

THE BOOK OF WARDS AND BINDINGS

“Sure, mastery over fire and lightning can get you anything you want in this world, but what if you already have what you want? What’s going to stop the rest of the world from taking it from you?”

—Supindar Paresh, Runemage

Powerful people have powerful enemies. There are incantations from the book of air that can level an army in a matter of minutes, or fire magics that can reduce a man to a cinder in mere seconds. There are two options when facing such power, first, to do its will and die. Second, to learn the use of wards and bindings—the basic fundamental mechanics of magic itself. If magic is indeed an art, then throwing flame and healing wounds amounts to finger painting next to the skill of wielding defensive magic. Take a can of paint and throw it at a wall. Now, as the paint is in mid-air, put it all neatly back into the can. Think it can’t be done? Well then you are not a runemage.

A runemage who follows the path of wards and bindings is committing himself to a lifelong study in the very nature of magic itself. Like a linguist who does not study a language but the mechanics of how languages work, the defensive mage must have a broad understanding of all forms of magic if he is to know how to take it apart and diffuse it. He understands the flow of magical energies and how certain words and gestures can focus it; he also knows that it can be unfocused too, like light going in and out of a prism. This school is a deep pursuit, and not one to be merely dabbled in, though probably every decent sorcerer should acquire some basic education in its fundamentals. It is worth noting that few mages actually start out in this field—almost all focus on another book before turning to this field of study to enhance their powers, and then a gifted few of those decide to stay here. And as it would follow, the old stereotype is quite true that the practitioners of this art tend to be considerably older overall than those of the other paths of magic (and not just because the true masters of the art have found the secret of immortality).

First, a few basics. Though the terms are often confused, the words “ward” and “binding” are really opposites—like polar ends of a magnet, or more accurately, like the ones and zeroes making up the rules of a complex code that can manipulate the mysterious form of energy we have come to call magic. In broad terms, a ward is a spell

that keeps something out, and a binding is a spell that keeps something in. The trick is to know when to use which. With mastery over both, a magician can protect himself from nearly anything, and can keep those he cares about safe as well.

Unlike the elemental magics, Wards and Bindings do not employ the Primal words of power. This is a more complex and elegant pursuit, requiring a full language to express all its nuances. It is the Celestial language that is generally used to weave the ritual magics of the defensive arts. This is the fourth of the seven ancient languages, yet it is considered the first true language, older than Nature, Dragon, or Sylvain. This is the language of angels and demons—the tongue of immortal creatures and realms predating man. Celestial was the first language to add grammar and smaller words to create an exactness in meaning; it was used not just to evoke, but to converse, to convey meaning. It also was the first language to have both a written and a spoken component, and certainly the first for which the two had near complete coverage of the other. Celestial does not have an alphabet though; it is a pictorial language, much like Chinese or ancient Egyptian. Its characters are better characterized as symbols than pictures though, and are commonly known as runes.

It is use of the spoken words and written runes together that fuel the force of wards and bindings. The spoken words summon magical energy, and the written runes trap it. When the words are spoken and written together, the magical energies cause the written runes to blaze with light as they are etched. Most ward or binding runes are either carved into solid matter or chalked with a substance rich in magical potency (such as powdered unicorn horn or faerie dust). Tattoos are also quite common for effects that are bound to a person (most runemages are covered head to toe with these). The less permanent spells are often drawn in the air with the tip of the caster's finger or a wand, leaving a blazing rune hanging in space for a moment.

The Celestial word for magic is *Ymyst*. To invoke it is to begin a conversation with the magical energies that surround you. To weave its rune into the air is to create a ripple that will spread out like the cry of a bat, touching all the magical energies in its path and bouncing back with a hazy picture of how they all tie together.

The basic tenet of the Book of Wards and Bindings is See Magic (also known as Sense Magic, or Detect Magic). This is the gift of being able to sense the presence of magical energies and their natures. To even acquire this ability requires a strong background in the study of arcane knowledge. It is not something one just stumbles upon, but instead is the result of hard work and aggressive pursuit of forbidden knowledge—yet it is worth it.

Spells in the Book of Wards and Bindings require more drawing skills than art in verbalization. The runes used in casting are required foci for trapping magical energies. Races without arms or hands (or even those with missing limbs) may not be able to cast these effects if they cannot find some other means of producing the runes. The spoken words are less important; races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

This book, at a higher order, also encompasses the art of enchantment. The runes that hold the magical energies of wards and bindings are the same runes that imbue swords or armors with mystical powers. A very good living can be made off of just this aspect of the art, as magical items are not as easy to come by as fairy tales and legends might present.

As a final note, masters of the art of defensive magic tend to have more inward, mathematical personalities. They must be the sort to be more excited by understanding how an effect works than watching it affect its change on the world. Unlike with other books, the learning of a few words of power is not enough—the student must acquire a fluency in the Celestial language; so those not interested in spending long hours poring over ancient tomes while other wizards carouse with buxom maidens and charming ruffians need not apply. Those with a love of learning and the discipline to carry it through will find the pursuit rewards them greatly, while those not willing to put in the work will not get far. However, defensive mages tend to live longer and find themselves less feared and hated than those who choose to wield magic to exert their will upon the world.

WARD AND BINDING EFFECTS

For the most part, warding and binding effects are defined explicitly in their individual write-ups, but there are a few rules that are universal amongst all spells in this book.

First off, most ward and binding spells are cast using one's Magical Defense skill rather than one's Magical Attack. This is the art of unfocusing effects created by others, not necessarily channeling magical energies into a singular force. When casting any spell, the runemage must score a Magical Defense (or Attack if specified) roll of at least $10 + \text{Spell Order}$, or the effect will fizzle out—even if there is no opponent to resist it. Such failed attempts do not eat up any Mana, they simply waste the caster's time (and may harm his reputation).

Most spells in this book do not deal damage, but any that do work by dumping pure, unfocused magical energy into their targets. This is not unlike electricity, although these

energies do not have an affinity with metal or water, but with living flesh. When dealing wound damage, pure magic will strike a targeted location, like an arrow, and then diffuse throughout the rest of the body. Roll a random location for the starting location (right arm, say), and then pick (or roll) two contiguous locations at random—torso, then head, for example. The first location will take half the damage, and the other two will each take a quarter.

All runes when being drawn create a mystical light that is starkly visible when cast in a darkened area. A Focus roll of 20+spell level is required to mask this effect—granting the caster a Stealth roll to hide from his enemies. Likewise, spells that require etching runes into stone may not be able to be cast quietly unless the caster has some sort of magical aid (carving chisels imbued with permanent silence effects are not unheard of amongst the more powerful of these mages).

When casting spells that allow multiple mana stacks for greater effect, the runemage can generally only add in as many stacks as the highest order spell he knows (unless otherwise stated).

Some spells can be maintained once cast. A runemage may maintain only one spell on a given round, though he may continue to cast spells normally while maintaining his one spell. Mana for maintained spells is paid at the start of each round. However, keep in mind that most spells in this book are not consciously maintained; most have either drawn or etched runes that hold the force of the spell until it is time for it to be triggered.

BASIC TENETS

See Magic

Prerequisite: Magical Awakening (Arcane Knowledge)

Sacrifice: 1 (unless free with awakening)

Mana Cost: None

Duration: 1 Round

Area of Effect: 60 meters

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: **Ymyst**

Casting: The caster speaks the celestial word for magic while tracing its rune in the air.

Those with arcane knowledge have learned at a very scientific level how magic functions and how it interacts with the world. Such an individual will have the ability to literally see magical energies emanating from spells, objects, and places. Of course since magic is all around, this generally means that the scholar can see the intensity of such magics and can read the potential for magic in any environment. Think of this like light in a way—light fills your room, yet you don't really think about it until you look at a light source and its intensity is blinding.

In practice, the scholar can notice magical objects and places imbued with magical energies. This includes things like magical swords, dead zones, and fairy circles. If the caster succeeds at an Arcane Scholar trade skill roll, he can actually identify to some degree the nature of the magical aura. A partial success might reveal the book from which the magic was cast, while a full success might reveal more specific effects. Some effects are complex and mysterious though, and don't come through just by casual observation—a curse might be revealed as a curse, for example, but the exact nature of the curse may not be so easy to determine.

If the magical effect is an item carried by a person trying to hide or sneak, it is not simply immediately noticed. The person in question is allowed a Hide or Stealth roll vs. the Magical Attack used to cast this spell. If the caster wins, he notices the magical aura around the item.

Some magical effects and items may be warded against detection, and the scholar will need to best the ward's Magical Defense rating with his Magical Attack roll to notice the magic imbued in it. This includes illusions, which require a magical opposition roll to be seen for what they are.

FIRST ORDER SPELLS

Unlike with more complex spells, Runemages can take first-order spells immediately after gaining the basic tenets necessary.

Affect Magic

Order: 1

Prerequisite: See Magic, Linguist (Celestial): 20+

Sacrifice: 1

Mana Cost: 1d4 per 20% change (stackable, limited)

Range: 60m

Target: Single magical effect

Area of Effect: Target

Duration: Maintained (see below)

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Action

Words: **Fortan Ymyst**

Effect: Increases or decreases an existing magical effect

Casting: The runemage utters the Celestial phrase for “Change this magic” while drawing either the rune for big or small in the air with his fingers.

Now that the aspiring runemage has learned to recognize magic for what it is, it is only a logical extension of this knowledge to learn how to reach out and touch it and change it. This most basic spell in the book of wards requires some other existing magical energy to be present in order to function. This effect can accentuate or dampen the target spell according to the caster’s will. At this level of learning, there is not much nuance to be had yet, the mage can simply increase the magical force of the effect, or dampen it, like blowing on or putting a lid on a fire.

In general, this incantation will increase or decrease the target spell’s effect by 20% for each mana stack poured into it. This spell can be stacked as many times as the highest order spell known by the runemage (and if he knows a 5th order spell, this can be used as a dispel). The caster has some degree of say over how a spell is affected. What this means in practice varies from spell to spell, and it would be impossible to enumerate every possible combination, so GM buy-in will be necessary.

Spells that deal damage will do typically 20% more or less damage. Spells with an area of effect may have the area changed (4 meter radius instead of 5, say). Spells that are centered around a resistance roll may up or lower the attacker’s roll total (add or subtract 1 for every stack poured in). Spells may have their duration shortened or lengthened. It’s also possible to raise or lower the Mana cost for a maintained effect. However, only one change can be made at a time to a given spell.

The duration of this spell is equal to the duration of the target effect. If the target spell is maintained every round, then this spell must be paid for every round as well. This spell can be cast on a permanent effect or even a magical item, but the alter effect is temporary, lasting only 1 minute per batch of mana spent. It is generally not possible to cast Affect Magic on any spell with an Instantaneous duration.

If the caster of the target effect does not want this spell to apply to his spell, compare the Defense roll for casting this spell vs. the attack roll of the target spell. If the alter magic effect wins, the spell is affected.

Lock

Order: 1

Prerequisite: See Magic, Linguist (Celestial): 20+

Sacrifice: 1

Mana Cost: 1d6 (Stackable)

Range: Touch

Target: Single door, chest, or similar item

Area of Effect: Target

Duration: 1 hour per mana stack spent

Roll: Magical Defense

Resist: Magical Attack or Strength

Casting Time: 1 Action

Words: ~~Cejjat Portia~~

Effect: Locks a door, chest, window, or similar portal

Casting: The runemage speaks the Celestial phrase for “Bind this door” while tracing the rune for lock against the portal to be bound.

This spell locks any object that closes as if it were secure by a real, physical lock.

However, since this magical lock has not physical component, it cannot be picked, only dispelled or broken.

To try to break the lock by force, an attacker must roll a Strength roll vs. the caster’s Magical Defense roll made when casting the spell. The attacker must have proper leverage though in order to even get a roll (he can’t force open a chest if it has no handle and he doesn’t have a crowbar, or likewise, he can’t kick open a door if it swings inward).

It is generally true that this spell often stronger than the material of whatever it is locking. The spell may keep the latch of a chest shut, but it won’t protect the chest from being hacked apart with an axe. This spell is best used when trying to hunker down in enemy territory or in retreat when buying a few minutes can mean the difference between life and death.

Material Component: Chalk infused with iron filings will increase the duration of this spell to 1 day per mana stack.

Read Magic

Order: 1

Prerequisite: See Magic, Linguist (Celestial): 20+

Sacrifice: 1

Mana Cost: 1d6

Range: 60 meters

Target: Single magical effect

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Magical Defense

Casting Time: 1 Action

Words: ~~Expjande Ymystt~~

Effect: Locks a door or similar portal

Casting: The runemage speaks the Celestial phrase for “Comprehend this magic” while tracking the rune for Know in the air.

A natural extension of the basic tenet of see magic, this ability allows the runemage to properly understand what he is seeing.

Generally, See Magic is cast first before this spell is attempted, and the caster must then pick out a single magical effect that shows up there to focus on. Then Read Magic can be cast, and if the caster’s attack roll succeeds, he will immediately know the Book and the Order of the spell. For example, an object treated with the spell Fire Proof would return The Book of Fire, order 3.

