

## Rune Magic



*Magic is given to us by the gods, who do not wish to see us grow stronger than them. Where we build, the magic fades away. It is in the dark forests and wild lands that the magic of the gods is strongest.*

*-- Hलगorn the Necromancer*

The World of Men, also known as the Middle Earth, is seen as solid and real, something which can be touched, felt and understood by everyone. Where man has built places to live, where cut wood and shaped stone mark the mark of civilisation, so the strength of the real world is greatest.

Man though does not have full control over all things, and the further one goes from the shaped and bounded places which men call home, the thinner the walls are between this world and the *Dreamlands*. At night, the spirits of these other lands find a way into civilised areas through the dreams of men. In the unseen darkness and shadows of night, the rule of men is undone.

Not all men though fear these other realms, there are some who actively seek them out, and try to command the powers that lay within them to do their bidding. Such people are commonly called Wizards, and with runes and words of power they can awaken the dream lands, and reshape the world of men to their bidding. With understanding though comes a price, for your mind cannot understand both the world of dreams and the world of men at the same time.

The Wizards of Habisfern are descendants of rune smiths and shamans from older times. Their magic is simple and straightforward, and for the most part it deals with the problems faced by everyone day to day. Not anyone can learn and use magic, and the path to its mastery can be difficult. Corruption and insanity are two prices which may need to be paid for careless use of these powers.

For this reason, Wizards are somewhat feared, and definitely distrusted. Too many have gone over the edge, giving in to the nightmares which fill their sleep, their mind linked too closely to the Dreamlands, leaving them unable to function sanely in the middle lands.

## The Realms

The world of men is known as the Middle Earth, since all other realms lay above and below it. It is a realm of physical things, though in places it can be warped where another realm touches upon it.

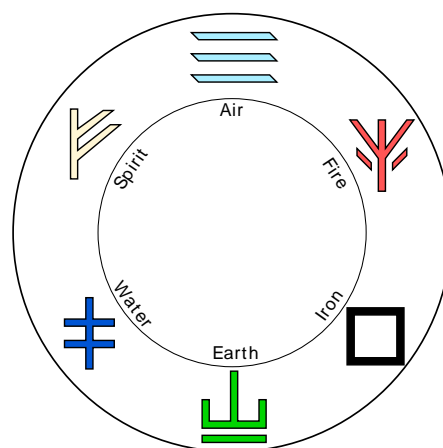
Below the Middle Earth is the *Under Earth*, also known as the Realm of the Dead. It is said to be either a huge cavern below all other places, or a maze of twisty tunnels which are designed to confuse and trap those who venture there. It is a quiet and empty place, for most who come here do not last long, their spirits soon being reborn back in the Middle Earth or with the gods.

Above our world is the Over Earth, which is where the gods are said to dwell. They take the spirits of those that have pleased them from the Under Earth to dwell with them in their paradise.

Surrounding and entwined with Middle Earth are the Dreamlands. These are formed from the dreams of men and gods, and are the home of living spirits such as the fey. It is from the Dreamlands that the power of magic is normally drawn. It is a place of dreams, easily moulded to the wishes of those in it.

## The Mysteries

Knowledge of magic is divided into seven *Mysteries*, each of which grants the wizard power over one part of the world. A wizard may learn any number of Mysteries, though many only bother learning one or two. Six of the Mysteries are considered to be related to each other, being thought of as forming a circle. Mysteries on opposite sides of the circle oppose each other, and mastery of one will limit ability in the other.



The six main Mysteries are *Spirit*, *Water*, *Earth*, *Iron*, *Fire* and *Air*. There is a seventh, called *Dragon*, which stands separate to the others. It cannot be learnt until the others have been understood to a sufficient degree, and it gives power over the fundamental reality of the world. The nature of *Dragon* is not described in this article, for its powers are unknown to most wizards.

A Mystery may be used in its raw form, or *runes* may be learnt which unlock quicker, more powerful, effects.

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Mysteries can be considered to form a circle, with each one opposed by the one opposite. Learning an opposing Mystery can interfere with what you know. Every full three points of skill in a Mystery causes a -1 penalty to your attribute when using an opposed Mystery.

A Mystery is supported by its two neighbours. For every four full points of the lowest neighbour, you gain +1 to your attribute when making a Mystery check.

## Unlocking the Mysteries

Once you have learnt a Mystery to a level of 10, you may teach its secrets to another. Only those who have faerie ancestry in their veins can learn the Mysteries.

Learning your first mystery is a difficult task, and requires that you have Fey Blood in order to have any chance of success. It takes three months in total, though failure at any stage means that the whole process must be restarted from the beginning. No more than a week must pass between one month of study and the next.

During the first month, you must open your mind to the world, seeking understanding of the voices that penetrate from the Dream Lands. With guidance from your teacher, you learn to understand how the world speaks. At the end of the month, you must have an *Intelligence* check at a target of 30.

During the second month, you learn to take charge of the voices, and begin to exercise your will upon the world. At the end of it you must make a *Will* check at a difficulty of 30. If you succeed, you may proceed to the final stage of your study.

During your third month you learn to draw the powers you need to create your magic into your body. At the end of it, you must make a difficulty 30 *Health* check. On success, you gain a skill in your first Mystery at a level of 1. On failure, you must begin again. At least three months must pass before your next attempt.

When retrying a part of the training, you gain a +3 bonus to your check for each time you have successfully completed that part of it, and +1 for each time you have failed it. If you succeed in the *Intelligence* stage, but fail at the *Will* stage, then next time you try the *Intelligence* difficulty is only 27, and the *Will* is only 29.

## Improving Your Chances

The following actions can be taken in order to improve your chance of success.

Equinox. Starting the first month of training on an Equinox makes the <i>Intelligence</i> check easier.	+5
Winter. Starting the second month of training on the Winter Solstice makes the <i>Will</i> check easier.	+5
Summer. Starting the third month of training on the Summer Solstice makes the <i>Health</i> check easier.	+5

Sanity. You may open your mind fully to the Dreamlands, a process that costs you one point of Sanity, but greatly simplifies the process. You may do this for each of the months.	+10
Fast. You may fast during the period.	+3

## Learning Other Mysteries

Once you have been taught a single Mystery, learning the others can be done without the guide of a teacher. It takes a month of meditation, and at the end requires an *Intelligence* check of 20 + 5 per every Mystery currently known.

You may open your mind up to the *Dreamlands*, which allows a greater chance of obtaining the knowledge that you seek. Doing so though comes at a cost of your *Sanity*. You lose one point in your *Sanity* trait, but gain a +10 to the *Intelligence* check.

## Using Powers

When using one of the powers of a Mystery, a skill check is made using *Will x Mystery* against either a straight difficulty of 10 or the *Will x 4* of a resisting target.

Unless otherwise specified, it takes a full round to use a Power, and the effect will either be momentary or last as long as the wizard concentrates. Using a power is a *slow* action, but does not require any gestures or incantations unless specified.

If a wizard is hit in combat whilst activating magic, then they add +10 to the casting difficulty for every level of stun or wound taken.

A wizard who is concentrating on magic is at -1 to agility, dexterity and perception for each effect they are concentrating on.

## Rituals

Some powers can be enhanced by the use of rituals, such as an incantation or the drawing of a circle. Possible rituals are listed along with the powers, and each one used gives a +1 bonus to *will*.

If a ritual is listed as being *necessary* then a -1 penalty is suffered if it is not used. Using such a ritual still grants a +1 bonus however.

## Runes

Though most wizards keep to using the basic powers of the Mysteries, a few strive to gain a deeper knowledge of magic, by learning *Runes*. A rune is a simple invocation which is associated with a Mystery, and which provides a simple magical effect. Simple does not mean weak however, and some rune are capable of destroying a town or slaying someone with a word.

