Combat skill.

Fight Disease Entity III

2 Points, Ranged, Instant

The caster draws a targeted disease spirit, daimon, or essence (either one they can see, or one possessing a victim) into spirit combat.

Fight (Enemy) Varies

1 Point, Stackable, Ranged, Temporal

The target gains a +5% bonus per point to all combat skills and Dodge against the specified type of enemy.

Fight Unto Death †

2 Points, Ranged, Resist, Temporal

While the spell lasts, the target cannot be disabled, feels no pain, and will not bleed from wounds, and can only be killed by being reduced to 0 or fewer general hit points, effects like Sever Spirit, or being decapitated. Limbs can still be severed, but not crippled. The target cannot benefit from any healing magic.

Find Hidden Way ∞

1 Point, Ranged, Temporal

The caster sense sthe presence of secret or hidden doors, entrances, exits, paths, and the like within range, seeing a slight glow from them. The sensing is stopped by 3+ meters of stone, metal, earth, wood, or other dense obstacle.

Find Quick Path ∞

1 Point, Self, Temporal

While the spell lasts, the caster can sense the quickest path (using their current mode of transport) towards a destination chosen when the spell is cast. If the spell ends before the caster reaches the destination, they are left with a final impression of the direction and approximate distance (minutes, hours, days, or longer) to the destination.

Find Safe Path ∞

1 Point, Self, Temporal

While the spell lasts, the caster can sense the safest path (using their current mode of transport)

towards a destination chosen when the spell is cast. If the spell ends before the caster reaches the destination, they are left with a final impression of the direction and approximate distance (minutes, hours, days, or longer) to the destination.

Find Shelter ∞

1 Point, Personal, Temporal

The caster senses the direction of the nearest shelter—built or natural, sufficient to protect from local weather—no matter how distant it is. For the duration, the caster can sense the best path to reach it. If the spell ends before the caster reaches the shelter, the caster is left with a final impression of the direction to and approximate distance (minutes, hours, days, or longer) to the shelter.

Find (Substance) Varies

1 Point, Ranged, Temporal

The caster senses the presence of the substance or thing targeted by the specific spell within range, seeing a slight glow from it.

The sensing is stopped by 3+ meters of stone, metal, earth, wood, or other dense obstacle.

Fireshield ⊙

2 Points, Ranged, Temporal

The target is protected from fire. Damage from all fire-related attacks is reduced by half, after armor and protective magic have been accounted for.

Flawless Scribe Υ Δ

1 Point, Stackable, Touch, Temporal

Cast on a document, illustration, map, manuscript, etc., this spell allows the caster to produce a perfect copy (provided they have the necessary writing equipment). In 15 minutes, the caster can copy approximately 2,000 words on parchment (about 20 pages), inscribe 100 words in stone, or copy one illustration or map.

Flickering Blade ∞

3 Points, Ranged, Temporal

The target moves with lightning speed, and gains an extra attack or parry (at full skill) each Melee Round.

Flight



1 Point, Stackable, Ranged, Resist, Active (object only), Temporal

This spell requires 1 point of Intensity for every 6 SIZ (or part thereof) of the target to be affected.

If cast on an object, the caster can cause it to fly by concentrating, at a Movement rate of 12 meters per SR. If the object is fastened, make an opposed test between the STR of the fastening and the maximum SIZ the Flight spell can move.

If cast on a creature, the creature gains the ability to fly at a Movement rate of 12 meters per SR. The target can use their Air rune or Motion rune rating as a Fly skill—if they have neither, they fly clumsily and can only succeed at any flying tests on a 01-05 (fumbling on 96-00).

Float



1 Point, Stackable, Ranged, Resist, Temporal

Each point of this spell affects 16 SIZ (or part thereof), causing it to float just below the surface of the water. Heavier objects will sink more slowly, and lighter objects will be lifted out of the water (half-submerged, or resting on the surface, depending on their weight relative to the Intensity of the spell).

Fly Against Wind



1 Point, Stackable, Self, Temporal

This spell allows the caster to ignore 6 points of wind STR for each point of the spell while flying.

Fly Fast



1 Point, Stackable, Self, Temporal

Each point of this spell increases the caster's Flying Movement Rate by 2 meters per SR.

Form Ice



1 Point, Stackable, Ranged, Instant

This spell freezes all or part of a liquid that is at least 50% water. Each point affects 1 liter; in winter, each point affects 1D6 liters.

Free Ghost



1 Point, Ranged, Resist, Instant

Cast on the ghost of a mortal, this spell unbinds it and sends it to the Underworld.

Friendly Greeting



1 Point, Self, Instant

The caster performs a friendly greeting, communicating their friendly intent past any language barriers. Only intelligent beings with some kind of language can be greeted, but the greeting does not target only one type of creature or one language. The recipients must be able to at least see or hear the caster, who must be able to speak or gesture.

Gleam



1 Point, Stackable, Temporal

This spell is cast on a metal weapon. A bright, cold light glints off it when it strikes, dazzling opponents, who suffer a -5% penalty per point to attempts to parry or dodge the weapon.

Gnome to Golem



1 Point, One-use, Ranged, Temporal

This spell transforms an earth elemental of any size into a humanoid monster of earth and stone. The creature has the elemental's STR and POW, SIZ equal to the elemental's hit points, and DEX 3D6. It can attack with a stony fist at skill 35%, dealing 1D6 damage plus its damage bonus. It has humanoid hit locations, and 6 points of armor in each location.

When the spell ends, the monster turns back into earth (the elemental daimon, essence, or spirit returning to the Otherworld it came from).

Go Without



2 Points, Touch, Temporal (24 hours)

The target is able to go without food, drink, and sleep for the duration of the spell. For the duration, hunger, thirst, and tiredness do not accumulate past the point of feeling a slight desire for food, thirst, and sleep.

Great Blow



1 Point, Self, Trigger

The caster's next attack this round will deal double damage (roll damage as normal, then double it) if it hits.

Great Parry



3 Points, Touch, Temporal

This spell is cast on a shield, which will have

infinite hit points for the duration. (The shield will not be damaged when the spell ends.) The wielder may still be affected by knockback.

Great Strength □

2 Points, Self, Temporal

The caster's STR is doubled as they are imbued with the might of the Earth. Damage bonus and skill category modifiers may change.

This spell does not stack with Strength or other STR-enhancing magic.

Ground Flyer □

1 Point, Stackable, Ranged, Resist, Temporal

Cast on a flying character or creature, this spell forces them to land quickly by safely, and leaves them unable to fly for the duration.

If the target is flying using the Flight rune spell, each point of this spell instead increases their effective SIZ by 6. If the Flight spell is no longer able to support them, they are forced to land, as above.

Grounding Ritual □

1 Point, Stackable, Ritual

This ritual is stacked with either Ground Flyer or Make Heavy. The caster buries four coins to form the corners of a square up to 10 meters to a side per point. The effect works up to a height of 10 meters above the coins. All beings within this area are affected by the stacked spell (Ground Flyer or Make Heavy).

Group Defense III

3 Points, Stackable, Ranged (5-meter radius), Active

This spell creates a magical barrier enclosing a sphere 5 meters in radius around the caster. Everyone inside this radius when the spell is cast loses 1 magic point (if they have any) to it. Anyone attempting to enter through the barrier suffers damage to a random hit location (ignoring protection) equal to the total number of magic points drained by the barrier.

For each 3 points stacked onto this spell, the magic point drain is increased by 1 point (which also ignores the damage inflicted).

Group Laughter ∴

1 Point, Stackable, Ranged (10-meter radius),

Temporal

Everyone within the spell's radius will appreciate any joke, no matter how absurd, including practical jokes played on themselves. Each point stacked will increase the radius by another 10 meters.

Guided Teleportation ∴

3 Points, Self, Instant

The caster instantly returns to a prepared spot in a holy place (like a shrine or temple), no matter how distant. Preparing such a spot takes a week of ritual, and the caster can only have one such spot at a time.

Hallucinate ∴

1 Point, Stackable, Self, Temporal

Each point of this spell functions as 12 combined points of Illusory Motion, Illusory Odor, Illusory Sight, Illusory Sound, Illusory Substance, and Illusory Taste, but the illusions are only perceptible to the caster (and anyone in a Mindlink with the caster).

Harmonize III ∴

1 Point, Stackable, Ranged, Resist, Temporal

This spell must be cast on a target with the same general shape (same hit location table) as the caster. It forces the target to mirror the movements and actions of the caster. If the target is injured, the caster feels pain (and must make a concentration roll if casting a spell). If the target is killed, the caster loses 1D6 general hit points.

Each point stacked allows an additional target to be affected.

Harmony III

1 Point, Stackable, Ranged (3-meter radius), Resist, Temporal

Anyone within 3 meters of the caster is kept from becoming violent, unless they resist. Spells like Berserker, Demoralize, Fanaticism, and Madness are neutralized if their Intensity is less than that of Harmony (as usual, 1 point of rune magic equals 2 points of battle magic). Each point stacked increases the radius by 3 meters.