If the caster’s roll exceeds the target’s roll by at least the order of the target spell, then a single detail of the spell’s effect is known. Often this is enough to know all there is. However, in the cases where this is not enough, if the runemage succeeds by at least 5 + the target spell’s order, the full nature of the effect is known.

SECOND ORDER SPELLS

Runemages who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Alarm

Order: 2

Prerequisite: Affect Magic, Lock

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Target: Point on any surface

Area of Effect: Up to 5 meter radius sphere around target point

Duration: 1 Hour per point of Magical Defense rolled

Roll: Magical Defense

Resist: None, though see below

Casting Time: 1 round

Words: ~~Apeth Portat~~

Effect: Alerts the caster when the alarm is broken

Casting: The runemage speaks the Celestial phrase for “guard this door” and draws the rune for Alarm on the target area.

The first true ward in the book, this is no throwaway stepping stone to power; this is an extremely useful spell used daily by even the masters of the art.

The alarm is an invisible rune that guards an area. It can be placed on a hallway, a path, a door, or perhaps a chest, and will trigger when someone breaks the seal or enters the area. When the alarm triggers, the caster receives an instant mental notification that the spell has been tripped. The spell’s rune can be altered slightly to modify the trigger of the spell. Generally it is set to be triggered by any sentient creature entering the area, but this this can be changed to any creature, or perhaps any moving object. It can also be set to trigger when the chest or door it is placed on is opened (or closed, or whatever). In any case, the trigger may not be complicated.

The alarm will not dispel when triggered, and the caster will be notified each time the trigger condition is met until the spell expires. The runemage can have more than one of these up at any given time, but each time it is cast his Magical Defense roll must beat the total number of alarms in play or the new spell will fail.

The spell cannot be resisted, though it will not easily detect invisible creatures. Invisible creatures moving through the area are allowed to make a Stealth roll to pass unseen by the alarm. However, this does not apply if the trigger is opening a door or the like. An alarm rune may also be dispelled if noticed via See Magic or the like. Dispelling the rune does not trigger the alarm.

Material Component: Chalk infused with powdered eye of newt increases the duration factor of this spell from hours to days.

Bar

Order: 2

Prerequisite: Lock

Sacrifice: 1

Mana Cost: 1d8 (Stackable)

Range: Touch

Target: Single door, chest, or similar item

Area of Effect: Target

Duration: 1 day per mana stack spent

Roll: Magical Defense

Resist: Magical Attack, or Strength - 10

Casting Time: 1 Action

Words: ~~Cejjat Portja Bzanychoa~~

Effect: Locks a door, chest, window, or similar portal

Casting: The wielder speaks the Celestial phrase for “Bind well this door” while tracing the rune for Bar against the portal to be bound.

An improvement upon the lock spell, this effect is very similar, only it lasts longer and is nearly impossible to break with force.

To try to break the lock by force, an attacker must roll a Strength roll (at a -10 penalty) vs. the caster’s Magical Defense roll made when casting the spell. In order to even make the attempt, the attacker must have some reasonable way of applying leverage to the lock.

As with lock, this spell is only as strong as the object it binds. It will keep a window shut, for example, but won’t keep someone from breaking the glass.

Material Component: Chalk infused with titanium filings will increase the duration of this spell to 1 week per mana stack.

Bind

Order: 2

Prerequisite: Affect Magic, Lock

Sacrifice: 1

Mana Cost: 1d8 per round

Range: 60 meters

Target: Single creature

Area of Effect: Target

Duration: Maintained

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: ~~Effris Amantit~~

Effect: Prevents target from moving

Casting: The caster must make eye contact with the target while speaking the Celestial phrase for “Hold this person” while tracing the rune for Bind in the air.

Now while it is generally said that the runemage is a defensive spellcaster, one cannot survive on merely defensive magic alone. This spell definitely crosses the line into aggression, though gently, as it does not directly harm the target. In many ways, this spell can be used to avoid conflict and danger, and is a favorite tool of any law enforcement agency with access to a mage.

With the power of the Bind rune, the caster can hold the target in place with hypnosis by focusing and maintaining visual contact with them. While the spell is maintained, the target cannot move, and is considered stunned. Stunned targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

In order to cast this spell, the caster must make eye contact with the target, which is fairly incidental in most situations (a simple wave or shout usually suffices). If the caster is not in the target’s field of vision or the target is avoiding the caster, the caster may spend an action to make a Silver Tongue roll vs. the target’s Will. If the Silver Tongue roll is successful, the eye contact is made.

The spell ends when the caster stops paying for it or when eye contact is broken. (If the casters companions intend to attack the frozen target, then they need to circle around.)

Conceal Magic

Order: 2

Prerequisite: Affect Magic, Read Magic

Sacrifice: 1

Mana Cost: 1d6

Range: 10 meters

Target: Single magical effect or object

Area of Effect: Target

Duration: Duration of target effect (See below)

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Round

Words: **Obcura Ymyst**

Effect: Conceals magical auras

Casting: The caster speaks the Celestial phrase for “Hide this magic” tracing the rune for Conceal in the air.

The basic element in creating complex magical traps, Conceal Magic prevents other mages from detecting the magic energies of the runemage's spells (or those of his allies). The uses of this spell are many, and it can be very effective if used skillfully. It is essential, for example, for assassins who intend to target magically-savvy quarries.

Make a Magical Defense roll when this spell is first cast; record this as the Defense rating for the magical effect treated. If See Magic (or the like) is cast on the effect, the caster must beat the spell's Defense rating in order to see that it is magical. If the attacker wins, the see magic spell works as normal.

When cast upon a spell with a finite duration, the protection will last until the spell treated ends. When cast upon a permanent object, such as a magical sword or ring, the conceal effect lasts as many hours as the defense rating provided.

If the caster has time, this spell can be cast as many times as needed until the caster gets a Defense roll he is satisfied with. He only need to pay the mana cost for each casting.

Material Component: Chalk infused with flour will increase the duration of this spell when cast upon a permanent object. The rune must be drawn upon the object, but need not remain after the spell is cast.

Minor Ward

Order: 2

Prerequisite: Affect Magic

Sacrifice: 1

Mana Cost: 1d8 per area stack

Range: Touch

Target: Single point on floor

Area of Effect: 1 meter radius around point (stackable) – 10 meters high

Duration: 1 Hour per point of Magical Defense rolled

Roll: Magical Defense

Resist: Will

Casting Time: 1 minute

Words: ~~Awa Omraadet~~

Effect: Prevents creatures from entering (or leaving) the protected area

Casting: The runemage speaks the Celestial phrase for "Ward this area" while circling the area to be protected and drawing the rune for Ward.

One of the classic trappings of the rune mage, the Minor Ward (or protection circle) is as ubiquitous to the trade as chalk dust. To create the ward, the caster circles an area on

the floor in chalk. The circle is usually drawn with a star in it, as this is the basic shape of the rune for Ward. For effect, candles can be placed around the area where the lines of the drawing meet, but this provides no measurable benefit.

When the ward is cast, the caster must declare a target—this can be all living creatures, all humans, all females, all giants, or even a particular named individual. The named target creatures will be unable to cross the circle without beating the spell's Magical Defense rating with a Will roll—they will simply find themselves unable to cross. This is a mental barrier, not a physical one. The creature can be pushed through the circle, but the pusher will then have to make a Will roll to instigate the push.

The caster can stand either outside or inside the circle. With summoning magic, dangerous creatures are summoned into the circle while the caster stands outside. In other situations, the caster may stand inside the circle with his friends and use it to protect themselves from those outside. The circle may also be placed in a doorway or the like to prevent someone from crossing the threshold.

Since the ward is mental and mystical in nature, warded creatures will find themselves unable to fire missile weapons or even throw objects through the circle. The ward is actually dome shaped, and protects from the top as well, and if need be, from anything trying to burrow up from below.

Material Component: Chalk infused with blood will lower the Will roll of creatures of the same species as the blood used by 5.

Release Magic

Order: 2

Prerequisite: Affect Magic

Sacrifice: 1

Mana Cost: 1d6

Range: 20 meters

Target: Single magical effect

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Magical Attack or Defense

Casting Time: 1 Action

Words: Affris Ymystt

Effect: Triggers dormant magical effect

Casting: The runemage speaks the Celestial phrase for “Free this magic” while tracing the rune for Release in the air.

A simple magical tool that is often overlooked by prospective runemages eager for power, Release Magic allows the runemage to use another sorcerer’s power for his own benefit, or to safely release dangerous energies where they can do little harm.

Release Magic instantly triggers any spell that has a triggering component but that has not been triggered yet. If a chest is warded to explode with fire when opened, for example, the runemage can simply stand back and trigger the spell from a safe distance.

If the magic effect to be released was not cast by the runemage (or in concert with him), a resistance roll must be made for this spell to work. Roll Magical Attack vs. whatever was roll was used to cast the target effect in the first place (whether Attack or Defense).

Essentially, any spell fitted with the Suspend Magic or Trigger runes (see later in this book) can be triggered prematurely with this spell, although Release Magic is not limited to this use. It is up to the GM to decide whether the spell can apply in other situations.

Shield

Order: 2

Prerequisite: Lock

Sacrifice: 1

Mana Cost: 1d6 per round

Range: Caster

Target: Self

Area of Effect: 3 meter by 3 meter plane

Duration: Maintained

Roll: Magical Defense

Resist: None

Casting Time: 1 action

Words: ~~Offentach~~ Sevv

Effect: Creates a shielding barrier in front of the caster

Casting: The runemage speaks the Celestial phrase for “Protect me” while tracing the rune for shield in the air.

A simple but useful ward, the Shield spell creates an invisible barrier in front of the caster that deflects quick-moving objects such as ranged attacks.

Though it may have some creative uses (a makeshift windshield perhaps), this spell is mostly used to protect the caster and his allies from missile weapons. The shield is a thin,

square sheet 3 meters to a side (10ft x 10ft). It can be created flat, protecting a friend to either side of the caster, or curved, wrapping closely around the caster and protecting him from the front and both sides. The shield will move with the caster and is effectively considered to be located between the square he occupies and the square in front of him.

The shield adds a +10 bonus to Ranged Defense for those protected by it. The shield is a one way barrier, so the caster can fire ranged weapons out of the shield while protected from incoming fire. This is a magical barrier, so it protects from laser and energy weapons as well as slings and arrows.

Material Component: The Shield rune can be tattooed ahead of time onto the caster's body. This rune is not destroyed when the spell ends and can be reused multiple times. If ground crab or tortoise shell is used in the ink, the defense rating of the shield improves from +10 to +12.

Suspend Magic

Order: 2

Prerequisite: Affect Magic

Sacrifice: 1

Mana Cost: 1d8 per minute (see below)

Range: 10 Meters

Target: Single magical item or effect

Area of Effect: Target

Duration: Per mana

Roll: Magical Attack or Defense

Resist: Magical Attack or Defense

Casting Time: 1 Action

Words: ~~Laansji~~ Ymyst

Effect: Delays magical effect

Casting: The runemage speaks the Celestial phrase for "Slow this magic" while tracing the rune for Suspend in the air.

This useful little binding is really two spells in one. The first effect of this spell is to temporarily suppress dangerous magical effects. If cast upon an ongoing magical spell or a magical item, this rune will turn off the effect of the target spell for the duration of the Suspend Magic effect.

For example, if cast with a 5 minute effect upon an illusion that has a remaining duration of 1 hour, this spell will cause the illusion to disappear and then reappear five minutes later, whereupon it will last one hour after reappearing. If cast upon a magical flaming

sword, the sword's flame will stop for 5 minutes and then resume when this spell expires. If cast upon an Alarm spell, the alarm spell will turn off for a moment and allow the caster and his friends to pass by undetected.

When cast upon an existing effect, the runemage must beat the target spell in an opposed roll, his Magical Attack vs. whatever roll was used to cast the original spell. Magical items use the Magical Attack total rolled to create them as their Magical Attack rating (see Enchantments later on in this book for more details). Note that this spell does not have any effect on spells with an "Instant" duration, such as the Mist spell. These spells simply summon a natural thing into existence and then expire.

The second, and rarer, though arguable more powerful use of this spell is as part of the ritual in casting another spell. If this spell is cast immediately before the caster casts any other spell, that spell will be created in a suspended state. Its energies will exist, but will not engage until the Release Magic spell is used to release it (or a Trigger is applied, see later in this book). Once the spell is released, it will behave as if just cast. This form of the spell requires a Magical Defense roll to cast. This ritual can also be performed with another mage casting the spell to be suspended if the two mages are working together.

When a spell is suspended on its initial casting, it will last indefinitely, generally around 1 year maximum per point of Magical Defense rolled to create it. Generally the magical energies of the suspended spell fade out over time, though sometimes the spell goes off unexpectedly.