Each rune must be learnt separately, and is treated as a *technique*, in that they have a prerequisite of a skill level and other rune. However, they cannot be simply purchased with experience, but must be learnt through meditation and self-sacrifice.

## Learning Runes

Learning a rune takes a week, and an *Intelligence x Mystery* check is required at a difficulty of 10 \* level of the rune.

## Using Runes

Most runes can be invoked in a single round, and require little in the way of gestures or incantations. Runes are described under the section for the individual Mysteries, and they all follow the same format. An example rune is given below.

### Example Rune, Level 1

<b>Time:</b> Action	<b>Range:</b> Short (25m)
<b>Duration:</b> Concentration	<b>Resist:</b> Will
<b>Area:</b> Large	
<b>Prerequisites:</b> Another rune	

A description of what the Rune does and how it can be used. Most Runes are relatively simple in their effects.

#### **Boost (Good):**

A description of what can be achieved on a *good* success when invoking the Rune.

The first part of the description lists basic attributes of the rune. Their meanings are given below. Boosting an attribute raises the difficulty of invoking the rune by 5 each time - an invocation can be boosted as many times as you wish. This must be chosen before you make the skill check.

If the result of the invocation check is a *Good* (+10) or *Excellent* (+20) success, then you can choose to boost it further to add a special improvement, as noted in the spell description.

#### **Time**

How long it takes to invoke the *rune*. Most runes can be invoked in a single **Action**, and you can move or defend yourself at the same time as invoking the rune. Runes can have a time of **Round**, in which case you cannot move or take any other actions that round.

**Action:** It takes a single action to invoke this rune.

**Round:** It takes a full round to invoke this rune. You cannot move or take any other actions that round.

**Minute:** Invoking this rune takes a whole minute. Every round in which you have to move or defend yourself adds 5 to the difficulty to invoke the rune.

#### **Range**

*Runes* have a limit to how far away the target of their effects can be. If there are multiple targets, then unless otherwise specified in the description of the rune then this is the distance to the furthest one.

If you gain a *good* or better success when invoking the rune, then some ranges can be boosted to increase their range. The range can be boosted multiple times if you gain higher levels of success, as long as the new range allows boosting.

**Self:** The rune either can only affect you, or the effects are centred on you.

**Touch:** You can affect yourself, or a target you are directly touching. You can boost this range to Reach.

**Reach:** You can affect a target you can touch with an item you are holding, or within three metres of you which you can clearly see. You can boost this range to Short.

**Short:** You can affect a target out to a range of 25m. You can boost this range to be Medium.

**Medium:** You can affect a target out to a range of 100m. You can boost this range to be Long.

**Long:** You can affect a target out to a range of 250m. This range can be boosted multiple times. Each time it is boosted you can double the maximum distance.

**Sight:** You can affect everything that you can see. This is normally an attribute of Runes which have passive effects.

**Communication:** You must be able to communicate clearly with the target using voice. If communication requires speech, then they must be able to understand you.

**Blood:** You must have some of the targets blood, flesh or hair to be able to affect them. As long as this requirement is met, there is no limit to the range. You require a small cup full of blood, flesh the size of a toe or a full lock of hair.

#### **Duration**

*Duration* determines how long the effects of the rune invocation lasts. Boosting the duration is much harder than other attributes of a rune.

**Momentary:** The magic lasts only an instant, though the consequences may be permanent. A spell which slays a person would be momentary, but death lasts forever.

**Natural:** The magic has an affect which will decay naturally over time. The rate of decay will be described in the description of the rune.

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**Will:** The magic lasts as long as you will it to. Such magic does not require much thought to maintain, and you can perform other actions, including casting other spells, whilst doing it. Any runes you invoke during this time though are at +10 difficulty (+15 if from an opposed mystery). You can will multiple magical effects, but the penalties stack. You can end a willed invocation at any time.

**Rounds:** The magic lasts for as long as you concentrate. Every extra round you concentrate for beyond the first gains you one Fatigue. Can be boosted to Minutes at an increase of +15.

**Minutes:** The magic lasts for as long as you concentrate. Every extra minute that you concentrate for beyond the first gains you one level of Fatigue. Can be boosted to Hours at an increase of +30.

**Hours:** The magic lasts for as long as you concentrate. Every extra hour that you concentrate for beyond the first gains you one level of Exhaustion.

**Day:** The effect lasts until the next sunset. If the far north of the world, such effects can last many months.

**Moon:** The effect lasts until the next new moon. The actual time of ending is when the new crescent first rises above the horizon. Mountains, buildings and other obstructions that block the horizon do not affect this, but your altitude does.

Invocations which last *Rounds*, *Minutes* or *Hours* require intense concentration to maintain. Whilst concentrating, you cannot invoke any other runes, though you can try using raw magical effects. All skill checks are halved, and you move at half speed. At the end of each period, you can choose whether to continue concentrating or to drop the effect. If you continue, you gain a *Fatigue* (or an *Exhaustion* for *Hours* effects) and must make a *Will* check at a target of 10. If you fail, the effect ends anyway (though you still gain *Fatigue* or *Exhaustion*).

Both *Will* and *Concentration* effects require you to be conscious, so anything that causes you to lose consciousness (including sleep) causes them to immediately end.

## Target

The target of the rune defines how many individual targets can be affected by a single invocation. As for the *Range*, the number of targets can be boosted if you need to affect a larger number of things.

**Self:** You can only affect yourself with this rune. Runes with a range of Self normally also have a target of Self, though some may have a radius effect centred on you.

**One:** You can affect a single individual target, either yourself or one target within range.

**Individual:** The target can be a single individual, either yourself or one target within range. You can boost this to Few.

**Few:** Can affect up to 3 targets with this Rune. You can boost it to be Dozen.

**Dozen:** Can affect up to 12 targets with this Rune. You can select individual targets out of a crowd, but none can be more than 5 metres from another. You can boost to be Crowd.

**Crowd:** Can affect up to 50 targets, but are unable to limit this to particular individuals. You designate a particular individual and all those closest to them are affected. None can be more than 10 metres from another. You can boost this multiple times, doubling the number affected each time.

**Range:** All targets within range of the rune are affected regardless of number.

**Tiny:** Affects a single target up to size 1. Can be boosted to small.

**Small:** Affects a single target up to size 3. Can be boosted to medium.

**Medium:** Affects a single target up to size 6. Can be boosted to large.

**Large:** Affects a single target up to size 9. Can be boosted to huge.

**Huge:** Affects a single target up to size 15. Can be boosted to gigantic.

**Gigantic:** Affects a single target up to size 21.

## Radius

If a radius is given instead of a target, then the rune affects everything within this radius, focused on a point within the maximum range.

**Tiny:** Affects an area out to 1m from the target point. Can be boosted to Small.

**Small:** Affects an area out to 3m from the target point. Can be boosted to Medium.

**Medium:** Affects an area out to 10m from the target point. Can be boosted to Large.

**Large:** Affects an area out to 25m from the target point. Can be boosted multiple times, each level of boost will double the radius.

## Invoking a Rune

When a *Rune* is invoked, you must make a *Will* x *Mystery* + d20 check against a difficulty equal to five times the level of

the *Rune*. If you succeed, then the rune is invoked and you gain one level of *exhaustion*. If you fail, you gain a level of *fatigue*.

Before you attempt the invocation, you can choose to *boost* one or more of the standard attributes of the rune. Each level of boost adds +5 to the target difficulty.

If you succeed with extra levels of success, then you can either use these to boost the effectiveness of the invocation (either for a *Good* or *Excellent* success), or to reduce the effort involved in the invocation. One level of success will reduce the *Exhaustion* to *Fatigue*, and a second will allow you to suffer no adverse effect.

The decisions to boost effectiveness or reduce fatigue is made after the roll to invoke the rune.

