RUNIC MAGIC

An F	Вет	CORP	Des X	Ex M	FLAM W
Negate	Small	Death	Lower	Free	Flame
Jux •	KAL P	Lor C	Mani	Nox I	ORT K
Harm	Summon	Light	Life	Poison	Magic
Por C	Quas V	REL R	SANET	ТҮМ	Uus N
Move	T Deceive	C hange	Protection	Time	Raise
VAS	Xen	Wis	YLEM	Zu X	Ear
Great	Creature	Knowledge	Matter	Sleep	Sound

DRAW RUNES

When you have time for meditation and connecting 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 – I 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.

Text by skander. Based on the system used in the *Ultima* games. Some text and much inspiration from Tam H.'s *World of Dungeons Remix*. Layout by Window Dump.

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