For example, the runemage casts Suspend Magic and then Fireball in the great hall. The fireball lies dormant here until invaders come, at which point, the mage can simply cast Release Magic for 1d6 mana to release the full force of the Fireball on the attackers.

THIRD ORDER SPELLS

Runemages who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Dispel Magic

Order: 3

Prerequisite: Conceal Magic, Suspend Magic

Sacrifice: 2

Mana Cost: 1d12 base + 1d6 per +1 attack

Range: 20 meters

Target: Single magical effect or item

Area of Effect: Target

Duration: Instant (See below)

Roll: Magical Attack

Resist: Magical Attack or Defense

Casting Time: 1 Action

Words: *Uddech Ymyst*

Effect: Dispels an existing magical effect

Casting: The runemage speaks the Celestial phrase for “Destroy this magic” while tracing the rune for Dispel in the air.

The hammer in the runemages toolkit, Dispel Magic can solve nearly any magical problem if the runemage is willing to swing it hard enough.

The effect of this spell is quite simple, it cancels existing spells that have not yet completed their duration. If the runemage casts this on one of his own spells, there is no resist roll, otherwise, a challenge must be made. Roll Magical Attack vs. whatever roll was used to cast the original spell. If the dispel wins, the target effect is canceled.

This spell can be cast upon magical items. Magical items use the Magical Attack total rolled to create them as their Magical Defense rating (see Enchantments later on in this book for more details). If the dispel wins, the magical item will go dormant for 1 hour per point the dispel won by. If the dispel wins by 10 or more, the magical item permanently loses its enchantment.

The runemage can boost this spell by stacking extra 1d6 mana stacks into the casting. Each stack added boosts his attack roll by +1. The runemage can only add in as many stacks as the highest order spell he knows.

Note that this spell does not have any effect on spells with an “Instant” duration; these spells simply summon a natural thing into existence and then expire.

Material Component: None generally, as there is nothing to anchor a physical rune upon. If the focus of the target spell is a person and that person happens to have a Dispel rune tattoo (such as the caster, perhaps), and the ink of that tattoo is infused with iron filings, the Magical Attack of this spell is increased by 2.

Filter

Order: 3

Prerequisite: Minor Ward, Suspend Magic

Sacrifice: 2

Mana Cost: 1d10 base + 1d6 per +2 attack

Range: 20 Meters

Target: Single magical effect

Area of Effect: Target

Duration: Duration of target effect

Roll: Magical Attack

Resist: Magical Attack or Defense

Casting Time: 1 Round

Words: **Teppar Ymyst**

Effect: Dispels selected elements of a spell

Casting: The runemage speaks the Celestial phrase for “Disassemble this Magic” while tracing the rune for Filter in the air and declaring the desired effect.

A rare but interesting rune, Filter is a relative of the common Dispel, yet if Dispel Magic is a hammer, this spell is more of a screwdriver. It dispels only certain aspects of a spell, leaving others behind. For example, it could dispel the visual part of an illusion, leaving only the sound. Or it could cancel the flame of a fire spell, leaving only the heat.

If the cast upon one of the runemage’s own spells, this spell succeeds automatically, otherwise, a challenge must be made. Roll Magical Attack vs. whatever roll was used to cast the original spell. If the dispel wins, the target effect is canceled.

This spell can be cast upon magical items. Magical items use the Magical Attack total rolled to create them as their Magical Defense rating (see Enchantments later on in this book for more details). If the Filter spell wins, the magical item change its effect for 1 hour per point the filter won by. If the filter wins by 10 or more, the magical item permanently has its enchantment changed. The most common use of this spell is upon magical items with multiple enchantments, so a curse could be dispelled, perhaps, leaving a vorpal enchantment behind.

This spell has no effect on magics with only one aspect. It cannot be used to fully dispel a spell. The caster will need to clearly state his intentions when the spell is cast. The GM will need to adjudicate this spell closely to ensure it is not abused.

The runemage can boost this spell by stacking extra 1d6 mana stacks into the casting. Each stack added boosts his attack roll by +2. The runemage can only add in as many stacks as the highest order spell he knows.

Note that this spell does not have any effect on spells with an “Instant” duration; these spells simply summon a natural thing into existence and then expire.

Locate Magic

Order: 3

Prerequisite: Conceal Magic

Sacrifice: 2

Mana Cost: 1d8 per 100 meters

Range: Per mana spent

Target: Caster

Area of Effect: Self

Duration: Instant

Roll: Magical Attack

Resist: None (unless concealed)

Casting Time: 1 round per mana stack

Words: ~~Aushan Ymysten Sivijit~~

Effect: Tells the caster the location and distance of the nearest magical signature matching that sought.

Casting: The runemage speaks the Celestial phrase for “Reveal this magical energy” while tracing the rune for Locate in the air.

The first step on the path of the infomancer, this is a school of magic with a great deal of flexibility and indirect power, but of little interest for the battle mage. Those who seek knowledge over all else are drawn to this path, and for those with the talent, it is one of the safest ways to earn a fine living and survive into one’s elder years as a mage. It can also be a very useful tool for a generalist to have in his belt.

When cast, the runemage may define a particular magical book or even a specific magical effect to be located. This spell, upon completion, will return the direction to and approximate distance of the nearest magical energy signature that matches the declared target. If no specifics are named, the spell will simply direct the caster to the nearest magical effect or item of any capacity (energies radiating from the caster not included). Very powerful magics may be indicated if nearby, even if a weak energy signature that matches the target is technically closer.

The caster may specify “The Book of Fire” for example, or “Invisibility”, or “a flaming sword”. The caster must only pay 1d8 mana for the spell for the first 100 meters. If no energies match in that range, the caster can choose to search farther or to end the spell. If he chooses to search farther, he must spend an additional 1d8 mana to extend the range of the spell. The caster can also choose to exclude certain known energies from the spell. If his friend is standing next to him with a flaming sword, he can easily ignore that one and find the next nearest one. Likewise, once a signature is found by this spell, it can be excluded from the next casting.

If a magical energy is concealed, the caster must beat the conceal spell with his magical attack to detect the magical signature. If a specific spell or effect is sought, the caster must roll Magical Attack vs. the roll made to cast it to see it. Magical items use the enchant roll that created them as their Magical Defense.

Material Component: Chalk infused with eye of owl will increase the distance of this spell to 1 kilometer per 1d8 mana spent. A tattoo may also be created depicting the Locate rune. If the ink used is infused with owl eye, the same bonus may be applied.

Mage Armor

Order: 3

Prerequisite: Shield

Sacrifice: 2

Mana Cost: 1d8 per minute

Range: Touch

Target: Single creature

Area of Effect: Target

Duration: 1 minute (per mana stack)

Roll: Magical Defense

Resist: Melee Defense vs. touch

Casting Time: 1 Round

Words: ~~Offentach Amantijit~~

Effect: Gives the target a Damage Resistance like armor would

Casting: The runemage speaks the Celestial phrase for “Protect this person” while tracing the rune for Armor in the air.

A simple but useful incantation, this spell creates a field of force resistance around the target that reduces damage taken from incoming attacks.

The Damage Reduction created by this spell depends on the magical defense roll used to cast it. Figure one point of DR per every full 5 points of defense rolled (minimum 2 DR at the minimum defense rolls of 13). So a ranged defense roll of 27 would provide a DR of 5, for example.

This spell does not induce a Bulk Penalty of any kind, as it does not impede the target in any way.

Material Component: Chalk infused with granite (or a similarly infused Armor tattoo) will increase the duration increment of this spell to 10 minutes. An Armor tattoo will also reduce the casting time of this spell to 1 action.

Read

Order: 3

Prerequisite: Read Magic, Comprehend [G]

Sacrifice: 2

Mana Cost: 1d6 per round

Range: Line of sight

Target: Visible text

Area of Effect: Visible text

Duration: Time it takes to read the text

Roll: Magical Attack

Resist: None (see below)

Casting Time: 1 Round, plus read time

Words: **Chenijch Orunxt**

Effect: Translates written text

Casting: The runemage speaks the Celestial phrase for “Understand these words” while tracing the rune for Read in the air.

Another informational spell that can be of great import when applied in the right situation, Read does just what the name says—it reads written words. Specifically, it allows the caster to read words written in a language he does not know.

When cast, the caster can understand written words regardless of their language. He can read any written text for as long as he can continue to fuel the spell with mana. The words appear to the caster as if written in his own native tongue. There is no way for the text to resist the roll unless it is protected with Resist magic or a similar effect. If the words are written in code, the caster can still read them, but must win a standard Subterfuge challenge to understand the meaning.

A caster must be able to read in order to cast this spell. Also, the characters must be close enough to make out. Basically, if the caster would be able to read the words if he knew the language they were written in, he can read them with this spell.

Material Component: A Read tattoo will decrease the casting time to 1 action. Chalk infused with ink or any kind of tattoo will decrease the mana cost of this spell to 1d6 per minute.

Resist Magic

Order: 3

Prerequisite: Affect Magic, Suspend Magic

Sacrifice: 2

Mana Cost: 1d10 base + 1d6 per +2 defense

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: 1 minute per point of Magical Defense Rolled

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Round

Words: ~~Ymyst ad Ugaard~~ Ymystov

Effect: Protects the target from magical energies

Casting: The runemage speaks the Celestial phrase for “Magic to defend from magic” while drawing the rune for Ward on the object or person to be protected.

The absolute bread and butter of the runemage, Resist magic imbues persons and objects with a magic that protects them from other magic effects.

The function of the spell is quite simple. The runemage makes a Magical Defense roll when casting this spell. This becomes the spell’s defense rating. The runemage can increase this rating by pouring more mana in to the spell. Then when anyone (or anything) casts a magical effect at the target, the caster must beat this defense rating with his Magical Attack in order for the spell to take effect. If the caster cannot beat the defense rating, the spell has no effect on the target.

This spell defends from any magic, not just “harmful” magics. So a healer would need to beat the resist spell to cast a heal spell on the target. However, this defense is full. If the protected creature is at the center of a fireball spell, for example, he will take no damage and will not catch fire. This resistance need only be rolled once per spell or effect that the target comes into contact with.

This spell applies to magical items as well. Magical items use the Magical Attack total rolled to create them as their Magical Attack rating (see Enchantments later on in this book for more details). If this is lower than the defense rating of the spell, the magical effect of the item will not affect the target. If a magic sword does +2 damage, for example, it will only do normal sword damage vs. the resisting target.

Note that this spell does not protect the target from indirect results of magic. For example, if a stormbringer uses an air jet spell to push a boulder off a cliff and it lands on the target, the boulder will still crush the target. Spells with an “Instant” duration are a bit of a grey area. These summon a natural thing which then hangs around but isn’t necessarily magic itself. The warded individual is generally only protected from these

things when he is present in the area of effect when the spell is cast. For example if Mist or Poison Cloud is cast upon the target, the mist will be created around him, but not directly touching him, so in the case of the poison, he will be able to hold his breath and move out of the area, but would likely suffer the poison effect if he stuck around more than a round. In the case of the mist, the mist in front of him still blocks his vision, so the resist magic spell has little effect in this case.

The runemage can boost this spell by stacking extra 1d6 mana stacks into the casting. Each stack added boosts the resistance by +2. The runemage can only add in as many stacks as the highest order spell he knows. The runemage can also cancel this spell at any point before the duration expires via a touch.

Material Component: The ward rune can be tattooed ahead of time onto the person to be protected or etched onto an object, reducing the casting time to 1 action. This rune is not destroyed when the spell ends and can be reused multiple times. If iron filings are used in the ink or pressed into the etched rune, the duration increases from minutes to hours.

Scry Alarm

Order: 3

Prerequisite: Alarm, Conceal Magic

Sacrifice: 2

Mana Cost: 1d8 per 10 minutes

Range: Touch

Target: Single creature or area

Area of Effect: 10 meter radius sphere

Duration: 10 minutes per mana stack

Roll: Magical Defense

Resist: None (or Magical Defense see below)

Casting Time: 1 round

Words: **Ryym Mevix**

Effect: alerts the caster when someone is observing him

Casting: The runemage speaks the Celestial phrase for “Warn of eyes” while tracing the rune for Alarm in the air.

Anyone with enemies knows that some words or actions are best taken in the dark. Unfortunately for the runemage, his own existence is the product of many centuries of learning by many other learned mages, and most of those know how to scry upon their enemies.

Scrying is simply the ability to view someone or somewhere remotely, whether visually or just via sound. While this spell is specifically designed to protect against this type of magic, it is actually much broader. This spell is an extension of the Alarm spell; only this spell alerts the caster whenever anyone observes the protected creature or area. The spell does not tell the caster who the observer is, only that they are observing and if they are present or watching remotely via magic.

Normally this spell does not allow a resistance roll, but if an observer is affected by Resist Magic, or a Scry spell is protected via Conceal Magic, opposed Magical Defense rolls must be made.

Material Component: An Alarm tattoo will reduce the casting time to 1 action. Chalk or a tattoo infused with clear quartz will increase the duration increment of this spell to an hour.