## Elementals

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*Elementals* are spirits that inhabit physical matter, such as mud, rock, water or air. Knowledge of any of the *Mysteries* allows you to summon an elemental of that form as long as their is sufficient material around. You cannot summon an elemental of water in the middle of the desert where there is no water, and you cannot summon an elemental of fire without a fire being already present.

The ritual of summoning an elemental spirit takes an hour to perform, and normally requires a blood sacrifice - often an animal, but humans allow especially powerful elementals to be summoned. The spirit will remain until the next sunrise or sunset. In the far north, where the days or nights are long, elementals may remain bound for months at a time.

The base difficulty of the ritual is 10, though what this binds is a mindless automation that can only carry out simple instructions.

A base elemental is size 3, with all other attributes at one. Size or physical attributes can be raised by 1 point for each +5 increase to the ritual difficulty. Raising the empathy, intelligence or will of an elemental is not directly possible.

## Sacrifice

The strength of the elemental can be greatly increased by making a sacrifice a part of the ritual. Most commonly, an animal will be used, but human sacrifice is far more desirable if you are willing to ignore the moral issues.

The Will of the elemental is linked directly to its power. A standard elemental has a Will of 1. Sacrificing an animal of at least size 1 will add one to the elemental's Will. An animal of at least Size 4 will give a +2 bonus. A human sacrifice will give a +3 bonus.

The Intelligence and Perception of the elemental is equal to its Will.



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## The Mystery of Earth

*Earth* gives power over the ground and rocks, over animals and plants, over life and death. It is the most common of the Mysteries, for it is the most useful in day to day life. With it, wizards are able to improve harvests and cure diseases.

Earth is tied to women. It is the Mystery that gives the ability to create familiars.

### Innate Abilities

If you have knowledge of the Mystery of Earth then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Healing.</b> You may add your Earth skill to any checks involving healing, first aid or related skills.
3	<b>Animals.</b> You may add your Earth skill to any checks used to control, manage or befriend animals.
5	<b>Growth.</b> You may add your Earth skill to any checks involved with farming or growing or tending plants.
7	<b>Womb.</b> As a woman, you have control over your own fertility. If you have sex, you may choose whether it results in pregnancy or not. You may terminate your own pregnancy at any time.
9	<b>Ageless.</b> As a woman, you have some control over the ageing of your own body. From the point you gain this level of skill, you age half as quickly as other people.

These abilities are automatic.

### Raw Powers

The following magical abilities may be used by anyone who has knowledge of Earth. The greater your skill, the more powerful the effects will be.

Channelling magic in this way does not require words to be spoken to runes to be inscribed, it just requires a time of meditation and peace. You gain one level of exhaustion when doing this.

### Fertility

You can control the growth of plants. This enchantment is seen as the most useful by non-wizards, since it allows crops to grow faster.

The enchantment takes a day to cast, and increases growth by 10%, or reduces growth by 20% for a single plant. It lasts a week, so must be cast once a week over the entire growing season. The base difficulty is 10. Multiple castings do not stack, instead only the most powerful effect applies. The base effect covers an area of ground 1m x 1m, so a small plot of plants, or a single tree.

Target	Increase in effect
+10	<b>Growth.</b> Increase growth by a further +10% above base for each +10 added to the target number. Alternatively, reduce growth by 20% for each +10.
+10	<b>Garden.</b> Affect all plants within a garden, an area 10m x 10m in size.
+20	<b>Field.</b> Affect all plants within a field, an area 100m x 100m in size.
+30	<b>Village.</b> Affect all plants within a village, an area one square kilometre in size.
+40	<b>Town.</b> Affect all plants within a square league (one map hex).
+5	<b>Health.</b> Increases health of the plants, improving their resistance to disease. May be taken multiple times.
+5	<b>Selective.</b> Allows you to be selective in the type of plants you affect, for example not improving weeds.

### Health

By channelling the energy of Life itself into a person, you may make them well, or make them ill. The process is a slow one, any you must lay hands upon their flesh for an hour for it to take affect.

You may cast this upon yourself.

Target	Effect
10	<b>Mend flesh.</b> The target of your magic may make a Health check in order to recover stuns. This is in addition to any other healing checks that are made this day. Every five points above the base difficulty that you achieve gives them an extra +1 to their check.
20	<b>Mend wound.</b> The target of your magic may make a Health check in order to recover wounds. This may only be done on an individual once a day, and they also gain a level of exhaustion when it is done. Every ten points above the base difficulty that you achieve gives them an extra +1 to their check.
20	<b>Malign transfer.</b> You may transfer a poison or disease from either yourself to the target, or from the target to yourself.
30	<b>Remove disease.</b> The target of your magic may make a Health check to recover from one disease. They get a +2 bonus for every five points you exceed the difficulty by.
30	<b>Remove poison.</b> The target of your magic may make a Health check to recover from one poison. They get a +2 bonus for every five points you exceed the difficulty by. This is only effective against slow acting poisons, since poisons which play out in under an hour cannot be affected.
10	<b>Exhaustion.</b> The target of your magic gains one level of exhaustion. Unless they are already asleep, they have a chance of noticing that something is amiss. They may make a base Perception check against your Empathy. On a good success, they realise that you are the source of their tiredness.
+10	<b>Quicker.</b> You may channel the magic quicker, reducing the time needed to 30 minutes by raising the difficulty. Taking this option twice will reduce the time further to 15 minutes.

### Commune

You may try to communicate with animals and plants. What they know can be quite limited.

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Animals which are used to dealing with humans and which get on well with them (trained dogs and horses) have a target difficulty of 10. Wild versions of such, or animals used to humans such as cats, cows, trained birds are 20.

Other mammals and birds are 30, as are trees. Lizards are 40, insects and bushes are 50 and grasses are 70.

Success	Level of communication
Moderate	Basic empathy, getting an idea of whether the target feels good or bad.
Good	Simple ideas can be read, and simple questions related to those ideas can be asked. Where is food? Which way did the big thing go?
Excellent	Enables child like conversations with the target. The target does not have access to information it would not have. A tree cannot see for example, but it can feel vibrations in the ground.
Superb	Adult like conversations. Topics are still limited to what the target would know about.
Fantastic	Tap into the memories of the target directly, even seeing visions if applicable.

## Runes of Earth

The following Runes are available to you if you have studied the Mystery of Earth.

### *Aid, Level 1*

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Momentary      **Resist:**

With this rune you can determine the physical ailments of a person or animal. This knowledge provides you with a +5 bonus to any *first aid* check you may make when trying to heal them.

### *Boost (Good)*

You are aware of more detailed information about the physical state of a person, and gain a +10 bonus to *first aid* checks.

### *Purify, Level 3*

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Natural      **Resist:**  
**Prerequisites:** Aid

By invoking this rune upon a person, you can help them resist the effects of poison or disease. They get a +5 bonus to their next *Health* check to resist a poison or disease they are currently suffering from.

### *Boost (Good)*

The bonus to their *Health* check is +10.

### *Decay, Level 5*

**Time:** Action      **Range:** Short (25m)  
**Duration:** Momentary      **Resist:**  
**Prerequisites:** Cure

The target of this rune will decay rapidly, turning to dust within a few rounds. Each target can be a single once-living being, such as a dead tree, dead person or dead whale.

### *Boost (Good)*

You can destroy all flesh from a corpse, leaving just a skeleton.

### *Boost (Excellent)*

You can destroy a corpse completely, turning even a skeleton to dust.

### *Heal, Level 5*

**Time:** Minute      **Range:** Touch  
**Duration:** Momentary      **Resist:**  
**Prerequisites:** Purify

You may heal a creature of their injuries, removing one stun from them. Attempting to invoke this more than once in any given day on a creature has no further effect.