Heal All Chaos III

3 Points, Ritual, Resist

This ritual is performed on a creature harmed or

injured by Chaos. The ritual is resisted by the highest Chaos rune rating of all the creatures that have injured the target. If the ritual fails, the target's injuries worsen (1D6 damage to any Chaos-wounded location, diseases worsen by one degree, other injuries at the GM's discretion), and there is a 5% chance (100% on a Fumble) that they develop a Chaos feature. If the ritual succeeds, the target is healed of all Chaos-inflicted injuries and harms. Regardless of success or failure, the target's corpse will not spawn any manner of Chaos creature.

Heal (Animal) ▽ ⚡ III

1 Point, Touch, Instant

This spell is stacked with any healing spell cast on the specified type of animal. It provides all magic points required by the stacked spell.

Heal Body □ ⚡ III

3 Points, Touch, Instant

The target is healed of all damage to all hit locations and hit points. Any severed limbs are re-attached if they are available, but will not be regrown if not.

Heal Burns □ ⚡ III

1 Point, Touch, Instant

This spell can heal damage inflicted by fire. The caster must expend magic points: for each magic point spent, the target is healed for 2 hit points. Touching and healing multiple hit locations may require using both hands; the GM is the final arbiter.

Heal Iron Wounds ●

1 Point, Touch, Instant

This spell is stacked with another healing spell cast on a wound caused by iron. It not only provides all the magic points required by that spell, but also doubles their effect (or halves the necessary number of magic points). Thus, Heal 4 stacked with this spell would heal 8 points of damage inflicted by an iron weapon.

Heal Mind III

2 Points, Touch, Instant

This spell cures an ailing mind. If the target is affected by a spell such as Befuddle, Berserk, Demoralize, Fanaticism, Madness, Mindblast, etc.,

it is negated. This includes the long-term effects of a Madness spell. Other kinds of madness may or may not be cured, at the GM's option.

Healing Rain ⚡ ⚡

1 Point, Stackable, Ranged (10-meter radius), Temporal (Special)

This spell can only be cast while it rains, and ends if the rain ends. It bathes a 10-meter radius area with healing rain, healing friends and allies of the caster in the area for 1 hit point in each injured hit location.

Each stacked point either increases the radius by 10 meters, or causes the rain to last for another round.

Healing Trance III ⚡

1 Point, Touch, Temporal (as needed)

The caster and one injured target both enter a deep trance from which they cannot be awakened. During this, the target will heal at 8 times the normal rate (the GM should prorate weekly healing to be daily; e.g. a character with a maimed location whose Healing Rate is increased to 24 would recover 3 HP at the end of each day rather than 24 at the end of each week). The spell ends once all hit locations are completely healed.

The caster and recipient must both be cared for during the spell, as they are unable to take food or drink themselves.

Hibernate ▽

3 Points, Self, Temporal

The caster goes into a deep sleep. All wounds stop bleeding, and injuries begin to heal: minor wounds (less than the location's HP in damage) heal the caster's Healing Rate in HP each day, disabled locations (damage equal to or greater than the location's HP) heal the Healing Rate in HP each week, and maimed locations (damage equal to or greater than twice the location's HP) heal the Healing Rate in HP each season. Severed limbs heal over, but do not regrow. The caster needs no food or water, and cannot be awakened except by strong magic. Once all wounds are healed, the caster may make an INT test to wake up; if they fail, they get one test per season, until they automatically wake up after the next winter is over.

Hide Fire



+1D6.

2 Points, Stackable, Ranged, Temporal

The spell is cast on a container, which can be a sack, box, or even a cupped hand or mouth. The container can be used to pick up and carry a fire (not its fuel) that would fit inside it, without burning the container or putting out the fire. Each point of this spell increases the intensity of the fire that can be carried by 1 step (generally, each step is equal to 1D6 damage).

Hide From Spirits



1 Point, Stackable, Self, Temporal

The caster becomes undetectable for spirits that have POW no greater than 10 per point of this spell. The spell ends if the caster attacks any spirit, either with magic, weapons, or in spirit combat.

Hide Wealth



1 Point, Stackable, Touch, Temporal (1 day)

Cast on a bundle of inanimate objects, this spell causes them to become invisible except for the caster and those watching the casting. Each point of this spell allows it to affect one bundle of items. Hidden items cannot be detected, even by magic (although the spell itself can be detected).

Hie Wagon



1 Point, Stackable, Ranged, Temporal

This spell is cast on a wheeled vehicle—a cart, chariot, or wagon—and increases its speed by 1D10 meters per SR per point (rolled when the spell is cast). Any animals cut loose from the team return to their normal speed.

Horse Bond



1 Point, Touch, Temporal

This spell is cast on a horse. While the spell lasts, the horse will let no one but the caster ride it, and the caster's Ride rating is doubled while riding that horse.

Hurl Javelin



1 Point, Stackable, Touch, Trigger, Temporal (1 MR)

This spell is cast on a javelin or spear, which the caster must throw in that same Melee Round. For each point in the spell, the weapon's range is increased by 100% and its damage is increased by

Icy Spear



1 Point, Stackable, Touch, Temporal

This spell is cast on a spear, covering it with hard ice that sucks away heat. Any attack with the spear deals 1D6 damage per point of this spell in addition to its normal damage, plus any damage bonus. Any resistance or weakness to cold applies to this extra damage. However, the spell also damages the spear, reducing its hit points by 1 per point of spell, which may shatter it.

Identify Scent



1 Point, Stackable, Ranged, Temporal

The target's sense of smell is increased twenty-fold. They gain a Scent skill at 25% (plus Perception modifier), usable any time they are under the effects of this spell, and may gain experience checks in it.

The target can identify the nature of any scent they smell. They do not gain new knowledge, but if they have encountered the source of the scent before (a type of creature, a location or object, or a specific person), they will recognize it.

Identify Traitor



1 Point, Ranged, Resist, Instant

The caster can sense whether the target is a traitor to some group that both the caster and the target belong to. This spell detects both past acts of betrayal and planned betrayals.

Ignore Pain



1 Point, Touch, Temporal

The target is immune to pain, including the effects of disabling injuries. They will not be incapacitated by wounds, though they will still bleed and may be killed.

Ill Luck



1 Point, Stackable, Ranged, Resist, Temporal

The target suffers bad luck, taking a -5% penalty per point to all ability tests.

Illusions

The Illusory (Sense) spells create temporarily real things. Illusions with substance can damage things,

and can be damaged. Illusory (Sense) spell can be stacked and cast together, at the same time. If cast on a real object, the illusion will move with it.

Illusory Motion ∴ ①

1 Point, Stackable, Ranged, Temporal

The caster animates an illusion, allowing them to move it at a Movement rate of 1 per point of the spell. If ability tests are required to manipulate the illusion, the caster uses their DEX×3.

Illusory Odor ∴ ①

1 Point, Stackable, Ranged, Temporal

The caster creates a scent that they know. The Intensity required depends on the strength of the smell. At Intensity 4+, the smell is overpowering, and a CON×2 roll is required by anyone smelling it, or they are overcome by nausea and unable to act; they can make another CON×2 roll each Melee Round until they succeed, at which point they overcome the smell for the time being.

Intensity 1 Rose

Intensity 2 Smoke

Intensity 3 Perfume, scented oils

Intensity 4 Ammonia

Illusory Sight ∴ ①

1 Point, Stackable, Ranged, Temporal

The caster creates a visual illusion, up to 3 SIZ per point of the spell. (An illusion can also cover only part of a creature or object.)

Illusory Sound ∴ ①

1 Point, Stackable, Ranged, Temporal

The caster creates a sound of whatever nature, intent, and duration they wish. Complex sounds—such as conversation—may be created, but the caster cannot actively control them once the spell is cast. The spell's Intensity controls how loud the sound may be.

Intensity 1 Whisper

Intensity 2 Conversation

Intensity 3 Shout

Intensity 4 Avalanche

Illusory Substance ∴ ①

1 Point, Stackable, Ranged, Temporal

Each point of this spell creates 1 SIZ (equivalent to 1 hit point) of solid matter. The illusion may deal damage: at Intensity 1, it deals 1D3 damage; at Intensity 2, 1D6; at Intensity 4, 2D6; each +2 Intensity is +1D6 damage.

In order to actively attack, the illusion must include Illusory Motion. Otherwise, the illusion must be of an appropriate kind (spikes, fire, etc.) and will only damage those who walk, fall, etc., into it.

Illusory Taste ∴ ①

1 Point, Stackable, Ranged, Temporal

This spell creates a taste covering about 1 SIZ of matter. The taste must be familiar to the caster. The strength of the taste depends on the points put into the spell. If used to replicate a poison, each point can replicate 1D6 POT.