Seal

Order: 3

Prerequisite: Bar

Sacrifice: 2

Mana Cost: 1d0 (stackable)

Range: Touch

Target: Single door, chest, or similar item

Area of Effect: Target

Duration: 1 week per mana stack spent

Roll: Magical Defense

Resist: None

Casting Time: 1 Action

Words: ~~Ceijia Portiat~~ *lvrchuumu*

Effect: Prevents target from being opened by physical means

Casting: The runemage speaks the Celestial phrase for “Seal this door entirely” while drawing the rune for Seal upon the object.

A further extension of the lock spell, this incantation fully seals an object so that it cannot be opened by any physical means. No amount of strength applied to this spell will break it. However, as with lock and bar, this spell is only as strong as the object it binds. It will keep a window shut, for example, but won't keep someone from breaking the glass.

This spell can be dispelled as well.

Material Component: A chisel with a tip of adamant will increase the duration of this spell to 1 month per mana stack.

Trigger

Order: 3

Prerequisite: Release Magic, Suspend Magic

Sacrifice: 2

Mana Cost: 1d10 per condition

Range: 10 meters

Target: Single magical effect

Area of Effect: Target

Duration: Indefinite (See below)

Roll: Magical Defense

Resist: None (See below)

Casting Time: 1 round

Words: ~~Effris Ymyst~~ Amkhanthar

Effect: Suspends magical effect until conditions are met

Casting: The runemage speaks the Celestial phrase for “Hold this magic until condition” while tracing the rune for Trigger in the air.

Here is where the runemage truly begins to come into his own. The trigger spell allows any spell to be cast in a suspended state and be released when a certain specified condition is met.

For example, the caster may cast a lightning bolt in a suspended state with a trigger of “fire when anyone walks through this door”. Or he may cast darkness in a suspended state to be triggered when someone yells, “Lights out!” The possibilities are near limitless, which makes this such a desirable spell. Many mages from other pursuits take this book and study up until here, just to get this spell to augment their own existing magics. This spell can also be cast in concert with another mage, allowing the runemage to specialize in just wards and bindings.

Multiple conditions may be stacked into this spell. For example, if the mage wants to limit the spell to only trigger when he shouts “Lights out” (as opposed to anyone yelling it), this would be a second condition and would require more mana to be poured into the spell.

If cast just before the target spell, this spell suspends the spell automatically just like the Suspend Magic spell does. If the target spell is already in existence, the Suspend Magic will need to be cast first to suspend the spell before a trigger can be applied. If the target

spell is not of his own casting (or allied), the suspend magic roll is enough to take control over it. A second roll need not be made to apply the trigger.

As with suspend magic, a suspended spell will last indefinitely, generally around 1 year maximum per point of Magical Defense rolled to create it. Generally the magical energies of the suspended spell fade out over time, though sometimes the spell goes off unexpectedly.

Material Component: A tattoo of the rune Trigger will reduce the casting time to 1 action. If a hair is sewn into the tattoo (woven in and out of the skin), the mana cost is reduced to 1d8 per condition.

FOURTH ORDER SPELLS

Runemages who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Anti-Dispel

Order: 4

Prerequisite: Seal, Dispel Magic

Sacrifice: 2

Mana Cost: 1d12 base + 1d8 per +2 defense

Range: 10 meters

Target: Single magical effect

Area of Effect: Area of target

Duration: Duration of target effect

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 round

Words: **Offentach Ymystt**

Effect: Protects an existing spell from being dispelled

Casting: The runemage utters the Celestial phrase for “Protect this magic” while tracing the rune for Persistence in the air.

A variation on the more common Resist Magic spell. Anti-Dispel extends the same protection from magical meddling to magical energies themselves. When cast upon another spell, this spell prevents any other spell from dispelling or modifying the target spell. Runemages consider this a more difficult spell than Resist Magic, as the magical energies of a free spell are not as solidly bound to the material world.

The runemage makes a Magical Defense roll when casting this spell. This becomes the spell's defense rating. The runemage can increase this rating by pouring more mana in to the spell. Then when anyone (or anything) casts a magical effect at the target spell (most commonly a dispel), the caster must beat this defense rating with his Magical Attack in order for the spell to take effect. If the caster cannot beat the defense rating, the spell has no effect on the target.

This spell defends from any magic, not just "harmful" magics. So Affect Magic, even if cast to enlarge the spell would be blocked. This spell defends from magical items as well. (Say if someone were to have a "sword of dispelling" that they hit the target spell with.) Magical items use the Magical Attack total rolled to create them as their Magical Attack rating. If this rating is lower than the defense rating of the Anti-Dispel, the magical effect of the item will not affect the target spell.

A runemage can boost this spell by stacking extra 1d8 mana stacks into the casting. Each stack added boosts the resistance by +2. The runemage can only add in as many stacks as the highest order spell he knows. The runemage can also cancel this spell at any point before the duration expires via a gesture.

Material Component: None, for the most part. If the target spell is cast upon a person, a tattoo of the Persistence rune on that person can be used to decrease the casting time of this spell to 1 action. If the ink of that tattoo is infused with iron filings, the defense rating of the spell is increased by 2.

Area-Dispel

Order: 4

Prerequisite: Dispel Magic, Minor Ward

Sacrifice: 2

Mana Cost: 2d8 base (stackable) + 1d8 per +1 attack

Range: 60 meters

Target: Point in space

Area of Effect: 2-meter radius sphere around target point (stackable)

Duration: Instant

Roll: Magical Attack

Resist: Magical Attack or Defense

Casting Time: 1 round

Words: *Uddech Ymystxt dlyrchuum*

Effect: Dispels all magical effects in an area

Casting: The runemage utters the Celestial phrase for "Destroy these magics in total" while tracing the rune for Dispel in the air.

An enlargement of the more targeted and more common Dispel Magic effect, this incantation dispels all magical effects in the target area.

The area of the spell is a sphere covering everything within 2 meters of the target point. For each extra 1d8 mana poured into the spell, this radius can be increased by 1 more meter (1d8 per meter radius, essentially). The runemage can also stack mana into the spell to increase its attack rating. These attack stacks are considered part of the stack limit for the spell (max being the highest spell order known). So, if the caster knows a 5th order spell, he could cast a 5 meter radius spell (3 extra stacks) with a +2 attack rating (2 extra stacks) for a total of 7d8 mana.

Roll a single Magical Attack roll for the dispel and then apply the dispel to all magical items and effects in the area, adjudicating each one in turn. If a targeted effect is one of the caster's own spells, there is no resist roll, otherwise, a challenge must be made. Set the Attack roll vs. whatever roll was used to cast the original spell. If the dispel wins, the target effect is canceled. Magical items use the Magical Attack total rolled to create them as their Magical Defense rating. If the dispel wins, the magical item will go dormant for 1 hour per point the dispel won by. If the dispel wins by 10 or more, the magical item permanently loses its enchantment.

Note that this spell does not have any effect on spells with an "Instant" duration; these spells simply summon a natural thing into existence and then expire.

Material Component: None, as there is nothing to anchor a physical rune upon.

Circle of Protection

Order: 4

Prerequisite: Resist Magic, Seal, Shield

Sacrifice: 2

Mana Cost: 2d8 (stackable)

Range: Caster

Target: Area around caster

Area of Effect: 2 meter radius + 1 meter per extra 1d8 mana

Duration: 1 minute + 1 minute per extra 1d8 mana

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 2 rounds

Words: ~~Offentach Omraadet~~

Effect: Wards area from ranged attacks and magical effects

Casting: The runemage chants the Celestial phrase for “Protect this area” while drawing a circle of Protection runes on the floor around him.

A clever combination of the Shield and Resist Magic effects, this ritual incantation is designed to create an area of protection from which the mage or his companions can safely command the battlefield.

To begin the ritual, the caster draws a circle of runes on the ground, and when it is complete, the words must be spoken to invoke the runes of power. All inside the circle are protected. Defense against ranged attacks is increased by +10, and a Resist Magic effect is applied to all spells attempting to enter the circle from outside.

If only 2d8 mana is poured into this spell, it will last for 1 minute and cover a 2-meter radius circle, 10 meters high. By adding more mana to the spell, the caster can increase the radius or the duration. Each 1d8 mana added can increase either the radius by 1 meter or the duration by 1 minute. The total number of extra mana stacks poured in cannot exceed the level of the highest order spell the caster knows.

See Resist Magic for details on the resist magic effect. Essentially each spell entering the circle must roll vs. the Circle’s Magical defense or fail. Melee attackers are not hindered, so this spell assumes that the caster has some bodyguards skilled in melee combat. Or the caster can cast this spell along with Minor Ward to prevent invaders. If someone steps into the circle and then casts a spell at the caster, the circle will offer no protection.

Material Component: Chalk infused with crab or tortoise shell will increase the Ranged Defense rating of the circle from +10 to +12. If the chalk is infused with iron filings instead, the Magical Defense rating of the Resist Magic effect will be increased by +2.

Hold

Order: 4

Prerequisite: Bind, Minor Ward, Seal

Sacrifice: 2

Mana Cost: 2d8

Range: 100 meters

Target: Single creature

Area of Effect: Target

Duration: 1d4 rounds

Roll: Magical Attack

Resist: Will

Casting Time: 1 round

Words: **Foreji Amantijit**

Effect: Paralyzes target

Casting: The runemage utters the Celestial phrase for “Paralyze this person” while tracing the rune for Hold into the air.

One of the more deadly tools in the runemage’s repertoire, the Hold effect commands tremendous respect from mortals and other mages as well. The knowledge that the runemage can paralyze you and slit your throat in a matter of seconds is enough for most folk to give them a wide berth.

If the caster can make eye contact with a target, he can attempt to affect this deadly version of the *Bind* spell. If the target cannot best the caster’s Magical Attack with his Will roll, the target is held paralyzed for the duration of this spell. Unlike with *Bind*, further attention from the caster is not necessary; the target is fully held until the spell expires.

Targets of this spell cannot move, and are considered unconscious. Unconscious targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

In order to cast this spell, the caster must make eye contact with the target, which is a trivial thing in most situations (a simple wave or shout usually suffices). If the caster is not in the target’s field of vision or the target is avoiding the caster, the caster may spend an action to make a Silver Tongue roll vs. the target’s Will. If the Silver Tongue roll is successful, the eye contact is made.

Material Component: If the caster has a tattoo of the Hold rune, the casting time for this spell is reduced to 1 action.

Lesser Enchantment

Order: 4

Prerequisite: Filter, Trigger

Sacrifice: 2

Mana Cost: 2d10 + Base Spell cost

Range: Touch

Target: Single object

Area of Effect: Object targeted

Duration: Single use per spell stack

Roll: Magical Defense (See below)

Resist: Depends on base spell

Casting Time: 10 minutes

Words: ~~Oubijanch Esstoa~~ ...

Effect: Temporarily enchants and item with magical powers

Casting: This ritual requires the runemage to repeat the Celestial phrase for “Enchant this object with” plus the words for the particular enchantment to be applied while writing or carving the runes for Power and for the base spell upon the object to be enchanted.

While many of these incantations best serve to frighten mortals away from the runemage, this one is guaranteed to draw them to him. Once word gets out that one is an enchanter, many souls will beat a path to one’s door. Some will be friends, and others not so much, but both will want something of you; be prepared.

This is the lightest level of the path of enchantment, yet do not be fooled into thinking it is not powerful. The items one can enchant will function at full strength, it is just that the enchantment is temporary and will fade quickly with use.

This is a ritual spell that requires time. Generally it is performed with two casters, one to cast the enchantment, and another to cast the spell to be enchanted into the item (known as the “base” spell). Enchantment works by binding a spell of any kind to the item enchanted and by applying a trigger to it. The item most commonly is some form of weapon, the enchantment some sort of spell that causes extra damage (lightning or fire effects work well and are timeless favorites), and the trigger is generally hitting someone with the weapon. However, any type of trigger that makes sense is allowable.

The main difference between this spell and Trigger is that when this ritual is performed, the base spell can be cast multiple times. Each time it is cast, the caster must pay the mana for the spell, and the item is usable one time. For example, if the caster casts lightning bolt three times into a spear, that spear will trigger a lightning effect the next three times it strikes an opponent. Multiple casters can be used to cast the spell multiple times, but they must all cast the same spell. If the base spell has a duration, that duration will still function, acting as if the spell were cast normally when the item triggers it. Spells that apply the duration to the item itself (a sword that lights up maybe), can’t be triggered again until the first casting is completed.

If this spell is used without a base spell, the item will be infused with raw magic which will cause the item to deal an extra point of damage and increase the wielder’s attack score by 1 the next time it is used to strike someone in combat. This effect can be stacked in two ways, one by upping the damage and attack bonus (1d4 per extra point of boost) or by adding additional uses (1d4 per point of bonus per extra use). The standard stack limit applies separately to these stacks.