### *Boost (Good)*

You may heal up to three stuns, or alternatively a single wound on a person. If healing a wound, this rune cannot be invoked more than once a week on a single creature.

### *Boost (Excellent)*

You may heal all of a creature's stuns. Alternatively, you may heal up to three wounds on the creature.

### *Age, Level 7*

**Time:** Action      **Range:** Short (25m)  
**Duration:** Momentary      **Resist:** Health  
**Prerequisites:** Decay

When this rune is invoked upon a living creature, they will be racked with pain (-5 to all actions, and their initiative reduced to zero) for the next hour. Over that period they will age 3 years.

### *Boost (Good)*

The creature will age 10 years.

### *Boost (Excellent)*

The creature will age 30 years.

### *Animate, Level 7*

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Concentration      **Resist:**  
**Prerequisites:** Heal

Causes a corpse to be animated for as long as you concentrate. The better the condition of the corpse the easier it is to animate. The better the success of the invocation, the easier the animated corpse is to control.

### *Beauty, Level 7*

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Natural      **Resist:** Will  
**Prerequisites:** Heal

When you invoke this rune upon a person, you cause an alteration of their body in order to make them more beautiful. A *moderate* success will make minor changes, but every two full levels of success is equivalent to a +1 level of *Beauty* advantage.

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The effect will undo itself over time, losing a level of beauty each day until the person is back to normal.

## **Fertility, Level 7**

**Time:** Action      **Range:** Self

**Duration:** Concentration      **Resist:** Will

**Radius:** Large (25m)

**Prerequisites:** Heal

When invoked, this rune affects all animals within it. Those who fail to resist have both their lustfulness and fertility increased.

The effect is initially centred on you. You may choose to have it follow you, or be fixed in place, when the rune is first invoked.

## **Ugly, Level 7**

**Time:** Action      **Range:** Short (25m)

**Duration:** Natural      **Resist:** Will

**Prerequisites:** Decay

This rune warps and twists a person's appearance to make them appear ugly. Every level of success is equivalent to one level of the *Ugly* disadvantage, and initially levels of *Beauty* will be cancelled.

The effect will undo itself over time, losing a level of beauty each week until the person is back to normal.

## **Wood, Level 7**

**Time:** Action      **Range:** Self

**Duration:** Concentration      **Resist:**

**Prerequisites:** Heal

Causes your skin to darken like bark, and to become harder and better at resisting damage. Each level of success provides you with +3 soak, but also gives a penalty of -1 to *agility* and *dexterity*.

Extra success levels can be used to reduce the penalty.

## **Stone, Level 9**

**Time:** Action      **Range:** Self

**Duration:** Concentration      **Resist:**

**Prerequisites:** Wood

Causes your flesh and bones to harden into stone. You also gain the ability to move through earth and stone whilst in this state. Each level of success provides you with +6 soak and +1 to *strength*, but your *agility* and *dexterity* are both reduced to one.



## The Mystery of Water

Knowledge of the Mystery of Water gives you power over lakes and rivers, seas and water. It represents the deep ocean which engulfs and swallows those within it, the darkness which hides and frightens and the coldness which stills limbs and depresses the spirit. As water quenches fire, so this power quenches passions and energy.

*Water* is associated with the masculine side of magic and so male wizards suffer fewer penalties when it is mastered.

### Innate Abilities

If you have knowledge of the Mystery of Water then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Movement.</b> You may add your skill to your movement rate when swimming in water.
3	<b>Warmth.</b> You have a resistance to cold, and may consider the effective temperature to be one level higher than it actually is per two levels of skill, to a maximum of 'standard'.
5	<b>Hidden.</b> You may add your Water skill to any checks for hiding, or remaining hidden or silent.
7	<b>Water.</b> As a man, you may survive underwater indefinitely.
9	<b>Shadow.</b> As a man, you may take the form of a shadow all the time you are in darkness. You are difficult to see (double any stealth checks), and may move through the narrowest of gaps, such as under doors or between bars. If you are caught in full light whilst in shadow form, you immediately revert, a process that could kill you if there is insufficient room.

These abilities are automatic.

### Raw Powers

With knowledge of Water, you have access to the following powers.

#### Water

You have power over water and watery things.

Target	Effect
10	<b>Purity.</b> You may purify all water within reach of you. This cancels poisons, and turns tainted water good. Salted water turns fresh. Other liquids, such as wine or blood, become fresh but otherwise remain in their natural form. Takes an hour, and causes one level of exhaustion.
10	<b>Dryness.</b> You may keep water from you, allowing you to remain dry in light rain. Each hour causes you one level of exhaustion.
20	<b>Dryness.</b> You may remain dry in moderate or heavy rain. Each hour causes you one level of exhaustion.

Target	Effect
30	<b>Dryness.</b> You may remain dry in a tropical storm, or when submerged in water. Each hour causes you one level of exhaustion.
40	<b>Walk on water.</b> You may walk on still water. Each minute causes you one level of exhaustion.

#### Rain

You can summon moisture from the air and sky, possibly causing rain to fall. The dryer the air is, the harder it is to do this. It takes an hour of concentration, and causes one level of fatigue.

You can also reduce rainfall by the same amount. By default, this power will not change the moisture content of the air, but may cause it to either start raining or stop raining.

In cold weather, rain will actually be sleet or snow.

Target	Effect
10	<b>Rain 100m.</b> You can force moisture out of the air over an area 100m in radius, centred on you. If the humidity is high enough, then it will form mist, fog or actually start to rain. You can also try and stop it from raining if the humidity is low enough.
20	<b>Rain 300m.</b> Try and force it to rain, to a radius of 300m.
30	<b>Rain 1km.</b> Try and force it to rain, to a radius of 1km.
40	<b>Rain 3km.</b> Try and force it to rain, to a radius of 3km.
50	<b>Rain 10km.</b> Try and force it to rain, to a radius of 10km.
+5	<b>Slightly change humidity.</b> Increase or decrease humidity by one level.
+10	<b>Moderately change humidity.</b> Increase or decrease humidity by two levels.
+20	<b>Strongly change humidity.</b> Increase or decrease humidity by three levels.

#### Cold

You can make it cold. Takes an hour, and causes one level of exhaustion. You may continue to concentrate to keep the temperature deflated. Gain another level of exhaustion after a number of hours equal to your Will.

How long the temperature takes to recover depends on the size of the area affected, the local geography and the temperature difference. Generally, assume that there is a half life, with the difference halving over some period of time. This may be a minute for a 3m radius area, or a day for a 1km radius area in a depression.

Target	Effect
10	<b>Cold 3m.</b> The temperature of the air immediately around you drops by one level. A strong wind may prevent the temperature drop due to the colder air being replaced by warmer air, though this can affect wind patterns over a larger area.
20	<b>Cold 10m.</b> Drop the air temperature by one level out to 10m radius.
30	<b>Cold 30m.</b> Drop the air temperature by one level out to 30m radius.

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Target	Effect
40	<b>Cold 100m.</b> Drop the air temperature by one level out to 100m radius.
50	<b>Cold 300m.</b> Drop the air temperature by one level out to 300m radius.
60	<b>Cold 1km.</b> Drop the air temperature by one level out to 1000m radius.
+5	<b>Make it colder.</b> Increase the amount that the temperature drops by one further level.

## The Mystery of Spirit

The Mystery of *Spirit* gives the wizard control over the realm of spirits, souls and minds. It is the realm of seekers after knowledge, and the haunts of ghosts.

*Spirit* is linked to the female side of life, and women who master its secrets suffer fewer penalties than do men. *Spirit* is directly opposed to *Iron*, and indirectly opposed to *Fire* and *Earth*.