Intensity 1 Water

Intensity 2 Pear

Intensity 3 Lemon

Intensity 4 Vinegar

Impede Chaos ⑥ †

1 Point, Stackable, Ranged, Temporal

The target is harder for Chaotic opponents to hit: for every point in the spell, deduct -20% from the attacks of Chaotic opponents.

Increase/Decrease Wind ⑥

1 Point, Stackable, Ranged (100-meter radius), Temporal

The caster can raise or lower the strength of winds around themselves. Each point in the spell either changes the strength of the wind by 1D6 STR, or increases the effect's radius by 100 meters.

Increase Temperature ⑥

1 Point, Stackable, Ranged (special), Temporal

The temperature in a 10 meter radius around the caster is increased by 5 degrees Celsius. Each additional point stacked increases the radius by 10 meters or increases the temperature by another 5 degrees.

Inspire Loyalty

Ш Y

1 Point, Stackable, Ranged, Resist, Temporal

The target gains a +20% bonus per point to a Loyalty passion specified by the caster. The target must already possess that Loyalty passion at a rating higher than 00%.

Inspire Non-Combatants

6

1 Point, Stackable, Ranged, Temporal

The caster chooses a passion—usually something like Love (family) or Loyalty (clan)—and if the target possesses it, they are automatically Inspired by that passion to defend themselves and any applicable community. The target must be non-combatant (as judged by the GM; non-warrior women and children usually qualify, but so do healers, slaves or thralls, etc.).

Each stacked point allows an additional target to be affected.

Inspiring Song

6 III

3 Points, Ranged (earshot), Resist, Active

The caster starts a song, and chooses a specific Passion which they attempt to arouse in listeners. Anyone listening (that does not resist) rolls against the appropriate Passion—provided they have it—and may become Inspired as normal. Failures and Fumbles on this test have no effect. The Inspiration lasts only as long as the caster sings (which precludes casting non-rune magic).

Interpret

H

2 Point, Self, Temporal

For the duration, the caster can understand (and interpret) any spoken language as if their skill rating were equal to their spellcasting rune rating, although they cannot themselves speak any additional languages. The meaning of untranslatable words is broadly understood.

Invigorate

□ X

1 Point, Touch, Instant

The target is refreshed and reinvigorated. All exhaustion and tiredness are gone, and the effects of hunger, dehydration, and lack of sleep are dispelled. Any characteristic points lost to such effects are restored.

Inviolable

□ X III

1 Point, Ranged (3-meter radius), Resist, Temporal

This spell affects all worshippers of the caster's cult and associated cults within range. It counteracts emotion-affecting spells (like Arouse Passion, Berserker, Demoralize, Fanaticism, Fear, and Madness) that have lower Intensity (as usual, rune spells count as double Intensity), and can be boosted with magic points for this purpose.

Invisibility

∴

3 Point, Ranged, Temporal

The target becomes undetectable by drawing enemies' attention elsewhere. The target can choose to be noticed, or may be detected by magic.

If the target attacks (by weapon or spell), they become visible in the SR when they act, and disappear again at the end of the same Melee Round, unless engaged in melee. If they disengage from melee, they disappear at the end of that Melee Round.

Invisible Hand

∴ ∞

1 Point, Self / Ranged, Temporal

The caster is able to manipulate things within range as with one hand, lifting, pushing, pulling, moving, etc. (but not attacking or using weapons). The caster can make skill tests for Devise and Sleight normally, provided one hand is sufficient.

Kill Unseen

† X

2 Points, Stackable, Self, Temporal

The caster disappears from sight, becoming invisible. They may attack once without breaking the invisibility, but the second time they do, the spell ends.

Each 2 points stacked grants the caster one additional attack without breaking the invisibility.

Knock Down Foe

□

1 Point, Ranged, Resist (Special), Instant

This spell is cast at a target standing on the ground (or on a floor ultimately built on ground, i.e. not e.g. a ship's deck). A tremor causes the target to falter, and they must resist the spell with a DEX test or fall. On a fumble (or a special or critical for the caster), they drop anything they are holding.

Knowledge

Y

2 Points, Touch, Temporal

The caster reads the history of the target object. The reading starts at the beginning, or at a point in time specified by the caster, and is compressed ("then the sword lay in the tomb for 500 years, until..."). The spell's duration may not be enough to absorb all relevant information, if the object's history is long and eventful.

Last Gasp

6 2

2 Points, One-Use, Self, Temporal (1 Melee Round)

This spell can be cast immediately when the caster suffers a disabling or fatal injury (but not an effect like Sever Spirit). The caster is able to act normally (except for any crippled or severed limbs, etc.; decapitation may make things awkward) until the end of the next melee round. This may allow them to heal a fatal injury.

Leap

2

1 Point, Stackable, Ranged, Temporal

For each point in this spell, the target is able to leap up to 6 meters height or width at full encumbrance, or to carry an additional 6 SIZ while jumping.

Leaping Shield

6 2

1 Point, Stackable, Ranged, Temporal

The target gets one additional free shield parry each Melee Round per point of this spell. In addition, they can parry attacks against adjacent or nearby friends or allies (GM's judgement whether an ally involved in the same melee is close enough).

Lie

:: X

2 Points, Self, Instant

This spell is cast undetectably just as the caster speaks a lie. Anyone hearing the lie automatically believes it to be true, no matter how outrageous it is, and will continue to believe it until it is proven false (or a minimum of 1 Melee Round).

Anyone hearing the lie second-hand is not affected.

Lightning

6

1 Point, Stackable, Ranged, Resist, Instant

The caster shoots a bolt of lightning from their

hand (or an implement, such as a staff, spear, etc.) at a single target. If the target does not resist, the bolt hits and deals 1D6 damage per point of Intensity to a single hit location. Mundane armor will not protect from this damage, but spells like Protection and Shield will. The bolt may set flammable materials on fire.

Lightning Javelin

6

1 Point, Stackable, Touch, Trigger

This spell is cast on a javelin, which must be thrown before the end of the same melee round or the spell is lost. If the javelin hits, it deals normal damage, plus 1D6 lightning damage per point of the spell. This lightning damage ignores armor (but not Protection and Shield spells).

Living Blade

†

3 Points, Ranged, Temporal

The target moves with lightning speed, and gains an extra attack or parry (at full skill) each Melee Round.

Lock

H 2

1 Point, Ritual, Temporal (8 weeks)

This spell is cast on a door, lid, bag, or other opening or device, and is boosted with magic points. The opening is hold shut with a STR of 10 per magic point (similar to a Glue spell). The caster may freely open the container, and the spell will take effect again when it is closed.

This spell cannot be Dispelled, Dismissed, etc. If the object is forced open, the spell continues in effect when it is closed again.

This spell may be stacked with and cast together with Passage.

Longfaring Arrow

6 2

2 Point, Touch, Trigger

This spell is cast on an arrow. The next shot with that arrow has no long or maximum range: so long as the shooter can see the target, the arrow will reach it, and the attack is not penalized for range.

Madness

⓪

2 Points, Ranged, Resist, Instant

The target is driven mad, based on the results of the resistance test:

Critical: Insane. Lose 1D4 INT permanently, roll 1D6 below for an insanity that lasts (30–POW) days.

Special: Rage. As Fanaticism, plus attack nearest person for (30–POW) minutes.

Success: Catatonia. Collapses for (30–POW) minutes and cannot be revived.

Failure: Intelligent beings unaffected; non-intelligent beings are confused for (30–POW) minutes.

Fumble: No effect.

1D6 Insanity

1 **Amnesia:** Forget friends, family, and enemies, but remember cults and spells.

2 **Elemental Fear:** All-consuming fear of the element opposite to their Elemental rune (or a random element if none).

3 **Pantophobia:** Fear of everything. Every stimulus causes overwhelming terror, cowers and flees constantly.

4 **Paranoia:** Violently paranoid, takes everything for a threat, insult, etc. Will not speak of it, but will scheme to protect self.

5 **Stupefaction:** Will not act or communicate, but may babble unintelligibly. Can be led to walk, fed, etc.

6 **Moonstruck:** Perceives the illusory separation of things, and sees that We Are All Us; everything is everything. Unable to act meaningfully.

The effect cannot be Dispelled, Dismissed, etc., but may be cured by certain spells.

Magic Spear



2 Points, Touch, Temporal

The caster touches a spear to invest it with great power. For the duration, the spear deals 4D6 damage (plus any damage bonus), and all damage dealt by the spear is magical (affecting creatures that are invincible to normal weapons). This spell cannot be stacked with spells like Fireblade or True (Weapon); only the highest intensity spell remains in effect.

Magnify Command



2 Points, Ranged, Temporal (Special)

This spell is stacked with a Command (Creature)

spell and boosted with magic points. Each magic point increases the duration of the stacked Command spell by 1 hour (on top of any Extension).

Make Food Last



1 Point, Ritual, Self

This ritual is cast as part of preparing a meal of any size, whether for one person or a giant feast. The caster can have assistance preparing the food, but must be in charge of the effort. Thanks to the ritual, any ingredients used to make the meal will go twice as far: that is, food for ten can be made to feed twenty just as full.