When casting the enchantment, roll twice. First roll a Magical Defense for the enchantment itself. This must be equal to (or greater than) 10 + the order of the base spell. Then roll the appropriate roll for the base spell (generally Magical Attack). This second roll will be the power rating for the item's enchantment if it must make any opposed rolls. To defend vs. dispels though, the Magical Defense of the enchantment itself is used. If the ritual's Magical Defense roll is a critical success, an extra use of the base spell is granted.

Items enchanted with this spell will retain the enchantment until the enchantment is used up, or until the item itself is destroyed (an enchanted book may be burnt or may crumble to dust with time). Once an item has been enchanted and all the charges have been used up, the runes needed to hold the enchantment will remain. If this spell is then cast again on the same object with the same trigger and same base spell, the casting time will be lowered to 1 minute.

Material Component: Ink infused with quicksilver will add one extra use to the item. The item to be enchanted may be a tattoo on the body.

Locate Person

Order: 4

Prerequisite: Bind, Locate Magic

Sacrifice: 2

Mana Cost: 1d10 per 100 meters (exponential)

Range: Per mana spent

Target: Caster

Area of Effect: Self

Duration: Maintained

Roll: Magical Attack

Resist: Will -5

Casting Time: 1 round per mana stack

Words: ~~Aushan Amantjit~~

Effect: Locates a nearby person

Casting: The runemage speaks the Celestial phrase for "Reveal this person" while tracing the rune for Locate in the air.

Another useful tool of the infomancer, Locate Person functions much like the earlier Locate Magic spell. The caster must declare the object of the spell ahead of time—in this case a specific person familiar to the caster. Then the spell is cast and the caster can "see" out to 100 meters. If the person is in that range, the caster will get a magical tug pointing them in the general direction of the person and indicating the general distance. If the

person is not in the range, the caster can choose to continue the spell and increase the range.

Unlike with locate object, the range stack for this spell doubles with each mana stack, so while the first 100 meters costs 1d10, the next 1d10 buys 200 meters. The chart below shows how this progresses for the first few levels:

<u>D10 Cost</u>	<u>Increment</u>	<u>Total Range</u>
1	100m	100m
2	200m	300m
3	400m	700m
4	800m	1,500m
5	1,600m	3,100m
6	3,200m	6,300m
7	6,400m	12,700m
8	12,800m	25,500m
9	25,600m	51,100m
10	51,200m	102,300m

This spell is not subject to a mana stack limit. It can also be cast to find any pre-named creature, not just a “person”.

If the person in question does not want to be found, a Will roll can fool this spell. If the person is magically concealed, the caster must beat the conceal spell with his magical attack to get past the concealment, and then the person is still allowed a Will roll to not be found.

Material Component: Chalk infused with eye of newt will increase the distance of this spell to 1 kilometer per 1d10 mana spent. A tattoo may also be created depicting the Locate rune. If the ink used is infused with newt eye, the same bonus may be applied.

Scry Wall

Order: 4

Prerequisite: Dispel Magic, Scry Alarm

Sacrifice: 2

Mana Cost: 1d10 per hour base + 1d6 per +2 defense

Range: Touch

Target: Point in space

Area of Effect: Up to 20m radius sphere

Duration: Per mana

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 minute

Words: ~~Obcura Evjov~~

Effect: Prevents remote viewing/hearing of location

Casting: The runemage utters the Celestial phrase for “Obscure from eyes” while drawing the rune for Ward multiple times around the area to be protected.

An unfortunate necessity of not being the only runemage in existence, the ubiquitous scry wall is the best defense against the powerful scry spell and similar magics that allow a magician to remotely spy upon a person or area. The scry wall blinds any remote vision (or hearing, smell, or whatever) within the protected area. It does not terminate the scry spell, but simply prevents it from seeing while focused on the protected area.

If the mage doing the scrying wants to try to push past the wall, he must ply the Magical Attack roll he made to initiate the scry spell against the Magical Defense rating of the scry wall. If his attack roll is higher, he can see past the wall. The wall does not prevent the scryer from canceling his spell and recasting it hoping for a better potency, though the scry blind spell in the next order does.

The defense rating of the wall can be increased by adding 1d6 stacks of mana. The general stack limit applies to the combination of this stack and the duration stack.

Material Component: Ink mixed with a potent acid will increase the magical potency of this spell, adding +2 to the magical defense rating.

FIFTH ORDER SPELLS

Runemages who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Greater Scry Wall

Order: 5

Prerequisite: Scry Wall

Sacrifice: 3

Mana Cost: 1d12 per hour base + 1d10 per +2 defense

Range: Touch

Target: Any object, creature, or point in space

Area of Effect: 20m radius sphere + 10 meters per mana stack

Duration: Per mana

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 10 minutes

Words: **Obcura Iyrchuumen Evjov**

Effect: Movable, more effective ward against scrying

Casting: The runemage speaks the Celestial phrase for “Obscure completely from eyes” while drawing the runes for Ward and Wall multiple times at the center of the area to be protected.

While the common scry wall may calm the paranoid fears of kings and generals, it is unfortunately more for show and posterity than for protection. This greater ritual however, is designed for security.

This spell functions much like a standard Scry Wall, only with an added +10 to the spell’s magical defense rating. However, it also has a few added luxuries—first and foremost, the spell is movable. Greater Scry Wall can be cast on a person or object, and if that person moves around or carries around the object, the protected area will move with them.

Also, the spell’s area can be stacked. Determine the standard mana cost for the spell (1d12 for an hour at base potency), and then add that again for each additional 10 meters of radius to be protected. (So 3d12 for a 40 meter radius).

Material Component: Runes made with squid ink will increase the duration unit from an hour to a day. If a tattoo is used as the focus, the casting time for the spell is reduced to one minute.

Group Bind

Order: 5

Prerequisite: Hold

Sacrifice: 3

Mana Cost: 2d10 per target

Range: 100 meters

Target: Multiple creatures (up to the stack limit)

Area of Effect: Targets

Duration: 1d4+1 rounds

Roll: Magical Attack

Resist: Will

Casting Time: 1 Action

Words: **Effris Amantjxt dForejjan**

Effect: Paralyzes multiple targets

Casting: The runemage speaks the Celestial phrase for “Hold these People Paralyzed” while tracing the rune for Hold in the air.

An incantation that beings to tread the path of mastery, Group Bind proves the runemage is the master of all who come to do him harm.

This is very much just an extension of the Hold spell that can be applied to multiple targets at once. However, do not let that word “just” fool you into complacency. The runemage’s power is enhanced exponentially with this in his arsenal.

In order to cast this spell, the caster must get each of the targets to look at him, which is generally not hard (chanting in an arcane tongue usually suffices). If any of the targets deliberately try to avoid the spell, the caster may spend an action to make a Silver Tongue roll to try to attract their attention. Each target may then make an opposed Will roll, and with each of them who fail, the eye contact is made.

All those targeted by the spell must then make a Will roll. If any target cannot best the caster’s Magical Attack with this roll, that target is held paralyzed for the duration of this spell. Further attention from the caster is not necessary; the target is fully held until the spell expires.

Targets of this spell cannot move, and are considered unconscious. Unconscious targets do not get to take any actions and do not get defense rolls (treat all attacks as if made from stealth).

This spell is subject to the standard mana stack limit—meaning the caster can only affect as many targets as the highest-order spell he knows.

Material Component: If the caster has a tattoo of the Hold rune, the casting time for this spell is reduced to 1 action.

Scry

Order: 5

Prerequisite: Locate Person, Scry Alarm

Sacrifice: 3

Mana Cost: 1d10 per round

Range: Per casting time

Target: Movable point in space

Area of Effect: Normal field of vision and hearing from target point

Duration: Maintained

Roll: Magical Attack

Resist: None (Unless warded)

Casting Time: 1 minute per mile distance

Words: ~~Sevv Ajsis Tamcharov~~

Effect: Allows the caster to see and hear in a remote place

Casting: The runemage speaks the Celestial phrase for “I See from a Distance” while tracing the rune for Scry into the air.

Ironically, the most iconic incantation of the Book of Wards and Bindings is neither a ward or a binding, yet it is without a doubt a most useful tool. With a few words, the caster can separate his sense of perception from his body and project it across time and space.

The Scry spell can take two forms. First, the caster can simply start from his body and move his consciousness around. The more common method though is used to look for a specific known person, object, or place and spy upon it for as long as the caster can maintain the spell. When used in this second way, the spell takes a long time to cast, but the mana cost does not begin until the target is reached. This spell cannot generally target an object or a person unless either the caster knows where the target is, or first casts the Locate Object (or person) spell to find it.

The caster can hear and see through the scry spell as if his eyes and ears were at the target location. The caster can change his perception point at will, either shifting his field of vision or moving the target point up to 100 meters per round. He need not stay focused on the original target. Smell and other senses are not conveyed through the spell.

While the caster is scrying, he will be vaguely aware of his physical location. He will be able to hear normally, and he can look around him if he wants to look away from the spell for a moment. The experience is somewhat like watching a moving picture on a screen.

If the victim is protected by Scry Wall or similar magic, the caster must beat the defensive spell with his Magical Attack to get past the ward. The warded area will be a blind spot for him. He can't simply stay outside and look in, all vision and sound from the warded area is blocked.

Material Component: A large ball of crystal quartz will increase the duration of the spell from 1 round increments to 1 minute increments. A tattoo of the Scry rune will lower the casting time to 1 round per mile.

Scry Blind

Order: 5

Prerequisite: Scry Wall, Blindness [LD]

Sacrifice: 3

Mana Cost: 3d10 per hour

Range: Touch

Target: Area

Area of Effect: 20 meter radius

Duration: 2d4 days

Roll: Magical Defense

Resist: Reflex

Casting Time: 1 minute

Words: **ᚠᚱᚰᚰᚰ ᚱᚱᚱ ᚱᚱᚱ**

Effect: Blinds anyone trying to scry the warded area

Casting: The runemage speaks the primal words for “Destroy Vision” along with the celestial for “of Eyes” while drawing the runes for Ward and Blindness all around the target area.

A nasty trap for anyone who would attempt to spy upon the runemage, the Scry Blind appears to the observer as just an ordinary Scry Wall, but when the invader attempts to push through it, a blindness effect is triggered that will remotely affect the scryer.

The scryer is allowed a Reflex roll to end the scry spell before the blindness hits him, but if he fails, he will be blinded not just in the spell, but in the flesh. This blindness is total, and affects the caster at a spiritual level. Even if the caster casts a scry or similar spell, he will not be able to see through it. However, the blindness effect will fade after a few days.

Material Component: Chalk infused with lead will double the time for the blindness effect to fade.

Ward

Order: 5

Prerequisite: Anti-Dispel, Area Dispel, Circle of Protection, Scry Alarm

Sacrifice: 3

Mana Cost: 1d20 per 3x3x3 meter (10') cube

Range: Touch

Target: Area

Area of Effect: Per mana

Duration: 1d6 months

Roll: Magical Defense

Resist: Will

Casting Time: 1 Hour per 3x3x3 meter cube

Words: ~~Awa om Ceija Omraadet~~

Effect: Prevents specified creatures from entering an area

Casting: The runemage speaks the Celestial phrase for “Ward and Bind this Area” while inscribing the Ward rune around the area to be protected.

The eponymous Ward is an iconic spell for a reason; it is a favorite and a standby with many uses, and one of the more commonly requested incantations of the runemage.

The home of any runemage worth his salt will be covered with warding runes.

This complicated ritual enchantment lets the caster seal an area (such as a room, hall, or open area) from others entering. It takes time and skill to cast this spell, and arcane symbols must be drawn and enchanted. The spell can be very specific, warding the room against living thing, or perhaps anyone of a certain species, or even a single named individual. The trigger can be complex. Any banned creature attempting to enter the warded area must succeed at a Will roll, or find themselves unable to move forward.

The effect is a bit different than with Minor Ward. The effect has both physical and metal components, so even if a warded creature is pushed forward by someone else, they will not be able to proceed, finding themselves up against an invisible wall. Also, the entire area is warded, not just the circle around it. Every minute the creature spends in the area, he will need to reroll his Will, and if he fails, he will be mentally compelled to leave. The mental nature of the ward also keeps warded creatures from firing missile weapons or even throwing objects into the area.

The Ward can be dispelled, and the magical runes will degrade over time. After a few months, the spell usually loses its potency.

Note that the caster is not immune to his own spell, and must be careful in how the ritual is phrased if he intends to enter the area himself.

Material Component: Chalk infused with the blood of the target creature increases the spell’s duration increment from months to years. If the ward keeps out goblins, for example, the blood of any goblin will do, not just the one trying to enter. But if the spell keeps out just one named person, that person’s blood will need to fuel it.

Write

Order: 5

Prerequisite: Read, Lesser Enchantment

Sacrifice: 3

Mana Cost: 1 per word

Range: Touch

Target: Text written via this spell

Area of Effect: Target

Duration: Permanent

Roll: Magical Defense

Resist: None

Casting Time: 1 Action per word

Words: ~~Orunx Aushan Chenijchan~~

Effect: Writes words that can be understood by anyone, regardless of language

Casting: The runemage speaks the Celestial phrase for “Words reveal understanding” while writing the text.