### Innate Abilities

If you have knowledge of the Mystery of Spirit then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Empathy.</b> You may add your Spirit skill to any Empathy based skill checks.
3	<b>Memory.</b> You may add your Spirit skill to any knowledge check, having an improved memory.
5	<b>Aura sense.</b> By spending a round concentrating, you can view the auras of all those in sight, though you halve your skill check when doing this.
7	<b>Blood dreams.</b> As a woman, you have a connection to other women in your family. You can sense the minds of your mother and all women descended from her. You know if they are alive or dead, and can visit their dreams.
9	<b>Mind rape.</b> As a woman, you can enter the mind of any man you have sex with, and read their deepest thoughts. You can continue to share their thoughts for a number of days equal to your skill.

These abilities are automatic.

### Raw Powers

#### Aura

You may sense the aura of all those around you. All living things have a spirit, and all spirits have an aura. The aura is a reflection of the spirit's true nature, and it is difficult to mask.

By spending a round concentrating on an animal or person, you can see their aura. Normally, there is no resistance to this, and the base difficulty is 10. Under some circumstance, the target may get to resist with their *Will*, but this is exceptional.

You must be able to clearly see the target in order to view their aura, and they must be Near to you.

Success	Detail seen
Moderate (10)	Type. You can tell the type of spirit being examined, and know whether it is a human, fey, beast or undead. You can also tell the gender and general age of the spirit, and if they have a strong emotion active than this can also be determined.
Good (20)	State. The general state of mind of the target, as well as some of the strongest emotions that drive the target, even if they aren't currently active.

Success	Detail seen
Excellent (30)	Emotions. Visions of what the target's strongest emotions represent. A person thinking about their true love would present an image of their love. If the target is not focused on any one thing, then glimpses of what they can see may be seen.
Superb (40)	History. Visions of important events in the life of the target. Images of their parents or family, their loves and hates.

### Warding

You may create a circle of warding against spirits. You inscribe an area, and all the time you remain within the area pure spirits can not cross over the boundary unless they beat you with a contest of will. If they fail, then they gain a level of exhaustion. They may try again after a minute.

The radius of the warded area is normally limited to *Reach*. Warding an area out to *Near* reduces your effective *Will* by one. The warded area must be visible to you, and you must be awake for the ward to have an effect.

### Necromancy

You may summon, and communicate with, the spirits of the recently dead. The spirit must still be present, which normally means the body must be mostly intact and not decayed. Once a body has decayed, a spirit is free to move to the underworld. Generally, the dead are burnt within a couple of days of death, in order to free their spirit as soon as possible.

You gain a level of exhaustion summoning a dead spirit, and it is visible to all those nearby. It can communicate in any language that it knows, but is not compelled to answer questions.

The base difficulty to summon a spirit is 10. If the spirit does not wish to be summoned, then the difficulty is equal to the *Will* x 4 of the spirit.

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## The Mystery of Air

Air is the realm of the sky and wind, it is the realm of the sun and therefore light. Being above the Earth, it is also considered sterile. Air also provides control over sight and images.

The mystery of Air is considered to be masculine. It is directly opposed to Earth, and is related to Spirit and Fire.

### Innate Abilities

If you have knowledge of the Mystery of Air then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Sight.</b> You may add your Air skill to any sight based Perception skill checks.
3	<b>Weather sense.</b> You may predict the weather with a reasonable degree of accuracy for the next 48 hours.
5	<b>Flight.</b> You have greater freedom of movement through the air, and can jump or fall your skill times your normal distance.
7	<b>Weather monger.</b> As a man, you may shift the weather slightly merely by your will. One element of the weather may be changed by one level, and it takes about an hour to take effect, covering everything in sight.
9	<b>Image.</b> As a man, you can cause an illusion to cover your appearance, changing your form. It is a visual illusion only, but lasts as long as you want it to.

These abilities are automatic.

### Raw Powers

#### Wind

You can call up the wind and cause it to blow as you desire. It takes an hour to summon the wind, which can only be done whilst you stand under the open sky. It will cover a corridor that spans 100m to either side of you, start about 100m behind you and stretches for a kilometre ahead of you.

You can increase the area covered, or reduce the time to summon the wind, by increasing the target difficulty. It costs a level of exhaustion to summon the wind like this, but you can keep it up for a number of hours equal to your *Will* without further fatigue cost.

Target	Wind Strength
10	Gentle Breeze. You can summon a gentle breeze. Leaves and small twigs constantly moving, light flags extended.
20	Strong Breeze. You can summon a strong breeze. Large branches in motion, white foam crests on the sea are frequent. Light barrels tip over, difficult to hold a banner.
30	Gale. You can summon a gale. Twigs broken from trees, progress on foot is seriously impeded. Considerable airborne spray on the sea, moderately high waves with breaking crests.

Target	Wind Strength
40	Storm. You can summon a storm. Trees can be uprooted. Very high waves on the sea, spray reduces visibility.
50	Hurricane. You can summon a hurricane. Severe widespread damage to vegetation and structures. Debris and unsecured objects are hurled about. Huge waves on the sea, which is completely white with foam and spray.
+5	Halve time. Halve the time it takes for the wind to reach full strength. You can take this multiple times.
+5	Double distance. You can increase the distance the wind carries for. You can take this multiple times, increasing the multiple (x2, x3, x4) each time.
+5	Double width. You can increase the width of the corridor affected. You can take this multiple times, increasing the multiple (x2, x3, x4) each time.

The wind blows in the direction you face. Changing direction after summoning the wind is hard, and costs a level of exhaustion and takes five minutes.

If there is already a wind blowing, the two winds will merge, though the result will never be stronger than the strongest original wind. Instead, you can change the direction of a wind, or cancel it.

#### Light

You can create a glowing light that fills the air around you. At its most basic, it is an aura that surrounds your body, giving off a soft glow that makes you highly visible, and allows you to see the shapes of things in your hands.

You can extend the range of the effect, so that the air itself glows, illuminating the whole area. Since it affects the air around you, even the interior of containers is lit up by the effect.

Target	Effect
10	Soft glow. You can create a soft glow, that allows you to see the shape of things.
20	Soft light. You create a light that is bright enough to read by, but soft enough such that it does not hurt your eyes.
30	Bright light. You can fill the area with daylight.
40	Harsh light. The area is filled with a harsh light that can make it difficult to see.
50	Blinding light. The light is so bright that it is impossible to see unless your eyes are protected.
+5	Radius. You can increase the radius of the region affected by 1m for each +5 added to the difficulty.

### Air Runes

#### Breeze, Level 1

**Time:** Action **Range:** Short (25m)

**Duration:** Concentration **Resist:** Strength

You invoke a breeze that blows away from you in a direct line. The channel is 3 metres wide and as tall as you are, lasting as long as you concentrate. The breeze is strong enough to blow back smoke, or raise a cloud of dust.

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## **Boost (Good):**

The breeze becomes a strong wind, and requires a Strength check with a target of 15 to move against it.

## **Glow, Level 1**

**Time:** Action      **Range:** Touch

**Duration:** Concentration      **Resist:**

**Radius:** Tiny (1m)

You place a soft glow on a single object no larger than yourself. The glow is steady and pure white, and illuminates an area out to the radius of the effect to that of an overcast day (bright enough to see clearly by, but not blinding).

## **Boost (Good):**

You can boost the duration to be *Day*.

## **Fog Shroud, Level 3**

**Time:** Round      **Range:** Self

**Duration:** Concentration      **Resist:**

**Radius:** Large (25m)

**Prerequisites:** Breeze

Summons a thick mist that covers the region around you, and follows you as you move. Anything beyond 10m is obscured completely.

## **Boost (Good):**

The thickness of the fog is increased, and vision beyond 5m is completely obscured.

## **Boost (Excellent):**

The thickness of the fog is increased, and vision beyond 2m is completely obscured.