Make Heavy



1 Point, Stackable, Ranged, Resist, Temporal

Each point of this spell increases the target object or creature's effective SIZ by 6 for the purposes of knockback, being lifted or pushed, flying (reduce the target's Fly skill by 5% per 4 points of SIZ increase, and Movement rate proportional to the increase in SIZ; e.g. a SIZ 18 creature affected by 3 points of Make Heavy flies at half speed), climbing or jumping (reduce skill and speed/distance as for flying).

Manifest Bear Soul



3 Points, Ritual, Temporal

The caster sacrifices 1 POW and enters a meditative state and manifests his bear soul. It takes the form of a great brown bear with the caster's characteristics, but +15 to STR and SIZ. The caster is in full control of this bear form. It can attack with Bite (1D10) and Claw (1D6) using the caster's Unarmed skill—using either both, or two claws, 5 SR apart. The bear has 3 armor points from its fur. The bear can speak Beastspeech and Stormspeech, and can use the caster's spells—including battle magic, provided the caster knows either Beastspeech or Stormspeech. (Bear's Skin's effects stack, but Bear's Strength does not—but if the caster's STR doubled is greater than with +15, use the higher score.) If the bear is killed, the caster suffers 3D6 damage to their general hit points and the spell ends.

Meld Form



1 Point, Ritual

This 6-hour ritual is a prerequisite for being affected by the spell Proteus. It uses the target and another living, corporeal creature (must have SIZ

and POW) which is sacrificed. Thereafter the target can use the Proteus spell to chance into the sacrificed creature.

A target can have multiple such forms prepared. Record the STR, CON, SIZ, and DEX of each one.

Full Moon	6D6
Half Moon	4D6
Crescent Moon	2D6
Dark Moon	1D6

Melt Ice

6

1 Point, Stackable, Ranged (100-meter radius), Instant

This spell can only be cast while it is raining. The rain swiftly melts all ice and snow (excepting creatures of ice and snow) in the spell's radius, countering and ending the Snow spell if one is in effect. It will not prevent ice and snow from accumulating naturally afterwards.

Each point stacked increases the spell's radius by 100 meters.

Mindblast

⓪

2 Points, Ranged, Resist, Instant

The target is reduced to 0 INT for a number of days equal to half the caster's POW, unable to do anything except stare and drool. They can be cared for, but will take no actions. If the caster gets a special success in the spellcasting test, the target's head takes 1D6+2 damage (armor does not help, but magical protection does).

Mind Read

Y

2 Points, Ranged, Resist, Temporal

The caster can read the target's conscious thoughts. The target can sense a mental intruder.

Mist Cloud

6 ⚡

1 Point, Stackable, Ranged, Temporal

The caster creates a cloud of natural-seeming mist with a diameter equal to 2 meters per point of spell. Visibility inside the mist is limited to 1 meter. The spell can be cast to encircle and blind a specific opponent.

Moonspear

⓪

3 Points, Ranged, Instant

The caster shoots a moonbeam from a spear, sceptre, or other implement, striking the target's head. Damage is dealt to the head; armor protects, but magical protection does not. Damage depends on the phase of the Red Moon:

Morale

† † † †

2 Points, Ritual, Temporal (sunrise or sunset)

After an hour-long ritual, the caster and participants—up to an entire regiment (approximately 1,000 warriors)—gain the effects of a Fanaticism spell, which lasts until the next sunrise or sunset (whichever comes first).

Mother Knows Best

□

1 Point, Stackable, Self

The caster gains a +10% bonus to any attempts to convince her husband, her children, her daughters' husbands, and her daughters' children to do what she says. Each stacked point increases the bonus by +10%.

Move Earth

□

1 Point, Stackable, Ranged, Instant

The caster can cause earth, gravel, rocks, sand, etc. (but not solid stone) to move, changing the shape of the earth—creating pits and trenches, diverting streams, and even causing avalanches or landslides, etc. Pits cannot be opened below anyone's feet, however.

Each point of this spell affects 10 cubic meters of earth.

Never Sleep

⓪ △ Y

2 Points, Self, Temporal (Special)

While the caster remains standing guard at or defending their post, they need no sleep. When they finally leave their post, they need only a full day of sleep, regardless of how long they have stood guard. This spell lasts until the caster leaves their post.

No Scent

▽ ∴

1 Point, Touch, Resist, Temporal

The target gives off no scent, making it impossible to detect or track by smell. This may also negate some smell-based attacks or abilities.

Oath

† Y

2 Points, Stackable, Ritual

Two people—who need not include the caster—are bound into a magical pact spoken out loud. The participants each expend magic points upon the oath. If any participant breaks the oath, they are struck by a Sever Spirit spell with magic points equal to the total placed in the oath; they must resist the total magic points with their POW.

Every 2 points stacked into this spell allow an additional participant to join the oath. The participants do not need to belong to the caster's cult.

Overbear Foe

G R

1 Point, Stackable, Ranged, Temporal

Any knockback dealt by the target is calculated as if the damage were 2 points higher for every point of this spell.

Panic

∴ X

2 Points, Ranged, Resist, Temporal

The target is seized by terror, unable to attack or cast spells (but still able to parry and dodge). Usually, the target will run away.

This spell will neutralize Fanaticism.

Parry Blow

†

1 Point, Stackable, Self, Temporal

For each point of this spell, the caster gains +10% to any parry attempt, and any weapon they parry with will parry 2 extra points of damage. (Damage that is not parried will still reduce the weapon's actual HP.)

Passage

R

1 Point, Stackable, Ritual, Temporal (8 weeks)

This spell must be stacked and cast together with Lock. Each point of Passage appoints one person who can open the warded object or aperture. The target must be present and touch the object that is warded with Lock.

Path Watch

R

2 Points, Ranged (special), Temporal (varies)

This spell is cast on a known road or path visible to the caster. While traveling on that path, the caster

is aware of the direction and number (but not other details) of any enemies, ambushes, and traps within a 100-meter radius.

The spell lasts until the caster goes to sleep or leaves the path, or the path ends.

Pathfinder

R

2 Points, Ranged (special), Temporal (varies)

This spell is cast while traveling in unknown territory, down new paths or into new places. While traveling, the caster is aware of the direction and number (but not other details) of any details, ambushes, and traps within a 100-meter radius.

The spell lasts until the caster goes to sleep or returns to known paths (e.g. doubling back, but not remaining roughly in place).

Pathway

□

1 Point, Stackable, Self, Instant

The caster becomes aware of the direction of the closest oasis (or similar source of water, such as a spring, well, brook, etc.). Each stacked point makes the caster aware of the direction of the next-closest oasis. Distance is known only in relative terms (closest, next closest, etc.).

Peace

III

3 Points, Ranged (1-kilometer radius), Temporal

All beings not of Master status (or higher) are compelled to lay down weapons and forget violence and battle for the duration, listening instead.

Pierce Dragon Armor

G

2 Points, Ranged, Resist (special), Temporal

The target gain the ability to pierce the armor of dragons and draconic creatures (dragonewts, magisaurs, wyrms, etc.). Each time they attack and hit a draconic creature, it must resist the rune rating the spell was cast at. If the spell wins, the creature's AP are halved. If the spell wins with a special or a critical, the AP are ignored.

Pillar of Heaven

⊙

1 Point, Stackable, Personal, Temporal

The caster rises into the air as if standing upon an invisible, immaterial pillar, up to 10 meters high per point of this spell. The caster rises up to 10 meters per MR (requiring no action), and may descend at the same rate. The caster can be knocked down in

the usual way, and if they are knocked off their feet, they fall all the way to the ground, but may rise again using the spell. When the spell ends, the caster descends swiftly but safely to where the "pillar" stood.

Plant Spy ☿

1 Point, Touch, Temporal

The caster touches a plant and turns its leaves into transmitters that can send the caster sound and touch information when they concentrate. This spell can be cast on multiple plants, but the caster can only receive information from one at a time.

Ploughstrong ♁ ♃

1 Point, Self, Temporal (morning to night)

The caster joins their oxen in pulling a plow, and together they are able to harrow twice the usual amount of land over the course of the day.

This spell cannot be Extended.

Predict Weather ♁ ⚡

2 Points, Instant

The caster gains approximate knowledge of what the weather will be over the next 24 hours. It cannot account for the effects of spells and summoned daimones or spirits.

Protection While Sleeping ♁

1 Point, Stackable, Ranged, Temporal (Special)

While the target sleeps, they will be protected by 2 points of Protection, 2 points of Countermagic, and 2 points of Spirit Screen per point stacked, similar to the Shield spell. In addition, any attack (physical, magical, or by spirit) will immediately cause them to awaken, ready to act; and anyone approaching within 5 meters of them with intent to harm them (including stealing from possessions within that radius) will cause the target to wake. This spell lasts as long as the target sleeps, and will resume if the target wakes and returns to sleep within 15 minutes.