The first truly permanent enchantment to be learned by the runemage, this spell is often overlooked as it may seem mundane to the uncreative mind. Write, quite simply, allows the caster to write down words with magically infused ink that will be understood by anyone who attempts to read them, regardless of any language barrier. Even a person who cannot normally read will be able to understand the words if he looks upon them.

Even animals can be affected by this spell if they look upon the written words (usually only if the words are written quite large). Animals may not be able to understand the nuance of the words, or have the patience to read anything lengthy, but they will grasp the gist of the meaning. If a rock near a pool is painted with the words “Poison water”, for example, animals who see the words will keep away.

These magical words are written not in the caster’s native language, but in the form of magical energies. If one were to paint a portrait of the words just as they appear to the viewer, anyone viewing the portrait would not recognize them as words of any kind, but simply meaningless scribbles.

While this spell is considered to have a permanent duration, this is technically not quite true. The spell will only work as long as the words remain legible. If they are painted over they will not be able to be read, and if the paper they are written on is burned, for example, the spell will be destroyed.

Material Component: Ink infused with silver is necessary to cast this spell.

SIXTH ORDER SPELLS

Runemages who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Absorb Magic

Order: 6

Prerequisite: Lesser Enchantment, Ward

Sacrifice: 3

Mana Cost: 1d6 per spell order

Range: Touch

Target: Single object

Area of Effect: Target

Duration: 2d4 days for enchantment, until used for absorbed spell

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 Action

Words: ~~Effris Vid Ymysz~~

Effect: Allows the caster to absorb a spell into an item for later use

Casting: The runemage speaks the Celestial phrase for “Hold the next magic” while inscribing the rune for Absorb on the object to be enchanted.

One of the lesser known enchantments in the runemage’s arsenal, Absorb Magic is actually one of the more elegant defensive mechanisms throughout all the magical disciplines.

The absorb spell starts out much like a lesser enchantment, only without a base spell. The enchantment is kept open, and then next spell cast at the item will be absorbed into it, to be recast from the item at the wielder’s whim.

When casting the enchantment, the caster must decide what the highest order spell he wants to defend against is, and then pay for that in mana. Note that due to the standard stacking limits, the caster cannot absorb a spell higher than the highest-order spell he knows. The caster can then carry the object with him, or give it to someone else who needs protection.

To utilize the enchanted object, all that is required is that the object is touching a person’s bare flesh when a spell is cast at him. The carrier of the object must be the target of the spell. If the Magical Attack of the spell is lower than the Magical Defense rating of the absorb enchantment, the spell is absorbed into the object instead of hitting the person.

Once an object has absorbed a spell, the wielder of the object can cast the spell back out at whomever he wishes as long as he knows the item's trigger. For example, a slim wand is enchanted with the absorb effect. The carrier of the wand is hit by a lightning bolt, which is absorbed into the wand. The wand's owner can now fire off the lightning bolt at whomever he wants by pointing his wand at them and saying "zap". Once the lightning bolt is used though, the wand is depleted and will not absorb any further magic.

The wielder of the item cannot choose whether or not to absorb a spell. If the first spell cast at him is a healing spell, the heal will absorb into the item. The spell must target the wielder, not just be an area effect spell, though the GM may adjust this as needed. For example, if the wielder is hit by one of the lighting effects of the Storm spell, the object might absorb the lighting and treat it as a standard lightning bolt spell.

Material Component: If the runes are burned into the item to be enchanted with phosphorous, the enchantment will remain open indefinitely instead of fading after a few days.

Anti-Magic Circle

Order: 6

Prerequisite: Ward

Sacrifice: 3

Mana Cost: 1d20 per 3x3x3 meter (10') cube + 1d8 per +1 Defense

Range: Touch

Target: Area

Area of Effect: Per mana

Duration: 1d4 days (stackable)

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 10 minutes per 10' cube protected

Words: **Awa Dimos Ymystx**

Effect: Prevents any magical effects from occurring in the area of effect

Casting: The runemage repeats the Celestial phrase for "Ward all magics" while covering the area to be warded with Null Magic runes.

A favorite of kings, emperors, and all those with powerful enemies and the money to afford a runemage in their court, the Anti-magic circle isn't always a circle, but it is the best defense known against magic of any form. The circle, like many other spells in this book, is a ward. It protects an area, keeping any magical effect from happening there. If anyone tries to cast a spell in the area (or into the area, or out of the area, or even

through the area), he will have to beat the circle's Defense rating with his spell's magical attack.

This effect applies to all magic, not just spells. Magical items will not function in the warded area if their power rating is below the ward's Defense rating. Beings with innate magical powers will find themselves unable to activate them in the protected area.

Because this spell needs to work if it is effective, the Runemage may pour extra mana into boosting the Defense rating of the spell. Also, the 1d20 per area cost can be stacked to increase the duration of the spell. The stack limit applies separately to each of the three stacks. So to cast a spell covering a 20' by 10' by 10' room for 3d4 days with a +4 defense boost, it would cost 6d20 + 4d8. Plus add +1d4 if the runemage decides to d30 the defense roll (highly advisable).

Note that this spell prevents magical effects, but does not necessarily protect against natural things caused or summoned by magic that were not directly created in the area. For example, if a rock is dislodged high above with magic, it will still fall into the area quite naturally and smash someone in it. The GM may have to carefully adjudicate where the grey area falls for this spell.

Material Component: Chalk infused with iron filings will increase the Defense rating of this spell by 2. If the runes are smithed ahead of time from iron and embedded into the walls of the area, this increases the defense rating by 5. A tattoo can be rendered on a person to make him the area of the spell, preventing him from casting (or being affected by) any magic.

Binding

Order: 6

Prerequisite: Group Bind, Ward

Sacrifice: 3

Mana Cost: 2d20 per 3x3x3 meter (10') cube

Range: Touch

Target: Area

Area of Effect: Per mana

Duration: 1d6 months

Roll: Magical Defense

Resist: Will

Casting Time: 1 hour per area stack

Words: **Ceiija Dimos Vemm Pareis Yau**

Effect: Prevents creatures from leaving the area

Casting: The runemage cants the Celestial phrase for “Bind all who enter here” while inscribing the Bind rune all over the area to be warded.

This intriguing variation on the standard Ward allows the targeted creatures to enter the prepared room, but keeps them held paralyzed once they enter. It is frequently employed by runemages to defend their homes and laboratories from invaders and unwanted guests.

As with Ward, the target creature or creatures of the spell must be declared ahead of time when the ritual is performed. The effect is not necessarily immediate (it can be if the caster weaves that into the ritual), but generally will trigger when the target creature either gets into the center of the area or tries to leave the area. At this point, the target must beat the spell’s Defense rating with a Will roll or find himself paralyzed, unable to act or move in any way.

If the target creature succeeds at the Will roll but does not leave the area, he will continue to need to make Will rolls each round to prevent from being bound. Once bound, a creature can try to will his way out of the spell, but with diminishing returns. He may try once per minute to break the spell, but each time he fails, his next roll receives a cumulative -1 penalty. Success means that he can act for the round, and hopefully is smart enough to leave the area.

Runemages are not immune to their own spells, and will need to be sure to exclude themselves in the spell’s triggering conditions if they intend to traverse the ritual area.

Material Component: Chalk infused with the blood of the target creature type will increase the Defense rating of the spell by 2.

Greater Ward

Order: 6

Prerequisite: Ward, Greater Scry Wall

Sacrifice: 3

Mana Cost: 2d20 per 3x3x3 meter (10’) cube

Range: Touch

Target: Area

Area of Effect: Per mana

Duration: 1d6 months

Roll: Magical Defense

Resist: Will/Magical Attack -10

Casting Time: 1 Hour per 3x3x3 meter cube

Words: Awa om Ceijja Iyrchuumen Omraadet

Effect: Strongly keeps out target creatures and prevents scrying

Casting: The runemage speaks the Celestial phrase for “Completely Ward and Bind this Area” while inscribing the Ward rune and the runes for the target creatures around the area to be protected.

This powerful effect lines every inch of any master runemage’s lair, and is sure to be found protecting the castle of any of his patrons. In brief, this ritual combines the effects of the lesser Ward spell along with Scry Wall, and then boosts both effects, providing almost total defense.

When cast, a target creature or type must be declared. Those target creatures will not be able to enter the area as long as the Ward stands. Also, no remote viewing of the area is possible (Such as through Scry or similar magics). To break past and enter the spell area, a target creature would need to succeed at a Will roll minus ten, and a scryer would need to beat the Ward’s defense with a Magical Attack roll minus ten. This -10 penalty also applies to any attempts to dispel the ward.

This type of ward can be turned on and off by the caster at will, though he is not necessarily immune to this his own spell unless he builds that condition into the trigger.

Material Component: Chalk infused with the blood of the target creature increases the spell’s duration increment from months to years.

Locate Object

Order: 6

Prerequisite: Locate Person, Scry

Sacrifice: 3

Mana Cost: 1d12 per 100 meters (exponential)

Range: Per mana spent

Target: Caster

Area of Effect: Self

Duration: Maintained

Roll: Magical Attack

Resist: None

Casting Time: 1 round per mana stack

Words: Aushan Esstt

Effect: Locates an object

Casting: The runemage speaks the Celestial phrase for “Reveal this object” while tracing the rune for Locate in the air.

The final step along the path of the infomancer, this humble but useful spell can be quite powerful if employed with a creative eye. While most often it is used by the runemage who needs to find a certain ingredient in the mess of his own laboratory, it can be employed across great distances and can find nearly anything.

This incantation allows the caster to find a single object that the caster can name. This may be a specific object (my keys) or a specific type of object (a vorpal sword). The spell increases in range each round in which it is maintained, stopping when it hits the first object of the named type within its current range. If the caster wants to exclude an object, he can simply maintain another round and the spell will move onto the next closest object in the spell's range. When an object is located, the caster is given a mental nudge towards it along with an approximate distance to the object.

There generally is no resist roll for an object, but if it is protected by Scry Guard or similar magics, this spell will need to get past the object's defense to notice it.

As with locate person, the range stack for this spell doubles with each mana stack, so while the first 100 meters costs 1d12, the next 1d12 buys 200 meters. The chart in the Find Person spell shows how this progresses for the first few levels.

Material Component: A piece of the object to be located or an object of the same type will increase the distance of this spell to 1 kilometer per 1d12 mana spent.

Scry Trigger

Order: 6

Prerequisite: Scry, Lesser Enchantment

Sacrifice: 3

Mana Cost: 2d20 per hour plus cost for triggered spell

Range: Touch

Target: Area

Area of Effect: 20 meter radius

Duration: 2d4 days

Roll: Magical Defense

Resist: Per triggered spell

Casting Time: 1 Round

Words: ~~Ymyst Khanthar oa en Aisisan~~

Effect: Triggers a spell when someone remote views an area

Casting: The runemage utters the Celestial phrase for "Magic with the condition of seeing" while drawing the rune for Ward around the area to be protected and casting the base spell into the runes.

A rarer cousin of the nasty Scry Blind spell, this effect is generally cast with a more gentle touch, but has the potential to do even more damage if employed well.

Scry trigger is an extension of the Scry Wall spell that actually does not ward the target area against remote viewing, but simply triggers another spell when any remote viewer looks upon the area. The actual effect depends on the triggered spell. Often this is used in combination with illusion spells to provide a message or deliver misinformation to the scryer, but it can do nearly anything.

Note that unlike with Scry Blind, the triggered spell goes off on the warded area and not the area where the remote viewer is located. So a fireball would explode if someone viewed the area, but would not harm the scryer in any way. Careful thought and planning must go into proper use of this spell.

Material Component: Chalk infused with phosphorous will increase the duration increment of this spell from days to weeks.

SEVENTH ORDER SPELLS

The seventh order is considered the level of mastery. Only those who truly excel at the art find their way here, though the rewards are great. Runemages who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Greater Binding

Order: 7

Prerequisite: Binding, Greater Ward

Sacrifice: 4

Mana Cost: 3d20 per 3x3x3 meter (10') cube

Range: Touch

Target: Area

Area of Effect: Per mana

Duration: 1d6 Months

Roll: Magical Defense

Resist: Will -10

Casting Time: 1 hour per area stack

Words: Ceijja Iyrchuumen Dimos Vemm Parejs Yau

Effect: Prevents creatures from leaving the area

Casting: The runemage chants the Celestial phrase for “Bind completely all who enter here” while inscribing the Bind rune all over the area to be warded.

Considered to be the master spell in the sub school of bindings, the greater binding spell expands upon its more common cousin with a great deal more power. Like *Binding*, this ritual protects an area, paralyzing any target creature entering the area. Only with *Greater Binding*, all Will rolls are made at a -10 penalty, as are any attempts to dispel the Binding.

A greater binding also functions as an unusually potent version of a scry wall. Remote viewers will not be able to see or hear into the protected area, and if they try to push into the area with their consciousness, the binding will wreak its effect upon them. The scryer will need to succeed at the Will -10 roll or find himself paralyzed, his consciousness stuck off remotely in the binding.