## **Know Weather, Level 3**

**Time:** Round      **Range:** Sight

**Duration:** Momentary      **Resist:**

**Prerequisites:** Breeze

You can predict what the weather will be over the course of the next day (until the next sunrise or sunset, whichever is furthest away), for the area which you can see. You know to within an hour when weather effects will begin or end.

## **Boost (Good):**

You can predict the weather over the course of the next three days, or your accuracy increases to within 15 minutes.

## **Scent, Level 3**

**Time:** Action      **Range:** -1/m

**Duration:** Concentration      **Resist:**

**Prerequisites:** Breeze

Places a scent on an object, or masks an existing scent.

## **Change Weather, Level 5**

**Time:** Minute      **Range:** Sight

**Duration:** Concentration      **Resist:**

**Prerequisites:** Know

Weather

By invoking this *rune* you can alter the weather around you. You must have a clear view of the sky for this *rune* to have any effect.

## **Boost:**

You can boost this *rune* to increase an effect by another two levels. You can split this effect between two or more elements of the weather if you desire.



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## Fire

*Fire* represents heat, flames, mobility and passion. Though the actual creation of fire is hard, wizards can control existing fires, as well as imbue heat and passion in another.

The mystery of Fire is considered to be female. It is directly opposed to Water, and is related to Air and Iron.

### Innate Abilities

If you have knowledge of the Mystery of Fire then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Creature of Warmth.</b> You may ignore up to one level of hot temperature for each point of Fire skill that you have. You also gain a soak bonus equal to the same against fire or heat based damage.
3	<b>Mobility.</b> Your affinity with Fire grants you speed and reactions beyond that of a normal person. You may add your Fire skill to your total move when running or sprinting, and also gain it as an initiative bonus.
5	<b>Create of Fire.</b> You may see things by their warmth, even in complete darkness. You also gain a resistance to fire adding three times your skill to resist fire damage. This affects only you, not any of your possessions. You still suffer from the effects of smoke.
7	<b>Body of Fire.</b> As a woman, you gain incredible resistance to fire and heat. You have a bonus to your soak equal to ten times your skill. You can breathe in fire and smoke as if it were fresh air. Your resistance does not extend to clothing, armour or other possessions.
9	<b>Body of Smoke.</b> As a woman, you can make your body as light as smoke when in the presence of a fire. This allows you to float on air all the time that the smoke is beneath you.

These abilities are automatic.

### Raw Powers

#### Look into the Fire

You may use a fire to spy upon things that happen around it. Any open flame that you can see within your line of sight, you may look out of as if you were sitting within it. A camp fire many leagues distant (and visible as a speck of light) can be used to see those camped around it.

The quality of the visions depend on the size of the flames, and your distance from them. At a base, it is assumed that the fire is the size of a camp fire, and that it is within 100m.

This ability only extends to vision - you may not hear things through the ability. However, you don't need an absolutely clear line of sight - being able to see some of the flames through bushes, or a crack in a wall, is enough.

Success	Vision quality
10	Poor quality. Your vision through the fire is poor, and you can not make out much more than shadowy shapes within a few metres of the flames.
20	Medium quality. Your vision is reasonable, and you can make out enough detail to recognise individual people. However, what you see is slightly blurry and unstable.
30	High quality. Your vision is as clear as if you were there yourself.
40	Sounds. As well as having clear vision, you can begin to make out sounds. You can hear speech, but cannot recognise words.
50	Speech. Your ability to hear sound allows you to understand speech close to the fire, as if you were located in the fire.
+5	x3 distance. You can see from fires up to triple the normal distance away. This takes the range to 300m, or can be combined with the x10 distance multiplier.
+10	x10 distance. You can see from fires up to ten times the normal distance away. This takes the range to 1km, but you can take this multiple times (and combine it with the x3 multiplier).

### Controlling Flames

You may control a fire that is close by, causing it to burn more intensely or to die down. You may also cause it to explode outwards. It is assumed that the fire is near to you (15m), and the size of a small bonfire.

Success	Effect
10	Feed the flames. You can cause a fire to burn more intensely. Half the time it lasts, but increase the heat (damage) by 50%.
10	Quell the flames. You can cause a fire to die down, reducing in size by one level. Each extra level of success reduces by a further level each round. You may extinguish a fire in this way.

### Runes of Fire

The following Runes are available to you if you have studied the Mystery of Fire.

The domain of fire includes all that is hot and combustible. It represents speed, energy and vitality as well as the burning flames of fire. It can inflame passions and cause fevers.

Those who know Fire get to add their Fire score to any resistances against heat or flame, including for soak and the effect level of spells.

#### Alertness, Level 1

**Time:** Action **Range:** Self

**Duration:** Will **Resist:**

An increase to your senses and reflexes gives you a bonus to your *Initiative* and *Awareness* of +3.

#### Boost (Good)

The bonus is increased to +6.

#### Ignite, Level 1

**Time:** Action **Range:** Touch

**Duration:** Momentary      **Resist:**

You create a brief spark that can ignite whatever you touch. Materials which are highly flammable, such as oil, tinder or dry paper will immediately burst into flame. If the target is larger than the size affected, then only a portion of the target will immediately ignite. In the case of highly flammable materials, the fire will very quickly spread to the rest of the target though.

Moderately flammable material such as dry wood or cloth will ignite on a 10+ on a d20 roll. Poorly flammable material will ignite on a 20+.

### **Boost (Good)**

The sparks are larger and more intense, capable of setting fire to moderately flammable materials such as dry wood or cloth. Poorly flammable material will ignite on a 10+.

### **Control Fire, Level 3**

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Minutes      **Resist:**  
**Prerequisites:** Ignite

Causes an existing fire to take on a specific shape, or change a property. Heat, light and rate of burning can each be halved or doubled for each level of success. One level will change the shape of the fire to a slight degree, two levels will form a recognisable but unnatural shape (such as a face). More success allow greater amount of detail.

### **Quicken, Level 3**

**Time:** Action      **Range:** Self  
**Duration:** Will      **Resist:**  
**Prerequisites:** Alertness

Your base movement speed is increased by +3. This affects your speed in both combat, running and over long distances as long as you maintain the invocation.

### **Boost (Good)**

Your bonus to movement is increased to +6.

### **Warm, Level 3**

**Time:** Action      **Range:** Self  
**Duration:** Will      **Resist:**  
**Radius:** Small (3m)  
**Prerequisites:** Ignite

Gently warms a spherical volume of air around you. The radius of the volume can be boosted as necessary to increase the size of effect. By default, the temperature is increased by one level (see the *Environment* article on temperature).

If there is a wind, then warmed air will be continually carried away and replaced by colder air. Even in still air, warmer air will rise.

### **Boost (Good)**

The temperature can be increased by up to three levels.

### **Fire Sight, Level 5**

**Time:** Action      **Range:** Self  
**Duration:** Will      **Resist:**  
**Prerequisites:** Alertness

When you invoke this rune, your vision is changed so that you can see things according to the heat that they give off. This replaces your normal sight, so you lose the ability to see colour, texture and details such as writing. However, at night or in darkness your vision may be greatly improved.

### **Boost (Good)**

Your vision becomes a combination of both normal sight and your ability to see the temperature of things. You can operate normally in daylight, but are able to see things by their warmth alone.

### **Flame, Level 5**

**Time:** Action      **Range:** Self  
**Duration:** Rounds      **Resist:** Soak  
**Prerequisites:** Control Fire

When you invoke this rune, a free burning flame is created in your hand. It does no damage to you, but it can be used to ignite material, strike at someone to cause damage, or even thrown. The flame does +15 fire damage to anyone that it hits.

You can throw the flame, or strike at someone with it, as soon as it is invoked. You don't have to maintain concentration in the round that you do this, but the invocation is immediately cancelled as soon as the attack is resolved. This means that you don't suffer the usual penalties for maintaining concentration when you attack.