Proteus ⚡ ✂

1 Point, Stackable, Self, Temporal

For the duration of the spell, the caster is able to change into and out of the shape of one creature they have prepared with the Meld Form spell. For each point stacked, they can change into another

prepared form. The caster's STR, CON, SIZ, and DEX become those of the new form. Each transformation takes 1 Melee Round where the caster can do nothing else.

Rain ♁ ⚡

1 Point, Stackable, Ranged (100-meter radius), Temporal

This spell causes rain to fall from the clouds, depending on the current cloud cover. If it is raining, it instead increases rain as if the cloud cover were increased by 10%.

Cover	Clouds/Rainfall
01-10%	None, 0-10 mm
11-20%	Scant, 11-20 mm
21-30%	Scattered, 21-30 mm
31-40%	Slightly overcast, 31-40 mm
41-50%	Moderately overcast, 41-50 mm
51-65%	Mostly overcast, 51-65 mm
66-80%	Completely overcast, 66-80 mm
81-00%	Dense with little light, 81-100 mm

Each point of the spell stacked either increases rain as if the cloud cover were increased by +10%, or increases the spell's radius by 100 meters.

Rally Troops ♁

2 Points, Ranged, Instant

With a shout, the caster rallies warriors under their command who are within range. All affected warriors can make a POW×5% test to shake off the effects of spells like Demoralize, Fear, Panic, etc. It also grants the caster a +10% bonus per point to a Battle test made to rally the unit.

Recite Perfectly ♁

1 Point, Self, Temporal (Special)

The caster can recite perfectly one speech or message that they have heard spoken. The spell lasts for its duration (15 minutes unless extended), or until the recitation is finished, whichever comes first. The caster need not understand the language the recited message was spoken in. Any errors or mistakes in the original are replicated.

Reconstruction ♁

3 Points, Ranged, Temporal

The caster sees in their mind, in real time, a sequence of events that took place in their immediate area. The caster must state the time and date of the event to be observed. The caster is in a trance while viewing the vision.

Reflection

⓪ ∴

1 Point, Stackable, Ranged, Temporal

If the target successfully resists a spell, it is reflected back at the caster on the next SR, using the caster's original spellcasting roll.

For each point in the spell, it can reflect up to 2 points of battle magic or sorcery, or 1 point of rune magic. If the resisted spell is too powerful, Reflection will not work. The caster of the reflected spell gets to resist it.

Regal Aura

□ ≡

2 Points, Ranged, Temporal

The target receives a bonus equal to the rating of the rune ability used to cast this spell to Intimidate, Orate, and other tests made to command and rule others.

Regrow Limb

⌘

2 Points, Touch, Instant

The spell regrows a severed or mangled limb. Roll 1D100 to determine what percentage of the limb must be regrown. If the spell is cast within 10 minutes of losing the limb, it regrows at 10% per week; otherwise it regrows at 20% per season.

Release Zombie

†

1 Point, Touch, Temporal

This spell is cast on a sword. When the sword deals damage equal to twice the location's hit points to a zombie's head, chest, or abdomen, or strikes a critical hit on a zombie, the spells binding the zombie are broken and whatever spirit or soul animates it is released. On a special hit, the sword destroys whatever hit location it struck (deal as triple location hit points). The corpse cannot be animated anew.

Remove (Body Part)

∴ ⌘

2 Points, Self, Temporal

The caster is able to pull off a specific body part without damage or pain. They can still move and control the body part as normal, and receive all the

usual sensory information. Damage to the limb can affect the caster normally, including poison.

The spell ends if the body part is put back in its place. If it is not, it remains separate—though the caster suffers no ill effects—until the spell is cast again and the body part is reattached. The caster cannot use magic to regrow or regenerate the limb while it is separated.

Popular variations include Remove Eye, Remove Hand, Remove Head, and Remove Penis.

Rend Ghost

†

1 Point, Touch, Temporal

A weapon blessed by this spell can strike ghosts: it will deal normal damage (including any magic bonus, but not including damage modifier) to a ghost's magic points.

Reproduce

⌘

2 Points, Touch, Instant

Cast on a living thing (of any kind), this spell allows it to reproduce naturally in its usual way. Its next attempt is guaranteed to be a success, to the greatest extent possible. A human will give birth to 1D3 healthy babies.

Resist Solar Magic

⓪

1 Point, Stackable, Ranged, Resist, Temporal

The target gains 4 points of magical protection against Sky-rune spells or spells using the powers of fire, light, and the sky. Any such spell cast at the target must have Intensity + boosting magic points greater than the magical protection, or it will fail.

Each stacked point adds another 4 points of magical protection.

Resist Temptation

⓪ △ Υ

1 Point, Stackable, Ranged, Temporal

The target gains +20% per point to resist any attempt to tempt, appeal to, or arouse doubts in them.

Restart Ceremony

□ Ⓚ

2 Points, Self, Instant

This spell can only be cast when the caster has just been interrupted in the middle of a spellcasting or a ritual: if cast on the next Melee Round, it allows the caster to immediately restart the spell or ritual,

suffering no loss of magic points or rune points. It can even be used if the caster chose to stop the spell or ritual in order to e.g. attack an opponent, move, or even cast a different spell.

Restore Health (Characteristic) X III

1 Point, Stackable, Touch, Instant

This spell restores characteristic points lost to disease, Tapping, and the like, but not points lost to aging or death. Each point of this spell returns one point to a specified characteristic, up to the character's natural score.

Restore (Sense) III X

2 Points, Touch, Instant

This spell restores the loss of a sense to injury or deterioration: blindness, deafness, etc. It works regardless of the nature of the injury (nerve damage, missing eye or punctured eardrum, etc.).

Resurrect III

3 Points, One-use, Ritual

This spell can bring the soul back into a dead body, if cast within the first seven days after death. It will not work if the soul of the deceased has been destroyed, bound as a ghost, sent into a Lunar hell, or the like. Outside of this spell, bringing back the dead requires a heroquest into the Underworld.

First, the body must be healed to 3 hit points, and any immediately fatal injury to the vitals must be healed. If the subject died of poison or disease, it must be cured.

Next, the caster finds the soul on the Paths of the Dead and entreats it to return. This requires an opposed test between an appropriate rune or passion possessed by the deceased (which may be augmented by another rune or passion), opposed by a universal resistance of 100% (which may be augmented by a rune or passion the deceased possesses, e.g. the Death or Fate runes).

If the deceased wins the test, they return to the body, which comes back to life. However, the return is rarely without consequences (sometimes called the Re-Life Sickness). Unless the deceased gained a Critical or Special Success, roll on the Resurrection Consequences table.

1D100 Consequences

01-10 No consequences.

11-20 Lose 1D3 points of STR, DEX, and CON.

21-30 Age 2D10 years; immediately make any required aging rolls.

31-35 Replace a rune (Fertility rune if applicable, highest non-Elemental rune otherwise) with the Death rune at the same rating.

36-40 Gain the Death rune at 60%, or increase existing Death rune by +20%. Lose any Fertility rune.

41-45 Lose any Death rune connection, if applicable.

46-50 Lose all Love passions.

51-55 Lose all Love and Loyalty passions.

56-60 Lose all Love passions, unable to gain new ones.

61-65 Lose all Love and Loyalty passions, unable to gain new ones.

66-70 Gain Fear (Battle) passion at 60% (lose any opposing passions).

71-75 Gain Fear (Life) passion at 60% (lose any opposing passions).

76-80 Gain Hate (Life) passion at 60% (lose any opposing passions).

81-85 Gain Hate (Violence) passion at 60% (lose any opposing passions).

86-90 Gain Love (Death) passion at 60% (lose any opposing passions).

91-95 Gain Love (Life) passion at 60% (lose any opposing passions).

96-98 Roll twice; re-roll results of 96-00, or conflicting (but not overlapping) results.

99-00 Roll three times; re-roll results of 96-00, or conflicting (but not overlapping) results.

Run On Mud 2

1 Point, Touch, Temporal

The target is able to run or walk on mud without sinking, becoming stuck, or being slowed down.

Run On Treetops 2

1 Point, Touch, Temporal

The target can stand and run on treetops with leaping strides, traveling over any mostly solid forest canopy as if on solid ground, able to fight normally while doing so. The leaves and branches miraculously support them.

Run Over Snow

6 2

1 Point, Touch, Temporal

The target can stand on and walk or run over snow, no matter how loose, without sinking into it and without slowing down.

Run Up Cliffs

2

1 Point, Touch, Temporal

The target is able to run (not walk) up cliffs and mountainsides (but not other vertical surfaces, such as walls or trees), but cannot stop while doing so, or they will fall normally.

Run Up Tree

2

1 Point, Touch, Temporal

The target can run up trees as if they were horizontal surfaces. They cannot, however, stand on the vertical trunk of a tree, but may stand on branches easily and confidently.

