



SIGIL

SEEING

1



You may use this Rune to view through, as if your eyes were placed wherever this rune is.

Additional Effect: The rune grants you darkvision depth equal to your Intelligence score.

Second Additional Effect: The rune allows you to hear as if your ears were placed wherever the rune is placed.

C'è polvere qui.

-Dorine Tzcharran, Tomb tief



DWEOMER

ASCENSION

GREATNESS OF THE BODY

2



The target gains a bonus to either Dexterity, Strength, or Constitution, chosen at the beginning of the day. This bonus is equal to $1 + \text{invested}$ in this Rune. Motes invested may not be for other Runes, Depths, or Patterns.

Additional Effect: The size of the target increases by 1 category.

Luke, I'm thy vater.

-Dart Vader, ex-Jedi



DWEOMER

COLD

2



You can lower the temperature in the area by one step each ❶. If you target instead an object its hardness is decreased by 1.

Additional Effect: When you activate the Cold Rune, you deal a number of d6 of cold damage equal to your level.

Second Additional Effect: Your target is *slowed*.

Third Additional Effect: Your target is *immobilized*.

Brr.

-Dart Vader, ex-Jedi



VOID

2

SIGIL



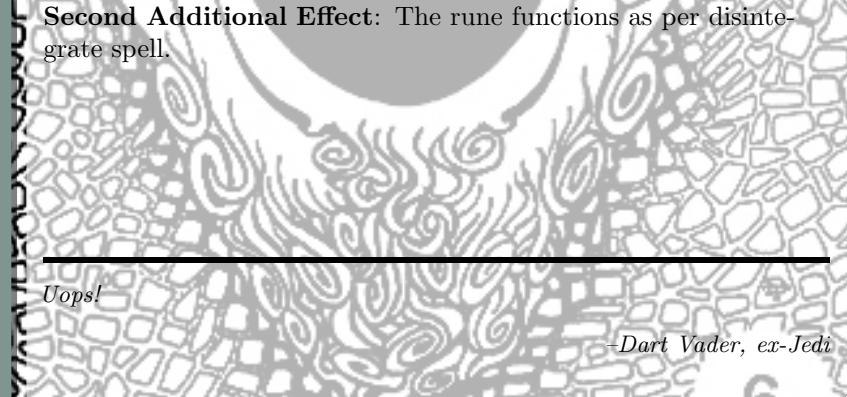
This rune controls entropy. It depletes 1 cubic decimeter per level of non-living, non-magical unattended matter. The portion instantly crumbles into dust or into fragments of the appropriate kind. Targeting objects that have hardness costs 1 additional mote.

Additional Effect: No Saving throw is allowed even for wielded mundane objects.

Second Additional Effect: The rune functions as per disintegrate spell.

Oops!

-Dart Vader, ex-Jedi

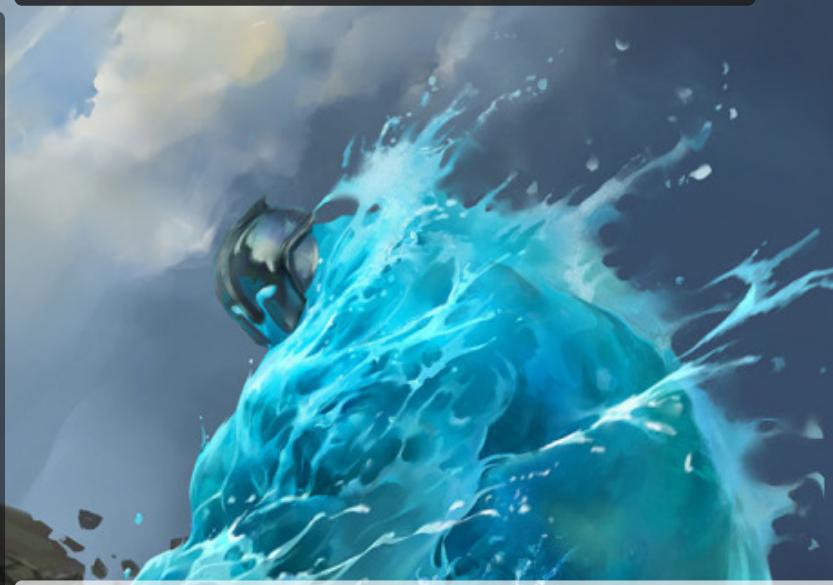




DWEOMER

ELEMENT OF
WATER

1



This rune ensures the target to swallow in any body of water.

Additional Effect: Any container the rune is carved upon shatters if filled with poisonous liquid.

Second Additional Effect: Water springs calmly from the designed point at the rhythm of Intelligence modifier liters per round. You must be able to see this location.

Bleah! It smells like swamp water!

-Dart Vader, ex-Jedi



DWEOMER

ELEMENT OF ACID

2



An Acidic Rune deals a number of d6 of acid damage equal to your level.

Additional Effect: Acidic damage can disfigure targets applying a -1 penalty to Charisma checks per 2 dice rolled until wounds are properly treated.

It's a G-Cube! Run!

-Dart Vader, ex-Jedi



ELEMENT OF FIRE

2

DWEOMER



Target material is one step more flammable, or has a one step lower melting temperature for each ①.

Additional Effect: You control fires size and brightness.