### **Boost (Good)**

The flame does +20 fire damage.

### **Boost (Excellent)**

The flame does +25 fire damage.

### **Haste, Level 5**

**Time:** Action      **Range:** Self  
**Duration:** Will      **Resist:**  
**Prerequisites:** Quicken

When you invoke this rune upon yourself, you give yourself a bonus of +1 to both *Agility* and *Dexterity* for as long as you maintain it.

### **Boost (Good)**

The *Agility* and *Dexterity* bonus is increased to be +2.

### **Boost (Excellent)**

The *Agility* and *Dexterity* bonus is increased to be +3.

### **Heat, Level 5**

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Minutes      **Resist:**  
**Prerequisites:** Warm

You can heat an object to above normal temperature so that it is uncomfortably warm to the touch. A metal item requires a

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*Health* check of 20+ to keep hold of. Metal armour requires a *Health* check of 25 to be able to act that round.

If used on a living creature, then this can actually keep them warm. Any creature not larger than the size affected can be warmed as if the temperature were three levels warmer. Each extra size category increases their temperature by another three levels.

It will cause snow and ice to melt within a minute, and provide a warm bath in a couple of minutes more.

## **Boost (Good)**

You can heat the object to the point where it burns anyone who touches it. Metal weapons will be dropped, and armour will cause damage. Armour causes a *wound* each minute it is worn, metal items require a *Health* check of 30+ each round to be kept hold of.

A living creature is warmed, but also receives a *Fatigue* each minute.

## **Boost (Excellent)**

A living creature will receive a *Wound* each minute.

## **Resist Fire, Level 5**

**Time:** Action      **Range:** Reach (3m)  
**Duration:** Will      **Resist:**  
**Prerequisites:** Control Fire

Increases the soak of the targets versus fire and heat by +5. Range is to the furthest target to be protected at time of casting. Also reduces the effect of any fire spells that work according to the level of effect, such as *Heat* or *Ignite*.

## **Boost (Good)**

The protection is +10.

## **Boost (Excellent)**

The protection is +20.

## **Smoke, Level 5**

**Time:** Action      **Range:** Self  
**Duration:** Minutes      **Resist:**  
**Radius:** Medium (10m)  
**Prerequisites:** Control Fire

Cause a fire to give off thick smoke which fills an area choking and obscuring anyone caught within. Vision is obscured and fatigue is gained for each level of success beyond moderate.

Vision is limited to 10m, and the density of the smoke may cause some coughing and irritated eyes.

## **Boost (Good)**

Vision is limited to 5m, and anyone in the area other than yourself gains a level of fatigue each minute.

## **Boost (Excellent)**

Vision is limited to 2m, and anyone in the area other than yourself gains a level of fatigue each round.

## **Burning Wind, Level 7**

**Time:** Round      **Range:** Short (25m)  
**Duration:** Rounds      **Resist:**  
**Prerequisites:** Heat

Creates an intensely hot wind which blows from the caster in the specified direction, in a 30 degree arc. The range can be doubled by halving the angle. Any within the blast of air suffers +20 burning damage.

## **Boost (Good)**

The damage is +25.

## **Boost (Excellent)**

The damage is +30.

## **Fire Cloud, Level 7**

**Time:** Action      **Range:** Short (25m)  
**Duration:** Rounds      **Resist:**  
**Radius:** Small (3m)  
**Prerequisites:** Smoke

Cause a fire to give off a thick cloud of smoke which burns everything it comes into contact with. Anyone within it takes a level of fatigue each round, and suffers +5 fire damage.

## **Boost (Good)**

Everyone within takes +10 fire damage.

## **Boost (Excellent)**

Everyone within takes +15 fire damage.

## **Ring of Fire, Level 7**

**Time:** Action      **Range:** Self  
**Duration:** Minutes      **Resist:** Soak  
**Radius:** Small (3m)  
**Prerequisites:** Flame

When invoked, this ring creates a ring of fire that surrounds you out to the radius of the invocation. Anyone who comes through the ring takes fire damage of +15. The flames are as tall as you are, but you are unaffected by the heat from them.

## **Boost (Good)**

The height of the flames can be varied from one metre in height up to three times your height.

## **Boost (Excellent)**

The ground between you and the perimeter of the ring can be engulfed in fire as well, automatically damaging anyone who is within the ring each round.

## **Visions from Flame, Level 7**

**Time:** Action      **Range:** Long (250m)  
**Duration:** Minutes      **Resist:**  
**Prerequisites:** Fire Sight

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If you can see a fire in your line of sight which is in range of this invocation, then you can 'see' what that fire sees. How far you can see from the fire is dependent on how far the light of the fire extends.

At night, if you can see a campfire, then you will be able to see people within the light of the campfire as if they were sitting next to you. The quality of the vision is indistinct - enough to recognise faces, but not good enough to read lips or writing.

## **Boost (Good)**

You can hear sound that is spoken within range of the fire. The sound will be muffled, so whispered voices will not be heard, but normal speech will be clear to you.

## **Boost (Excellent)**

You can boost the quality of the scrying so that you can either hear whispered speech or see details such as writing.

## **Engulf, Level 9**

**Time:** Action      **Range:** Touch  
**Duration:** Minutes      **Resist:** Soak  
**Prerequisites:** Ring of Fire

When this rune is invoked, you are engulfed in fire. The flames surround you in a burning aura, but do not harm your body, though your clothes and anything you carry will burn if they are flammable. If you touch anything, it acts as *Ignite*. The flames also keep you warm, optionally bringing the effective temperature up by five levels.

You can affect others with this rune, and they become *engulfed* in flames as you are. They are not harmed, though cannot end it until you decide to end it for everyone.

Anyone who strikes at you in melee combat will receive +15 fire damage. You may strike at someone with the flames, doing +20 fire damage to them in an attack, with an attack and defence bonus equal to your *Fire* score. Others may also attack in the same way, though they get no bonus on their attack or defence.

## **Boost (Good)**

Others affected by this rune also gain your *Fire* score as a bonus when they attack or defend.

## **Boost (Excellent)**

When used to strike at enemies, the fires do +25 damage instead. If you strike with a melee weapon instead, you do an extra +5 fire damage on top of the weapon's normal damage.

## **Wither, Level 9**

**Time:** Action      **Range:** Self  
**Duration:** Momentary      **Resist:**  
**Radius:** Medium (10m)  
**Prerequisites:** Burning  
Wind

Destroys all plant life in a large area. Grass will die first, followed by flowers, bushes and trees depending on the level

of success. Plant life withers and dies as if suffering from severe drought.

All grass, flowers and shrubs will shrivel up and die within a few rounds of the invocation of this rune.

Success	Effect
Moderate	All grass shrivels and dies within a minute.
Good	Grass shrivels and dies in a few rounds, flowers and shrubs die in a minute.
Excellent	Grass dies immediately, flowers and shrubs in a few rounds and bushes in a minute.
Superb	Grass, flowers and shrubs die immediately, bushes take a few rounds and small trees about a minute.
Fantastic	Anything smaller than a small tree dies immediately, small trees take a few rounds and larger trees about a minute.
Amazing	Large trees take a few rounds to die and collapse, anything smaller shrivels within a round.

## **Summer, Level 12**

**Time:** Action      **Range:** Self  
**Duration:** Day      **Resist:**  
**Radius:** Large (25m)  
**Prerequisites:** Wither

As per *Warm*, but effects a much larger area. The region affected is static even if the caster moves, and lasts until the next sunrise or sunset. It is often used to protect crops, or a village, from cold weather.

The temperature is increased by up to five levels.