Run Without Tiring

6 2

2 Points, Touch, Temporal

The target can run without tiring for as long as this spell lasts (though they still need sleep normally). They can stop and start again as they wish.

Safe

H

2 Points, Touch, Temporal (8 weeks)

This spell is cast on a container or an opening and boosted with one or more magic points. If anyone other than the caster tries to open it, they must resist the spell's magic points with their POW. If the spell wins, the intruder takes 1D6 points of damage (directly to their general hit points) and is forced back. If the intruder wins, the spell is broken. The intruder can make repeated attempts. Countermagic, etc., may protect the intruder.

Scorn Dragon Wound

6

1 Point, Stackable, One-use, Ranged, Temporal

The target is able to shrug off even the greatest injuries caused by dragons or draconic creatures (including dragonewts, magisaur, wyrms, etc.). For each point of this spell, the target can ignore a single injury inflicted by such a creature. The target does not get to pick and choose: any injury inflicted by such a creature is negated, until the spell is used up.

Seal Wound

† 1

2 Points, Ranged, Temporal

This spell is cast on a weapon. Wounds inflicted by the weapon cannot be healed magically or with First Aid, but only by time. Spells or First Aid can still stop bleeding, but will not restore any hit points. The effect ends once the injury is healed.

Searing Bolt

6

1 Point, Touch, Temporal

This spell is cast on a sword, whose blade crackles with lightning. Instead of its normal damage, it deals 4D6 damage as lightning. Armor and spells protect normally.

This spell is incompatible with Bladesharp and True Weapon.

Seastrength

W

2 Points, Ranged, Temporal

The target becomes as powerful as the ocean waves, doubling their STR (but not any magical increases to it).

This spell does not stack with Strength or other STR-enhancing magic.

Second Mouth

● 1

1 Point, Self, Temporal

The caster's vagina becomes a fanged mouth.

See Chaos Taint

III

1 Point, Ranged, Self

The caster can see the taint of Chaos on any creature or object in range.

See In Darkness

Varies

1 Point, Ranged, Temporal

The target can see in darkness as by daylight, suffering no penalties.

See Past Illusion

Y

2 Point, Self, Temporal

The caster can see through magical illusions and disguises, including shapeshifting magic used to alter one's appearance. The caster can still perceive the illusion faintly.

See the Unseen



1 Point, Self, Instant

This spell can be boosted by one or more magic points. If its Intensity plus boosting overcomes the Intensity of any spell currently concealing something from the caster's senses (Illusion, Invisibility, etc.), the caster sees through the deception.

See Through Mist



1 Point, Ranged, Temporal

The target can see through even the heaviest of fog or mist, suffering no penalty to vision.

See Through Rain



1 Point, Ranged, Temporal

The target can see through even the heaviest of rain, suffering no penalty to vision.

Sever Relationship



3 Points, Ritual

This ritual is cast on a voluntary target. It removes a Passion of Love or Loyalty from the target, and also severs any religious and social ties associated (including kinship), without incurring divine wrath or the like.

Sever Spirit



3 Points, Ranged, Resist, Temporal

This spell severs the target's spirit from their body, killing them. If the target resist, they still take 1D6 damage to their general hit points.

Shake Earth



1 Point, Stackable, Ranged, Temporal

This spell causes the earth to quake and heave. The area is determined by the magic points used to boost the spell, while the strength of the effect is determined by the points stacked.

1 magic point affects 1 square meter, 2 affect 4 square meters, 3 affect 9 square meters, etc.

Everyone in the affected area suffers a -5% penalty per point of the spell to all Agility, Combat, and Manipulation skills. Each melee round, anyone standing must make a DEX×5 test (at -5% per point of Shake Earth) or fall prone.

In addition, trees may be felled, avalanches

started, etc., as judged by the GM.

Shattering



1 Point, Ranged, Resist, Instant

This spell inflicts 4D3 damage to a random hit location of the target, similar to four Disrupt spells combined.

Shield

Varies

1 Point, Stackable, Ranged, Temporal

The target is protected by 2 points of magical armor and magical protection for each point of the spell. The effects do not stack with Countermagic and Protection.

To penetrate the magical protection, incoming spells must have more Intensity + boosting than the target has magical protection. (Rune spells count as double intensity, as usual.) The Shield spell is not broken if the magical protection is overcome.

Shield Destroyer



1 Point, Self, Temporal

Any time the caster's attack strikes a shield, either intentionally or as a result of a parry, the shield will lose HP equal to the damage rolled.

Shield of Darkness



1 Point, Stackable, Ranged, Temporal

Each point of this spell grants the target 2 points of Protection and 2 points of Shimmer. The effects stack with the battle magic spells of the same names. In addition, the target is surrounded by a sphere of darkness 2 m in diameter. (If the target is too large to fit inside the darkness, it is focused around their head.)

Silence Sphere



1 Point, Ranged, Resist, Temporal

This spell creates a barrier against sound around the target, 3 meters in radius. No sound can pass into or out of the sphere.

Silvertongue



2 Point, Self, Temporal

The caster's Communication skill ratings, except for Fast Talk, are doubled for the duration, but the caster cannot use their speech to cheat, deceive, lie, or steal, and must speak with good will.

Slash



1 Point, Stackable, Touch, Temporal

Cast on an axe, each point of this spell increases its damage by 1D6. This magical damage will affect creatures invulnerable to normal weapons.

Smash Down Opponent



2 Points, Self, Temporal

Any attack by the target also counts as a knockback attack, resolved normally and with all the usual effects.

Smashing Downpour



1 Point, Stackable, Ranged, Temporal

This spell can only be cast while it rains, and ends if the rain ends. It pounds a 10-meter radius area with driving hail, battering all enemies of the caster (but not friends or allies) in the area for 1D6 damage to a random hit location each round. Shields may be used to cover hit locations from the hail, but then cannot be used to parry.

Each stacked point increases the radius by 10 meters.

Snow



1 Point, Stackable, Ranged (100-meter radius), Temporal

This spell turns rain to snow, sleet, or hail. If it is snowing, the spell doubles the amount of snowfall.

Each point stacked onto this spell increases the radius by 100 meters.

Spare Me



2 Points, Touch, Temporal

This spell is cast on a piece of armor (e.g. a helmet, a hauberk, a pair of greaves, etc.). While the spell lasts, that piece of armor protects from critical hits: that is, critical hits do not ignore its AP. Other AP (e.g. from stacked armor, or natural armor) are still ignored as usual.

Speak to Ghosts



1 Point, Self, Temporal

The caster can speak to ghosts, being heard and understood—as well as hearing and understanding—regardless of language barriers, etc. Many ghosts, however, are mad and hostile, and will not listen—

and the spell does nothing to make them listen.

Speak to Small Animals



1 Point, Touch, Temporal

The target can speak to and be understood by (but not understand) any small, harmless animals. The animals cannot answer.

Speak with Birds



1 Point, Self, Temporal

The caster is able to speak to (and understood and be understood by) birds.

Speak with Herd Beasts



1 Point, Ranged, Temporal

The target gains the ability to understand and be understood by one specific type of herd beast (chosen at the time of casting).

Speak with Horses



1 Point, Self, Temporal

The caster is able to speak to (understand and be understood by) horses.

Speak with Insects



1 Point, Ranged, Temporal

The target gains the ability to understand and be understood by one specific type of arthropod (chosen at the time of casting).

Speaking Ritual



1 Point, Ritual (1 hour)

The caster performs this ritual with someone else, both of them sitting and talking without interruption for the entire ritual. At the end, the caster must make a Speak Tradetalk test, and the other participant must make a Speak (Language) test. If both succeed, they learn the other's language at a base rating of 05 (plus Communication Category Modifier, to a minimum of 05%). This is permanent, and the skill can thereafter be improved normally.

Spell Trading



2 Points, Touch, Instant

The caster can trade one use of any rune spell known to them (except this one) for one use of a

rune spell known by the target. The trade must take place in a blessed market (see Create Market) and must be voluntary. Both parties state the spells they are trading, whatever other price is agreed upon, and exchange appropriate tokens. The rune points required for the spell must be expended (and can be recovered normally)—the spell is traded at a specific Intensity. Each party must roll 1D100: on a 96-00, the spell is accidentally cast at the other party instead of being transferred.

The spell received may be cast once, using the highest applicable rune rating that the person who gave the spell had. (It is a good idea to record the rating with the spell when it is traded.) A spell given may still be cast normally.

A traded spell can be re-traded.

Sprout



2 Points, Ritual

Over the course of this 15-minute ritual, a targeted seed quickens and puts out roots, putting out a shoot that unfurls its leaves. It will not work on a seed that has been more than half-destroyed (eaten, cooked, cracked, etc.).

Squeeze Through Gap



1 Point, Stackable, Self, Instant

Cast while trying to pass through a gap or opening, each point reduces the caster's effective SIZ by 4 (down to a minimum of 1).

