

R U N I C M A G I C

AN 𐌲 Negate	BET 𐌲 Small	CORP 𐌺 Death	DES 𐌽 Lower	EX 𐌻 Free	FLAM 𐌺 Flame
JUX 𐌶 Harm	KAL 𐌵 Summon	LOR 𐌺 Light	MANI 𐌽 Life	NOX 𐌺 Poison	ORT 𐌺 Magic
POR 𐌵 Move	QUAS 𐌺 Deceive	REL 𐌺 Change	SANET 𐌺 Protection	TYM 𐌺 Time	UUS 𐌺 Raise
VAS 𐌶 Great	XEN 𐌺 Creature	WIS 𐌺 Knowledge	YLEM 𐌺 Matter	ZU 𐌺 Sleep	EAR 𐌺 Sound

DRAW RUNES

When you have time for meditation and connection with the sources of your power, return all your runes to the deck. Shuffle. **Draw 2d6+level runes.**

CAST Runic Magic

Combine runes to form a reasonable spell. To cast a spell, **roll 2d6+modifiers:**

- **6-:** *miss*; the spell turns out badly.
- **7-9:** *partial success*; the spell is cast, but there's some cost, compromise, or harm.
- **10+:** *full success*; the spell is cast without complications.

By default, a spell takes 30-60 seconds to cast, lasts for a single use or with active concentration, and affects you or someone you touch in a noticeable way. Once used, runes lose power until you DRAW RUNES again.

Add +1 to the roll for each:

























- Use more than 2 runes in the spell
- Sacrifice 1d6 HP
- Take much longer

Subtract -1 from the roll for each:

- Increase range
- Affect group or area
- Cast instantly
- Subtle effect and casting
- Long-lasting

Change to suit your systems of choice. For example, to use with *FIST*, draw 2d6+number of traits runes, and gain A BAG OF RUNES and +1 MAX HP.

Original text by skander. Layout by WINDOW DUMP. Based on the system used in the *Ultima* games. Some text and much inspiration from Tam H.'s *WORLD OF DUNGEONS REMIX*.

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<div>EX</div> <div></div> <div>Free</div>	<div>FLAM</div> <div></div> <div>Flame</div>	<div>JUX</div> <div></div> <div>Harm</div>	<div>KAL</div> <div></div> <div>Summon</div>
<div>LOR</div> <div></div> <div>Light</div>	<div>MANI</div> <div></div> <div>Life</div>	<div>NOX</div> <div></div> <div>Poison</div>	<div>ORT</div> <div></div> <div>Magic</div>
<div>POR</div> <div></div> <div>Move</div>	<div>QUAS</div> <div></div> <div>Deceive</div>	<div>REL</div> <div></div> <div>Change</div>	<div>SANET</div> <div></div> <div>Protection</div>
<div>TYM</div> <div></div> <div>Time</div>	<div>UUS</div> <div></div> <div>Raise</div>	<div>VAS</div> <div></div> <div>Great</div>	<div>XEN</div> <div></div> <div>Creature</div>
<div>WIS</div> <div></div> <div>Knowledge</div>	<div>YLEM</div> <div></div> <div>Matter</div>	<div>ZU</div> <div></div> <div>Sleep</div>	<div>EAR</div> <div></div> <div>Sound</div>