This type of greater magic can be turned on and off by the caster at will, though he is not necessarily immune to this his own spell unless he builds that condition into the trigger.

Material Component: If the binding runes are etched into the surface of the area and filled with “faerie dust” (aka, powdered blood of the fair folk), the duration increment of this ritual will increase from months to years.

Permanence

Order: 7

Prerequisite: Greater Ward, Write

Sacrifice: 4

Mana Cost: 1d10 per order of base spell, + 1d10 per +1 defense, +1 permanent Fitness

Range: Touch

Target: Single magical effect

Area of Effect: Target

Duration: Permanent

Roll: Magical Defense

Resist: None (see below)

Casting Time: 1 minute per order of the base spell

Words: **Enarr laverijch**

Effect: Makes magical effect permanent

Casting: The runemage speaks the Celestial phrase for “Become eternal” while drawing the rune for permanence as close as possible to the effect to be prolonged.

This fantastic ritual enchantment is one of the most potent applications of magic imaginable. Its effect is as incredible as it is simple. This ritual makes permanent any magical effect with a fixed or maintained duration. A storm will rage forever, a binding will never fade, a flame will never go out—anything you can imagine can become real.

If all this seems too good to be true, it is. The permanence ritual takes a great toll on the caster, who must allow the magical energies to devour some of his own life force in order to fuel the spell. This will permanently reduce the caster's Fitness score by 1.

Also the effect to be made permanent must last throughout the ritual of permanence, so many of the more ferocious or direct damaging spells may be difficult to capture. (Spells requiring maintenance can be fueled jointly with mana from the base spell's caster and the runemage if need be.) Spells with a duration of "instant" simply cannot be made permanent. An effect like *Breathe Underwater*, however, is quite suited to permanence. *Permanence* is not a spell to be cast lightly. For most runemages, it is simply a necessary step on the path to learning the *Greater Enchantment* spell, and is rarely cast by itself more than once in a lifetime. Still there are things that *Permanence* can do that a more refined and safer enchantment ritual simply cannot.

Once this ritual is cast, the spell made permanent will have two power ratings. First will be its standard Attack (or defense) rating that it always had—this is the magical roll made when the base spell was first cast. This is what the spell would use as its attack roll if directed at someone. Secondly, the spell will have a dispel defense rating equal to the Magical Defense roll made to cast the permanence ritual. This is what the effect will use as its defense rating if it is targeted by a Dispel Magic spell or the like.

Dispelling a permanent spell is difficult; simply beating the defense rating will cause the permanent spell to go dormant for 1 hour per point the dispel won by. Only if the dispel wins by 10 or more will the permanence spell be broken. If the permanence effect is broken, the base spell will not be dispelled, only the permanence effect, so the base spell will continue forward with its standard duration. Also note that a second dispel effect cannot be cast while the permanent effect is dormant from a failed dispel effect.

The permanence ritual can be enhanced by stacking 1d10 mana into the spell to gain +1 to the spell's defense per stack. Generally the runemage will also d30 the casting of this spell. A fail on the Magical Defense roll for casting will not consume the caster's Fitness.

Material Component: Chalk infused with gold will increase the magical defense rating of the ritual by 5. A fountain pen (or similar device) filled with quicksilver will speed the casting time of this spell to a matter of rounds instead of minutes, allowing more virulent spells to be captured. Only one of these can be employed in a single ritual.

Power Stone

Order: 7

Prerequisite: Anti-Magic Circle, Greater Ward

Sacrifice: 4

Mana Cost: 2d100

Range: Touch

Target: Single precious stone

Area of Effect: Target

Duration: Until used

Roll: Magical Defense

Resist: None

Casting Time: 1d8 hours

Words: ~~Psyyan Ystent Khaarvz Effristo Esou~~

Effect: Prepares a stone of power to be used to hold a soul

Casting: The runemage speaks the Celestial phrase for “Grant this stone the ability to hold life” while using a sharp corner of the stone to etch the rune for Power into his own skin.

In and of itself, this spell has no use or effect; it simply allows the runemage to prepare a stone of power that is the focus of the higher levels of mastery of the school of wards and bindings (and even some effects in other books).

This tedious ritual converts a cut, precious gemstone into a power stone that can then be used with a number of other rituals, such as Halt Aging, Phylactery, or Soul Trap. The power stone is infused with mystical energies that allow it to function as a viable body for a living soul. This spell does not transfer a soul into the stone, it simply creates the material component for other spells.

Rubies and sapphires are the most commonly used stones with this process, and are often cast into a ring or a pendant. A gemstone capable of holding a soul must be quite large, and will be quite expensive on most worlds. Figure at least one carat is necessary per point of Magnetism of the soul to be held. Gems should be on the clear side and have relatively few flaws. The stone is not consumed in the ritual, but is instead transformed into a power stone. Once transformed, the stone will remain a power stone until used in another ritual.

Material Component: A polished gemstone sizable enough to hold the soul that is desired to be captured.

Reflect

Order: 2

Prerequisite: Absorb Magic

Sacrifice: 1

Mana Cost: 2d10 per round

Range: Touch

Target: Single creature or object

Area of Effect: Target

Duration: Maintained

Roll: Magical Defense

Resist: Magical Attack

Casting Time: 1 minute

Words: ~~Upuiii~~ Ymyst

Effect: Reflects spells back at their caster

Casting: The runemage speaks the Celestial phrase for “Return magic” while drawing the rune for Reflect on the target.

One of the most potent defenses against other mages, *Reflect* is a force to be reckoned with, literally turning one’s opponents magics back upon him. If the reflect rune is ritually drawn on a creature or an object, it will become imbued with a force that repels all magical energies. If the protected creature or object is ever the target of a spell, that spell will be immediately reflected back at its caster, as if he had cast it upon himself.

To reflect a spell, the reflect rune simply must exceed the spell’s Magical Attack roll with its magical defense rating. If this does not occur, the spell will affect the protected target normally. Note that the reflect spell cannot pick and choose effects, so healing spells will be reflected back just as well as lightning bolts.

The protected person need not be the direct target of a spell to reflect it. If the target is anywhere in the area of an area effect spell, that spell will be reflected back as if the caster were at the center of its area of effect. The target must be affected by the spell either when it is first cast or when maintenance mana is paid. If the target wanders into a Binding spell, say, while protected, the binding has already separated from its caster and cannot be cast back at anyone; however, the reflect effect will protect the target from the binding magic if the defense rating beats the spells attack roll (similar to a *Resist Magic* effect).

Some spells (such as ward or scry) may not make much sense to be reflected back upon the caster. In these cases, the reflect will simply protect the target from the spell. The GM will need to decide on a case by case basis what is feasible. Spells with an instant duration that summon something like mist that then hangs around will only be reflected if the target is in the area of effect when the spell is initially cast.

Material Component: If the target has a tattoo of the Reflect rune, the casting time will be reduced to one round. Chalk or ink infused with silver will increase the defense rating of this spell by 2.

EIGHTH ORDER SPELLS

The eighth order is a level beyond mastery. Only the rare few attain this level of knowledge, and with it comes incredible and strange power. Runemages who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Major Enchantment

Order: 8

Prerequisite: Permanence, Reflect

Sacrifice: 4

Mana Cost: 1d100 per base spell order + Base spell cost + Stat drain + 1d10 per 1 defense

Range: Touch

Target: Single object

Area of Effect: Object targeted

Duration: Permanent

Roll: Magical Defense (see below)

Resist: None (see below)

Casting Time: 1 hour per order of spell used

Words: ~~Omskoarr Esst~~ Annkhoa

Effect: Permanently enchants an object with magical powers

Casting: This complex ritual requires the runemage to chant the Celestial phrase for “Transform this object with magic” along with a great deal of specifics in the Celestial tongue while inscribing the runes for Magical power along with runes representing the base spell.

The final fulfillment of the path of enchantment, so many strive for this pinnacle of mystical power, and very few manage to grasp it in their hands. To those to do, however, belongs the future.

This ritual allows the runemage to permanently enchant an object with magical power, transforming it into, for lack of a better term, a magical item. This spell works best with durable items that will withstand the test of time—most often it is done with weapons, rings, and armor, but nearly any object can be enchanted as long as it can be engraved with runes.

The effect itself is not so much different than the lesser enchantment spell, only the enchantment is permanent instead of having a limited number of uses. Also, more than one spell may be enchanted into an object. And finally, unlike the permanence ritual, this ritual does not typically do permanent damage to the caster's body.

As with lesser enchantment, this is a ritual spell that requires time. Generally it is performed with at least two casters, one to perform the enchantment, and others to cast the spells to be enchanted into the item (known as the "base" spells). Enchantment works by binding a spell of any kind to the item enchanted and by applying a trigger to it. The trigger can be nearly any condition, or there could be no trigger at all and the effect is simply always present. Unlike with Permanence, the base spells need not be maintained for the entire ritual. The enchantment prepares the item which then absorbs any spells that are cast into it. When the enchantment is completed, the permanence effect is sealed and the item can be used.

Base spells with a duration of "maintained" infused into magical items generally can be used at will. Spells with an "Instant" or fixed duration (like a lightning bolt) are a bit different. These can generally only be cast a limited number of times from the magical item before the item will need to recharge (go a full day without being used). This will be equal to the number of times the base spell is cast in the enchantment ritual. So if a wand is to fire off 5 lightning bolts a day, the base caster will need to cast 5 lightning bolts during the enchantment ritual. The enchanter need only pay for a repeated spell once in the enchantment cost.

The mana cost for the enchanter is based on the total order of all distinct spells cast into the item. This cost is 1d100 per spell order. This cost can get quite heavy for higher-order enchantments, which is why most magical items have lower level powers. The enchanter pays the mana for the spell upon closing the ritual. If the dice show more mana than he can pay, all his mana is drained and the spell fizzles out, leaving the item unenchanted. If the enchanter can handle it, multiple base spells can be poured into the item, leading to more complex effects. There is no stack limit here as long as the enchanter can pay the mana cost.

Also, when the ritual is closed, if it has been successful, the enchanter is drained of energy of all sorts, which temporarily damages his base stats at a level of 1 per 1d100 rolled for mana cost. The damage can be distributed at will amongst all his stats and will heal back at the normal rate (1 point per day). If any stat goes to 0 or lower, the enchanter will die. It is advisable that an enchanter knows his limits.

If this ritual is performed without a base spell, the item can be infused with raw magic which will cause the item to be more effective when used to strike someone in combat. This effect can be stacked in four ways:

- +1 to all attack rolls (1 spell order per stack)
- +1 to damage (1 spell order per stack)
- +1 to critical range (3 spell orders per stack)
- +1 to critical damage (2 spell orders per stack)

Add up all the spell orders for the bonus to be applied, and that will be the cost of the enchantment ritual. The stack limit applies to each category separately. Sometimes these effects are stacked alongside other effects like fire or the power to light up when spiders are near.

For example, to enchant a sword with +2 to hit, +2 to damage, and +1 to crit range, is equivalent to an enchantment with 7 spell orders, and will cost 7d100 to cast.

Note that if more than one enchanter knows this spell, they can work together on the enchantment and share the mana cost and the stat drain. The most powerful items can only be made by multiple enchanters working together. Generally a magical item cannot be enchanted a second time, though other enchanted items can certainly be attached to it. An enchanted axe could have a spike that tosses fireballs fixed to the end of it, say.

When each base spell is cast, roll a magical attack roll for it (or defense if applicable). The result will be the magical attack rating of the spell when used through the item. If the spell is cast multiple times, take the average rating. A separate Magical Defense roll is made for the enchantment itself. This is what the item will use as its defense rating if it is targeted by a Dispel Magic spell or the like. This rating can be boosted by stacking 1d10 mana into the ritual per +1 defense boost desired. Generally the enchanter will also d30 the casting of this spell. A fail on the Magical Defense roll for casting the ritual will not drain the caster's stats.

Dispelling an enchantment spell is difficult; simply beating the item's defense rating will only cause the magical item to go dormant for 1 hour per point the dispel won by. Only if the dispel wins by 10 or more will the enchantment be broken. If the enchantment is dispelled, any remaining charges left in the item will go off at once, sometimes causing a large explosion. Note that a second dispel effect cannot be cast while the enchantment is dormant from a failed dispel effect.

Another way to break an enchantment is to destroy the item itself. Magical items will not age or degrade with time, and they are stronger than normal items, but an enchanted piece of paper is still a piece of paper, and if it is torn in half, it will lose its

magic. Generally every 1d100 paid for the enchantment gives the item a +2 bonus to any rolls to resist damage. Durable items with powerful enchantments may be quite difficult to destroy. Items dormant from failing a dispel challenge do not get the magical durability boost.

Material Component: The item to be enchanted, which may be a tattoo on the body. Also, the runes must be etched with a silver chisel. For harder substances a heavier-duty chisel can be used to make the marks, which can then be polished with the silver chisel.