Stand Fast



1 Point, Stackable, Ranged, Temporal

For each point, the target receives 2 AP, +10% to parries, and +4 to SIZ vs. knockback. The armor is not cumulative with Shield or Protection spells.

Stand Unseen



2 Point, Touch, Temporal

The target is invisible while standing still. In any melee round in which the target moves or attacks, they disappear again at the end of the round (unless engaged in melee).

Starlight



1 Point, Ranged (100-meter radius), Temporal

The area around the caster is illuminated by soft, silvery starlight, allowing unhindered vision. This light does not move with the caster.

Stay Mounted



1 Point, Touch, Temporal

This spell can be cast on a rider or a mount. If cast on a rider, they cannot be dismounted against their will while the spell lasts. If cast on a mount, anyone riding the mount cannot be dismounted against their will while the spell lasts.

Stop Disease



1 Point, Touch, Temporal

This spell stops the effects and progress of any diseases that the target suffers from. It is usually stacked with Extension. Once the spell ends, the disease's progress resumes where it left off.

Stop Rain



1 Point, Stackable, Ranged (100-meter radius), Instant

This spell reduces the amount of rain in a 100-meter radius as if the cloud cover were 10% lighter (without actually affecting cloud cover).

Cover	Clouds/Rainfall
01-10%	None, 0-10 mm
11-20%	Scant, 11-20 mm
21-30%	Scattered, 21-30 mm
31-40%	Slightly overcast, 31-40 mm
41-50%	Moderately overcast, 41-50 mm
51-65%	Mostly overcast, 51-65 mm
66-80%	Completely overcast, 66-80 mm
81-00%	Dense with little light, 81-100 mm

Each point of this spell either increases the radius by 100 meters, or reduces the effective cloud cover by another 10%.

Strike



1 Point, Touch, Trigger

This spell is cast upon a weapon. The next time it strikes, it ignores all armor (including magical protection). It may still be parried or dodged normally.

Strongblade



1 Point, Touch, Temporal

This spell is cast on a sword, which will deal double damage to any objects, including weapons used to

parry it. (No extra damage will make it through a parry, but the parrying weapon takes more damage.)

Strongnet

2 Points, Ranged, Temporal

This spell is cast on a net, which becomes unbreakable. The net can only be escaped by unwrapping it, pulling it away from the wielder, or somehow fitting through the weave.

Submerge

1 Point, Stackable, Ranged, Resist, Temporal

Each point of this spell cancels out the buoyancy of 1 cubic meter of any floating object, causing it to sink. A sinking object will sink more swiftly. One point is enough to sink a human-sized creature under the surface. Each point cancels one point of the Float spell.

Cast on a ship, each point of this spell cancels out 1/10 ton of the ship's capacity. Once it has no free capacity, it is swamped and begins to sink.

Summon Household Guardian

1 Point, Ritual

This ritual summons a petty goddess that manifests as a large snake to act as the protector of a household. It must remain within the household (e.g. a palace, manor, or stead), and must be worshipped regularly. It may be killed physically or magically, or driven away in spirit combat. While within the household, the caster can use the guardian's magic points.

Summon Spirit of Law

1 Point, Ranged, Temporal

This spell summons a lawful spirit (POW 2D6+6, CHA 2D6, Spirit Combat POW×5%, no spells) that immediately engages a Chaotic target in spirit combat. The spirit attacks on SR 12 of the same melee round. If cast at a non-Chaotic creature, the spirit departs without attacking.

Sunbright

2 Points, Ranged, Resist, Temporal

The target is surrounded by a 60-meter radius circle of bright sunlight. It affects trolls as normal, and automatically Demoralizes ghouls, vampires, and other intelligent undead. A darkness elemental will

take 1D3 damage per melee round while within the radius; if the spell is cast at a darkness elemental, it is destroyed if it fails to resist. The spell also protects the recipient as a Shimmer 2 spell (-10% to be hit).

Sunripen

1 Point, Stackable, Ranged (20-meter radius), Temporal (1 year)

This spell must be cast on the first day of spring (which varies by year, and is usually divined for during winter). It blesses plants in the radius, letting them grow without being affected by mold, disease, insects, etc. (but not magic or intentional damage). Each stacked point increases the radius by 10 meters.

Sunset Leap

3 Points, Stackable, Self/Ranged, Resist, Instant

This spell must be cast as the sun is setting (up to an hour before twilight). The caster leaps towards the setting sun and disappears as onlookers are momentarily blinded—reappearing up to 100 meters away.

For each point stacked, the caster can either increase the distance by 100 meters; or bring a willing ally within range with them; or blind an opponent in range (unless they resist); or use the spell an hour earlier (i.e. if 5 rune points are spent, the Sunset Leap can be used up to 5 hours before sunset).

Sunspear

3 Points, Ranged, Instant

This spell must be cast in direct sunlight. It summons a shaft of sunlight from the sky: the 1-meter diameter shaft burns any creature caught in it, doing 6D6 damage directly to their general hit points. Victims are protected only by their weakest location armor (Protection and similar spells do not help, but Countermagic does). Flammable materials may be set on fire, and objects may be melted.

Support

1 Point, Stackable, Ranged, Temporal (24 hours or 15 minutes)

Each point of this spell holds up a wall section of up to 54 cubic meters, allowing it to be worked on. It will support an upright wall for 24 hours, or a wall at an angle for 15 minutes.

Suppress Fire



3 Points, Stackable, Ranged, Temporal

This spell creates a 3-meter radius sphere, equivalent to a Create Shadow 1 spell. Invested members (or higher) of Fire, Heat, or Light -rune cults who cross the boundary of the sphere take 2D6 damage to a random hit location (no armor). Spells cast by them across the sphere's boundary must overcome 4 points of Countermagic.

Each additional rune point stacked into this spell increases damage by 1D6 and Countermagic by 2 points.

Sureshot



1 Point, Ranged, Trigger

The targeted missile weapon automatically hits on its next attack (unless the attacker rolls 96-00). An attack roll is still made, and Criticals, Specials, and Fumbles still depend on the attacker's skill.

This spell can be combined with Firearrow, Speedart, or Multimissile (although only the original missile is affected).

Survive Winter



1 Point, Stackable, Touch, Temporal

The target is immune to the cold, including damage from supernatural cold.

Each point allows an additional target to be affected, each of whom must be touching or be touched by the caster.

Swallow



1 Point, Stackable, Self, Instant

Each point allows the caster to swallow 1 SIZ of anything whole, immediately upon casting. The target may try to dodge. A living being swallowed dies immediately. The creature or item swallowed is destroyed without a trace. The caster is unharmed, regardless of what they swallow, and suffers no other effects.

Switch Places



2 Points, Ranged, Instant

This spell is cast at an illusion that includes Illusory Sight. The caster switches places with the illusion.

Sword Trance



1 Point, Self, Temporal

The caster enters a killing trance. The caster's sword skills (1H Sword, 2H Sword) are doubled. They cannot use any other weapon or dodge, but may parry with swords. They cannot disengage from melee, and cannot move except to engage another opponent in melee. They may only cast spells affecting their swords. If there are no enemies to engage, the caster will stand still and wait for more to show up.

This spell may not be combined with spells like Berserker or Fanaticism.

Tame Bull



1 Point, Ranged, Resist, Temporal

The spell is cast at a bull (which includes male cattle, Praxian herd beasts, sky bulls, and cultists of Storm Bull or Urox), which is calmed for the duration, to the point it may be hitched to a plow, ridden, or even castrated.

Tanglethicket



1 Point, Ritual, Trigger

This spell can only be cast on Aldrya's High Holy Day (Earth/Fertility/Clay). It requires special seeds, of which only 1D6 are available to masters (Wood Lords and Shamans) of Aldrya's cult each year. Once enspelled, the seeds keep indefinitely, until they are used.

When thrown onto fertile dirt, a seed sprouts and begins to grow. In 15 minutes, it creates an impenetrable thicket in a 3-meter cube. Burning the thicket produces a sphere of poison gas (POT 2D6) with a 6-meter radius. Each 1-meter cube section has 10 HP, like an object (only damage exceeding the HP reduces HP), and attacking it with weapons damages the weapon by 1D3 points per attack; crushing weapons deal minimum damage and thrusting weapons deal none. A thicket dies after one day, but the caster can expend 1 MP per day to maintain each thicket.

Teleportation



3 Points, Touch, Resist, Instant

The target is teleported to any spot the caster can see, directly or through a mental link.

Each rune point stacked onto this spell allows an additional target to be affected, but all targets must

be in physical contact with the caster.

Terrible Visage

†

2 Points, Self, Temporal

The caster's visage becomes a mask of terror and death. Anyone engaged in melee with the caster must resist their Death rune with their own POW or be Demoralized as long as they are engaged. (The effect resumes if they disengage then re-engage, until at least a day has passed.)

Throw Sword

⌘

1 Point, Stackable, Self, Temporal

The caster can throw any sword, with a range of 10 meters per point of this spell. Attacks are made with 1H Sword or 2H Sword (the sword requires as many hands to throw as to wield normally). Unless it impales, the sword flies back to the caster's hand at the end of the melee round.