# 18 Rune Magic

## Iron

*Iron* is the realm of metal and rock. It is solid and unmoving. With it, you can summon the strongest of elementals, or make yourself or others as tough as stone.

The mystery of Iron is considered to be male. It is directly opposed to Spirit, and is related to Fire and Earth.

### Innate Abilities

If you have knowledge of the Mystery of Iron then you automatically gain the following abilities when your skill in the Mystery reaches a certain level.

Skill	Innate Ability
1	<b>Health.</b> You are resistant to all Health checks equal to your Iron skill. This includes rolls to resist poison, disease and death.
3	<b>Strength.</b> Your close relationship with stone and metal gives you strength. You gain a bonus to strength related rolls (though not damage rolls) equal to your Iron skill.
5	<b>Hardiness.</b> Your affinity with Iron hardens you against attacks, and you gain a permanent bonus to your soak equal to your Iron skill.
7	<b>Hold.</b> As a man, you may hold firm like a mountain. At will, you may fasten yourself to the ground, increasing your Strength ten fold when resisting attempts to move you. You can grasp up to two people when doing this, and your Strength is similarly increased for purposes of holding them still.
9	<b>Body of Iron.</b> As a man, you may take on the characteristics of iron in order to harden yourself against damage. Your Agility and Dexterity drop to 1, but your bonus to soak increases to five times your skill. It takes one round to make the change to your Iron form, but a minute to change back.

These abilities are automatic.

### Raw Powers

#### *Break Stone*

By touching stone or rock you can cause it to fracture and break, eventually crumbling to dust.

### Runes of Iron

The following Runes are available to you if you have studied the Mystery of Iron.

Cantrips of *Iron* focus on making things stronger, more stable and less likely to change.

#### *Harden, Level 1*

<b>Time:</b> Action	<b>Range:</b> Touch
<b>Duration:</b> Will	<b>Resist:</b>

You lay an enchantment upon an inanimate object that increases its resistance to damage, given it a +5 bonus to soak.

The item will become less flexible and more brittle in the process.

#### *Boost (Good)*

The soak bonus is increased to +10.

#### *Sharpen, Level 3*

<b>Time:</b> Action	<b>Range:</b> Touch
<b>Duration:</b> Rounds	<b>Resist:</b>

You lay an enchantment upon a single weapon that you touch, increasing its sharpness. This will affect only edged or piercing weapons. The damage of the weapon is increased by +2.

#### *Boost (Good)*

The damage of the weapon is increased by +4.

#### *Toughness, Level 3*

<b>Time:</b> Action	<b>Range:</b> Touch
<b>Duration:</b> Rounds	<b>Resist:</b>

You lay an enchantment upon a creature, protecting them from harm. They gain a +3 bonus to their soak score whilst under the effects of the rune.

#### *Boost (Good)*

The soak bonus is increased to +6.

#### *Strength, Level 5*

<b>Time:</b> Action	<b>Range:</b> Touch
<b>Duration:</b> Minutes	<b>Resist:</b>

You lay an enchantment upon a creature, providing them with a +1 bonus to their *Strength*.

#### *Boost (Good)*

The *Strength* bonus is increased to +2.

#### *Boost (Excellent)*

The *Strength* bonus is increased to 3.



## Insanity

The *Mysteries* provide you with mastery over the different aspects of the world, enabling you to twist reality to your will. Sometimes however, reality will twist back, warping your mind in ways that make you not quite human. Though this warping is seen as a bad thing, it can lead to a greater understanding of the magic you are trying to control.

Ultimately, any wizard who overuses magic will go insane. The basic powers of each Mystery are the safest, which is why many wizards do not go to the trouble of learning cantrips. Those who strive for greater understanding though must ultimately pay the price of magic.

There are two ways to gain insanity. The first is by fumbling the use of magic, the second is by stretching your abilities when trying to learn new magic.

### Levels of Insanity

*Insanity* is a Trait, and like other traits it ranges from 0 (completely sane) to 5 (critically insane).

Insanity	Description
0	Mundane and stable. No signs of abnormal insanity.
1	Mildly insane. You generally behave as normal, though your reactions to stress may be more extreme than others.
2	Moderate insanity. You will have a number of quirks which others will consider unusual, though which will not be immediately apparent.
3	High insanity. Your quirks and actions are quite severe, and people will mark you as being odd, and possibly dangerous.
4	Severe insanity. You find it difficult to function in normal society, and will have a number of mental defects which cause others to avoid you.
5	Critically insane. You cannot socialise normally, and in fact probably have difficulty living with yourself.

### Fumbling Magic

When invoking a cantrip or calling on a power, if you roll a natural '1', then the magic fails and there is a chance of something worse happening. In order to keep control of the magic, it is necessary to make a Will check.

Condition	Target
Using a Power.	10
Using a cantrip.	10 + 5 x level
In a region with an aura.	+ 5 x aura
It is night, between sunset and sunrise.	+5
The moon is above the horizon and not hidden by clouds. Being underground, or in a permanent building out of sight of the moon can negate this.	+5
The moon is full, regardless of whether it can be seen.	+5

If you get a *good* success, then the magic simply fails and there are no side effects. On a *moderate* success you gain one level of *fatigue*, but are otherwise unaffected.

On a failure, you gain one level of *fatigue* and are stunned for the remainder of the round, being unable to act or even defend yourself. The following round, and each round thereafter, you may try to gain control again, though the difficulty is reduced by 10. Failure results in continuing to be stunned.

If you fail a number of checks greater than your current *Insanity*, then the magic threatens to overwhelm you completely (note that this means a single failure if you have no insanity). You may choose to either try to control the magic, or to let it wash over you. If you do the latter then you are stunned for one more round and then recover (no roll). However, the magic leaves a lasting imprint on you, and you gain a *quirk*. The quirk lasts for a week. At the end of the week, there is a 50% chance of the quirk becoming permanent and you gaining one level of insanity.

If you try to control the magic, then make another check the following round. If this fails, then you are immediately *overwhelmed* for the next 1d20 minutes. No further checks are required, but the effect of being overwhelmed can be a lot worse.

### Overwhelmed

If you become *overwhelmed* by the magic, then you exhibit behaviour which is tied to the Mystery you were trying to control. The effect lasts for 1d20 minutes.

#### *Confused (Spirit)*

Your mind is confused by an overload of sensation. For the duration your *Perception* is doubled for noticing general things, but at -2 if you try to focus on anything (such as individual words), or trying to attack or dodge.

#### *Depression (Water)*

You are severely depressed, and see no reason to act or do anything. If there is a good reason to move, then you must make a Will check at a target of 30 to do so. More focused actions (fighting, using magic) is impossible.

#### *Lust (Earth)*

You are overcome with lust.

#### *Catatonic (Iron)*

You are unable to think or act.

#### *Rage (Fire)*

You are overcome with rage.

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## *Mindless (Air)*

You are unable to concentrate on any one thing, finding it difficult to act in a coherent fashion.

## **Quirks**

A quirk is minor personality defect. Quirks can last a short time or be permanent.

### **Depressed (-1):**

You feel depressed, and find it difficult to get up the enthusiasm to do anything.

### **Loud (-1):**

You feel a need to speak loudly, though it is subconscious and you do not notice yourself doing it.

### **Lustful (-1):**

You feel a need for sex. Gain +1 to your Lustful trait.

### **Shivers (-1):**

You sometimes feel a chill which others cannot. You have a habit of shivering uncontrollably, especially during times of stress.

### **Uncaring (-1):**

You find it difficult to care about other people, and suffer a -1 to *empathy*.

### **Visions (-1):**

You sometimes see things which are not there. A flicker of movement out of the corner of your eye, or a face peering out of a window.

### **Voices (-1):**

You hear voices whispering in your ear. Possibly they are the spirits of the long dead, though it is equally possible they are merely a delusion.