Phylactery

Order: 8

Prerequisite: Greater Binding, Power Stone

Sacrifice: 4

Mana Cost: 1d100

Range: Touch

Target: Single stone of power

Area of Effect: Caster and stone

Duration: Permanent

Roll: Magical Defense

Resist: None

Casting Time: 1 hour

Words: **Ystenz om Sevv avEnarr Tik**

Effect: Caster safeguards his own soul in a power stone

Casting: The runemage repeats the Celestial phrase for “The stone and I are to become one” while holding the power stone and meditating.

If a runemage manages to survive to this level of power before succumbing to the ravages of age, chances are he will survive quite a bit longer still, for the power of bindings allow him to preserve his own soul beyond the lifespan of his own body.

The infamous Phylactery spell truly is the secret to eternal life. This spell allows the runemage to transfer his own soul into a stone of power. If the caster’s body is ever killed, the caster will not die, but will remain trapped within the power stone until he can be rejoined with a new body.

The stone of power must be prepared ahead of time with the Power Stone spell in this book. If the caster is still in his original body, the stone must be kept within ten feet of the caster’s person at all times, or his body will become comatose. Once his original body is killed and he takes a new host, however, this restriction is lost.

Once the caster has died and resides fully in the stone, he can be transferred to a new body with the Possession spell (see ninth order). This can be cast by an ally or the runemage can cast it himself if the stone is ever touched by a mortal. If the spell is cast from within the stone, the caster's soul will transfer to the new body and its former inhabitant will be bound to the stone.

It is also possible for an empty body to be prepared ahead of time, held in some kind of suspended animation, and placed with the phylactery touching it, so that the runemage can jump to the new body immediately upon his death. This can be done even if the runemage does not know the Possession spell, and is sometimes done when the caster is dying of old age. A body is cleared for him with the Soul Trap spell, he then places the phylactery on it, stands next to it and kills his current body.

Though gemstones are very durable, if the soul gem is ever destroyed (perhaps polished to dust or smashed with a very powerful hammer), there is a chance that the soul will be able to return to the body that it is connected to (100% minus 1% for every meter of distance between the gem and body). If its body is dead, or someone else controls its body, the soul will die.

Material Component: A stone of power of large enough size must be prepared ahead of time with the power stone spell.

Soul Trap

Order: 8

Prerequisite: Power Stone, Reflect

Sacrifice: 4

Mana Cost: 4d20

Range: Touch

Target: Single creature and stone of power

Area of Effect: Target

Duration: Permanent

Roll: Magical Attack

Resist: Will

Casting Time: 1 round

Words: Enarr Ystenz

Effect: Caster traps a creature's soul in a stone of power

Casting: The runemage speaks the Celestial phrase for "Become the stone" while touching the stone to the target.

A terrifying beyond-master-level incantation that truly shakes the foundations of life and reality itself, Soul Trap makes the runemage master of all he comes into contact with.

This spell allows the runemage to trap the soul and consciousness of a single target within a gemstone that has been prepared ahead of time with the Power Stone spell. The target's body, without the presence of a consciousness, will go comatose. It will still breathe and will appear to be sleeping. The body will die over time if not fed and cared for, but is perfectly capable of holding a new consciousness if the runemage knows the spells to provide it with one.

To cast this spell, the caster must touch the target with the gemstone, which will require a successful melee attack unless done with trickery. When contact is made, the caster must incant the words of the spell and the target may then roll Will vs. the caster's magical attack. If the target fails this contest of Will, his soul will be sucked into the power stone. The soul will remain in the power stone until the runemage chooses to do something with it. A bound soul can be attached to a new body or kept trapped indefinitely.

If the bound soul in the stone happens to know the Possession spell, it can cast it from within the stone, allowing it to switch places with the runemage holding the stone.

Material Component: A stone of power of large enough size must be prepared ahead of time with the power stone spell.

NINTH ORDER SPELLS

The ninth order represents the highest level of wards and bindings. It is considered far beyond mastery, and reserved for those whose magical knowledge has made them immortal, for it may take more than one lifetime to fully realize one's true power. Runemages who wish to learn ninth-order spells must be at least ninth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Golem

Order: 9

Prerequisite: Major Enchantment

Sacrifice: 5

Mana Cost: 1d100

Range: Touch

Target: Single body

Area of Effect: Target

Duration: Permanent

Roll: Magical Defense

Resist: None

Casting Time: 1 hour (plus whatever time it takes to craft the body)

Words: Ajum ena Zaprenn Tiamet

Effect: Caster creates a body capable of holding a soul

Casting: The runemage covers the body to be prepared with a variety of runes as he repeats the Celestial phrase for “This clay is now flesh”. At the end of the ritual, he must breathe into the mouth of the creature, at which point the mana cost is paid.

The fabled Golem is one of the more iconic spells of the runemage, but is actually quite rare, as the level of mastery required to perform this ritual is rarely attained. This spell turns the runemage into a god of sorts, with the ability to create not life exactly, but the vessels that can hold it.

This ritual allows the runemage to prepare a manufactured body to receive a soul. The body can vary greatly in make and is usually built from wood, clay, flesh, or some sort of metal. Crafting the body is typically not easy, and typically requires a full success in the appropriate base trade skill (blacksmith, carpenter, etc.) along with a success in a specialized trade skill named Golem Crafter. The runemage may hire a golem crafter (there aren't many around usually) or he may learn the skill himself and work with a blacksmith (or whatever) to create the body.

The body is a complex device and must be prepared with joints, proper balance, the ability to support its own weight, and so on. Smaller golems may be relatively inexpensive to build, but larger ones can be quite costly. Figure at least 100 cost units per pound of weight, half price for clay or flesh, and double for metal. Time for the job is lengthy as well, typically 5 days per Strength unit of material (see below) for a full-time laborer. Time is split 90% to the base crafter, and 10% to the golem crafter.

If either skill roll fails, the time is wasted and the materials are lost (they can be recycled into another attempt for half the cost unless the failure was critical). If the base crafting is only a partial success, the craft golem roll cannot be attempted. If the golem roll is only partially successful, the golem functions, but typically only with half its intended strength and fitness rating. Strength and Fitness rating for golems depend on their size. All other stats come from the stones bound to them. Golems do not have a stamina rating, but instead have a base wound score equal to Strength x 10. All hits are applied to a specific wound location. Golems also have a natural damage reduction that applies to all damage taken.

Material	Cost	Str/Fit	Armor
Flesh	50 per lb.	1 per 50 lbs. (max 12)	1

Clay	50 per lb.	1 per 250 lbs. (max 15)	3
Wood	100 per lb.	1 per 100 lbs. (max 20)	4
Crystal	150 per lb.	1 per 200 lbs. (max 25)	6
Iron	200 per lb.	1 per 500 lbs. (max 30)	8
Titanium	1000 per lb.	1 per 300 lbs. (max 40)	10
Diamond	10,000 per lb.	1 per 200 lbs. (max 50)	12

As building golems can be an expensive pursuit, runemages typically practice on smaller and cheaper models before attempting something massive.

Once the body is complete, the Golem ritual can be performed to grant it the ability to hold life. Note that this ritual does not give the body life, only give it the ability to hold life. The Soul Bind spell (see below) is needed to actually put a soul into the body to power it. Souls do not need to be human, or even sentient. Some runemages are known to train loyal guard dogs and then transfer their souls into golems once they are fully bonded to the runemage. Others summon demons and bind their souls to their golems, but this is dangerous work, and generally requires some sort of favor to be performed in return.

Material Component: The body to be animated must be fully crafted and prepared ahead of time.

Possession

Order: 9

Prerequisite: Phylactery, Soul Trap

Sacrifice: 5

Mana Cost: 1d100

Range: Touch (see below)

Target: Single creature

Area of Effect: Target

Duration: Permanent

Roll: Magical Attack

Resist: Will

Casting Time: 1 round

Words: Enarr Amantijit

Effect: Caster transfers his soul into another body

Casting: The runemage's soul wills the Celestial phrase for "Become this person" from within the stone of power.

One of the darker magics known to man, this fantastical power borders on necromancy, but it is the surest way to eternal youth, as long as one does not mind what happens to the soul whose body is stolen. Runemages who make it this far in their career generally make it much farther still, as Possession grants the caster a form of immortality—a new lifetime in which to grow one’s power and one’s knowledge even more.

Essentially, once the runemage has bound his soul to a gem with the Phylactery spell, he can then use this stone of power to take over another creature’s body, switching places with them—making their body his own and permanently transferring their soul to the purgatory of the gem.

To cast this spell, the runemage must have already transferred his own soul to a power stone. To trigger the spell, the target creature must come into contact with the power stone—either by touching it or by having the caster succeed at a melee attack against the target. Once contact occurs, the caster’s soul within the gem may then initiate the transfer. The caster rolls his magical attack, and the target is allowed to resist the spell via a Will roll. If the target fails this roll, the caster’s soul switches places with his and the caster gains control of the target’s body. The target becomes trapped in the power stone much like with the spell Soul Trap above.

Once the caster’s soul has moved to the target’s body, the caster will lose control over his original body, which will go comatose. If the caster then touches his original body, he may pay the cost of this spell to transfer back into it if he wishes. Otherwise, he can continue to live out the rest of his days in the new body, or he can prepare a new power stone and make a new phylactery to steal another body. Most runemages who reach this level steal new bodies every decade or so to keep themselves eternally young.

Material Component: A stone of power must be prepared ahead of time with the caster’s soul in it.

Soul Bind

Order: 9

Prerequisite: Major Enchantment, Soul Trap

Sacrifice: 5

Mana Cost: 3d20

Range: Touch

Target: 1 soul and 1 body

Area of Effect: Target

Duration: Permanent

Roll: Magical Attack

Resist: Will

Casting Time: 1 round

Words: ~~Ajonsju diArkyyvt~~

Effect: Caster can transfer a soul from a gem into an empty body

Casting: The runemage speaks the Celestial phrase for “Go forth into this vessel” while touching the stone of power to the target and tracing the rune for Bind in the air.

If it is not enough that the runemage has learned to master his own soul and choose the vessel that it inhabits, with this arcane incantation he can control the fates of others as well. Soul bind allows the caster to touch a stone of power imbued with a soul to a body that is lacking a soul, thereby forcing the soul out of the stone and into the empty vessel. The transferred soul now will inhabit the body as if it were its own.

This spell first requires that the caster possess the trapped soul of another person in a power stone (created with the spells Power Stone and Soul Trap), and a body without a soul (typically created via the spell Soul Trap).

The body that the soul is transferred to may be the soul’s original body, but more likely it will be the body creature affected by the soul trap spell, or even a specially created golem capable of being controlled by a mortal soul. And with two stones of power, Soul Trap, and this spell, it is quite possible (and fun) to switch two souls between two bodies.

Material Component: A stone of power must be prepared ahead of time with a soul in it.

EPIDEMIC OSIRIS – OPEN SOURCE LICENSING AGREEMENT

(In Plain English)

Our goal is to get enough people using this rule system that we can support it without losing our shirts and keep the dream of a true role-playing game alive.

The Epidemic Osiris rules are free for anyone to use, expand, or write content for, as long as you adhere to some pretty simple guidelines:

Don’t take Credit for our Work. You can put your name and copyright on anything you make with these rules, but don’t try to say you wrote the system itself. Epidemic Osiris was created by Epidemic Books (aka Greg Dent with Todd Morasch).

Don’t Publish and Sell our Rules. You can publish any of your creations that use these rules (such as adventures, options, additional powers, extensions, character sheets, etc...), and even sell them without having to pay us a royalty or ask our permission, but Epidemic Books reserves the sole right to publish the core Osiris rules (aka, the contents of this document). Simply reference these rules as a sourcebook for your creation. They will always be available on our website. Also, be

sure to check out our website for resources, such as Osiris compatibility logos, that you can add to your books that you create with these rules.

Do Give us Credit for Our Work. If you publish anything using these rules, please reference these rules as a source and tell people where they can get them. Currently the rules are available on our site at <http://www.epidemicbooks.com>. We do have an Osiris logo that's free to print on your stuff to show people it uses Osiris. (Don't use the Epidemic Books company logo on your stuff, that might give people the idea that we wrote your book instead of you).

Do Distribute the Osiris Core Rules (Free-Version) Document Freely. You are free to send the Osiris core rules "Free Version" document (found on the Epidemic Books website) out to anyone in non-editable electronic form (or even post it on a web site), as long as you do not modify it or remove the open-source license. The free version contains all the same rules found in the full book, just without the art and cool stories.

Do Reference the Osiris Version Number. Rules change. As we refine this game (often with your help and suggestions, we will update this document. As we do this, we will continue to allow downloads of all past versions, so if you use a particular version, mention it, so people will be able to play your game as you intended. This document is version 1.1.

Contribute. No, we aren't asking for money. We want you to play our game. If you use these rules and want to send us your feedback or want to send us additions you have made for them, please do so. We might even let you join our company or buy your work to fold into the core rules.