Thunderbolt

Ⓞ

3 Points, Stackable, Ranged, Instant

This spell must be cast under the sky, with cloud cover. With a peal of thunder, a bolt of lightning strikes the target, dealing 3D6 damage to total hit points. Armor, magical or mundane, does not protect, but Countermagic does.

Each rune point stacked onto this spell allows it to strike another target.

Thunderclap

Ⓞ

1 Point, Stackable, Ranged, Resist, Instant

This spell creates a terrible flash and crash of thunder in a radius of 5 meters per point. Everyone within this radius must resist or be knocked prone, and deafened for 1D6 minutes (halving any chance at casting battle magic or sorcery). Anyone fumbling their resistance test is deafened permanently (until healed).

Tooth-Shattering Armor

Ⓞ

1 Point, Stackable, Touch, Temporal

This spell is cast on a suit of armor (as many pieces as one person wears). If any creature hits a piece of armor with a bite attack, their bite is afterwards affected as by Dullblade with an Intensity twice that of Tooth-Shattering Armor, for as long as the spell lasts. (The effect can be dispelled from a creature, but this does not affect the spell on the armor.)

Track Over Anything

▽⌘

2 Points, Self, Temporal

The caster can follow a trail over any terrain, including up sheer cliffs, over water, on bare stone, etc., whether or not any actual tracks have been left. The caster must still have some way to travel over the terrain.

Track Violator

□

1 Point, Stackable, Self, Temporal

The caster names or specifies a target and their crime—desecration of holy place of the Earth, kinslaying, oathbreaking, or rape. For the duration of this spell, the caster can sense the approximate distance to and direction of the target.

For each point stacked, an additional target can be named and tracked simultaneously.

Transform Self

▽

2 Points, Touch, Temporal (1 hour)

This spell may only be cast on Wild Day, on initiates or higher of the cult, who must be under the effects of the cult's three transformation spells (e.g. Bear's Skin, Bear's Strength, and Claws for Odayla; Catseye, Claws, and Identify Scent for Yinkin). The target transforms into a divine animal (as appropriate to the cult), gaining all the appropriate abilities; they usually remain able to speak an appropriate non-human language (such as Beastspeech or Stormspeech). The three spells last until Transform Self ends.

Transcribe

Υ

1 Point, Self, Temporal

For the duration of the spell, the caster is able to transcribe anything and everything spoken in their presence, including accurately attributing words to any speaker who is known to them, or to any unfamiliar speaker they can see clearly. The caster must have sufficient writing materials available.

Translate

Υ

1 Point, Touch, Temporal

The caster translates words touched by their index finger, at a normal reading speed (about 3,000 words in 15 minutes). Untranslatable words are not translated, but the caster understands their meaning.

Truespeak

Y

2 Points, Ranged, Resist (special), Temporal

The target cannot speak falsehoods, though they may choose not to speak at all. The target may resist the spell for each question they are asked.

True (Weapon)

†

1 Point, Touch, Temporal

Cast on a melee weapon of the given type, this spell doubles its base damage (e.g. 1D8+1 to 2D8+2). The weapon is considered enchanted, and all the damage dealt by it (including the wielder's damage bonus) affects creatures invulnerable to normal weapons.

This spell can be combined with other weapon-enhancing spells, but does not double their effect (e.g. a spear with Fireblade and True Spear still only deals 4D6 damage).

Turn Blow

● III

3 Points, Self, Temporal (1 MR)

If the caster is struck by a melee or missile attack, any damage that penetrates their protections is reflected to the attacker's general hit points (without the benefit of any protection, except for Countermagic). Poisons and damage from weapon-enhancing spells are also reflected.

This spell may be stacked with Attract Attention.

Turn Earth into Mud

≡

1 Point, Stackable, Ranged (10-meter radius), Instant

This spell can only be cast in an area of rain. Earth and dirt—including packed earth—in the area is turned into mud. All movement in the mud is at half rate (round up). The mud lasts as long as it rains, after which it begins to dry up quickly enough not to slow movement.

Turn Undead

†

1 Point, Stackable, Ranged, Resist, Instant

Each point of this spell affects one undead creature. The effects depend on the result of the resisted spellcasting test:

Critical: Destroyed, released, etc.

Special: Immobile for (20—INT) Melee Rounds, minimum 1.

Success: Turns and flees if possible, otherwise as Special.

Failure: Befuddled.

Fumble: No effect.

Unbreakable Formation

† III

1 Point, Stackable, Ranged, Temporal

Each point of this spell affects 10 warriors. If an entire formation is affected by this spell, their formation is not broken by a failed Battle skill test to move faster or turn. In addition, warriors who parry only break the formation if they fail or fumble the parry.

Unbreakable (Weapon)

Varies

2 Points, Touch, Temporal

This spell, cast upon the specified type of weapon, makes it unbreakable—it cannot be damaged. Even if the weapon's HP are exceeded, they are not reduced. The spell does not increase the weapon's HP or make it better at parrying.

Vesper

⊙

1 Point, Stackable, Self, Temporal

The caster emits a dull, blood-red glow in a 10-meter diameter. All friends and allies of the caster within the glow gain a +1 bonus to their effective POW for spellcasting and resisting spells, and a +5% bonus to Spirit Combat. They also will not be rendered unconscious when at 0 magic points, while they remain within the glow.

Each point stacked will either increase the radius by 10 meters, or increase the bonuses by +1 and +5%.

Walk Among Prey

▽ ♪

2 Points, Touch, Resist, Temporal

The target is able to walk among prey animals without frightening them. Any prey animal must resist the spell or ignore the target's presence. The spell ends immediately if the target attacks (including casting an offensive spell).

Walk Without Footprints

♪

1 Point, Touch, Temporal

The target leaves no footprints as they walk, making tracking them much harder or impossible (depending on the terrain and the tracker's senses).

Waste Loins



3 Points, Ranged, Resist, Instant

The target becomes sterile or barren, unable to have children.

Water Skating



2 Points, Ranged, Temporal

The target is able to walk on water as if on solid land. Waves may make it difficult to balance, however.

Weapon Destroyer



2 Point, Self, Temporal

Any time the caster's weapon strikes a weapon (except a shield or a sword), either intentionally or as a result of a parry, the weapon will lose HP equal to the damage rolled.

(Weapon) Help

Varies

1 Point, Stackable, Ranged, Temporal

This spell is cast on a weapon of the specified type (axe, shield, spear, sword, etc.). Each point grants the weapon +1 damage, +1 HP (parrying more damage), and +5% to attacks and parries.

This spell can be stacked with Bladesharp, Bludgeon, or Parry.

Whirlpool



1 Point, Stackable, Ranged, Temporal

This spell creates a whirlpool in the water. For each point, it is 1 meter in diameter, 3 points wide, and has a STR of 1D6. Any creature caught in the whirlpool must make an opposed test against its STR or be caught in it and sucked under. Caught creatures can take no action except to try to escape by making another opposed STR test. Non-aquatic creatures must make a Swim test before they can attempt the STR test.

If a boat or ship is caught in the whirlpool, the pilot or captain must make a Boating or Shiphandling roll, then match the craft's Seaworthiness against the whirlpool's STR in an opposed test. Success indicates the craft has gotten free, while failure damages its Seaworthiness by 1D6. On a failed Boating or Shiphandling roll, the craft automatically takes 1D6 Seaworthiness damage.

Wind Warp



1 Point, Stackable, Ranged (100-meter radius), Temporal

The spell turns the direction of the wind in the area by 30 degrees in whichever direction they prefer. Each point of the spell either allows for a further 30 degrees of change, or increases the radius by 100 meters. The spell also doubles the effects of wind on missile weapons in its area.

When the spell ends, the air is still for one Melee Round, then the previously prevailing conditions re-assert themselves. This can cause small whirlwinds at the edges of the area as winds clash.

Wind Words



1 Point, Ranged, Temporal

The caster can hear speech as if they were standing next to the target.

Windblast



1 Point, Stackable, Ranged, Resist (special), Instant

The target is buffeted by a blast of wind with a STR of 6 per point of this spell. If the spell beats the target's STR or SIZ (whichever is higher) in an opposed test, the target is blown over and pushed 1 meter per point in this spell (in a direction of the caster's choosing). If the target is flying, they are knocked out of the air, but can make a Fly test to land safely. (If the target was very high, they fall at 600 meters per melee round, and can make a Fly test to right themselves each round.) As usual, magical fliers use the appropriate rune rating for their Fly skill.

Wound Vampire



1 Point, Ranged, Resist, Instant

Cast at a vampire, this spell inflicts 4D6 damage to a random hit location.

Wrestle Mightily



1 Point, Self, Temporal

For the duration, the caster's Unarmed skill is increased by half for the purposes of grappling, and their STR is doubled for tests related to grappling.