## Magic

In Bostonia there are three main sources of magic. Runic magic is the most common and the most powerful type of magic. It is based on magical symbols left from ancient times. Many runic spells require a few simple gestures and word of power. No material components or lengthy rituals are necessary. With practice, the powers gained through the binding of a rune become an innate part of the mage. However, binding a rune is often a dangerous process and not everyone is capable of it. Runes also tend to alter the mage physically and mentally.

Ritual magic allows a sorcerer to tap magical energy through the use of various materials and sometimes elaborate rituals. These spells can be learned by anyone with the intelligence and discipline to study them. The effects possible with rituals are varied, but ritual magic can never match the power to be gained from a rune. However, ritual magic does not carry the risks of a rune binding.

The final type of magic is spirit magic. The grunj shamans practice this rare type of magic. The shamans use herbs and drugs to enter a trance state where they see the spirits that pervade the land. They befriend or enslave these spirits and cause them to do their bidding. This type of magic can be very powerful, but also perilous. Most spirits do not want to do the shaman’s bidding and they will fight to maintain their freedom. Still a skilled shaman is a powerful character. Spirit magic is not covered in this set of rules. In the near future, each race will be the subject of a supplement. The grunj supplement will cover their unique brand of magic.