Second Additional Effect: When you activate the Fire Rune, it deals a number of d6 of fire damage equal to your level.

Third Additional Effect: Your target must make a Fortitude Save or take 1d4 fire damage every turn after the first one.

Fourth Additional Effect: Your target must make a Fortitude Save, with penalty equal to your Intelligence Modifier, or be blinded.

Burn baby, burn!

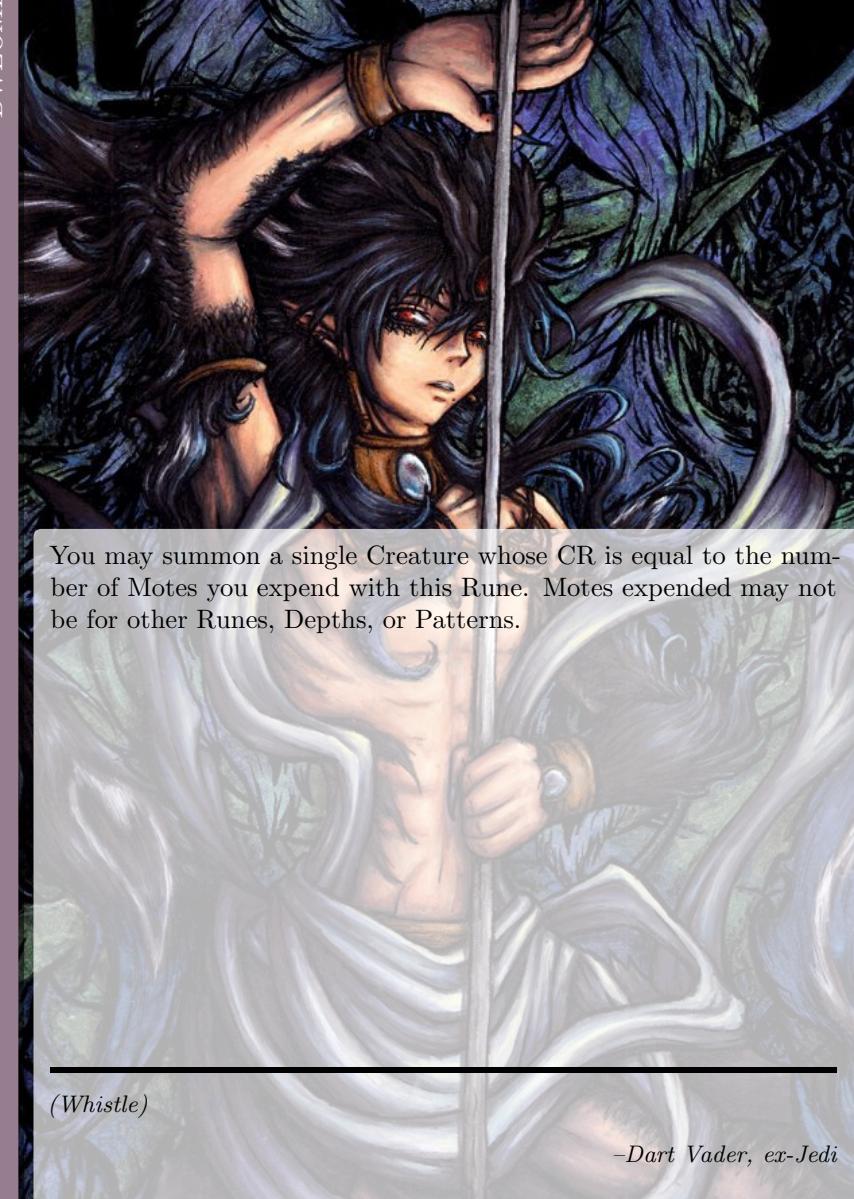
-Darth Vader, ex-Jedi



CALLING

2

DWEOMER



You may summon a single Creature whose CR is equal to the number of Motes you expend with this Rune. Motes expended may not be for other Runes, Depths, or Patterns.

(Whistle)

-Darth Vader, ex-Jedi



DWEOMER

ELEMENT OF
TERRA

2



Your natural attacks using Stone Rune deal a number of d6 of blunt damage equal to your level. Alternately this Rune can hold targets pinned to the ground on failed grapple check. The rune has grapple score equal to 4 (size modifier) plus your Intelligence score, plus your level, plus \otimes .

Additional Effect: Attacks imbued with this Rune cause grievous injuries.

Second Additional Effect: Target object's or creature's weight is doubled.

Sturdy as boulder.

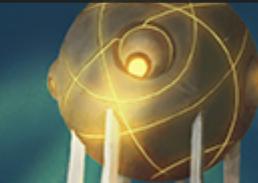
-Darth Vader, ex-Jedi



SIGIL

BEACON

1



If your target fails the Will save against this rune, you know where the targeted object or creature is at all times. If you invest 2, the rune prevents attack miss chance, cover and invisibility penalty against the target of your Beacon.



I can see it! It's down there

-Darth Vader, ex-Jedi



TELEKINESIS

1

SIGIL



You are able to move target object or creature you carve the rune on. Controlling the spell is a full round action. You can deploy a strength of 6 (it counts as applied by a small sized creature) on your target. Any Mote expended in addition increases the strength score by your Intelligence modifier (every +6 results in a size category advancement). Tossing objects as a ranged attack uses your Intelligence instead of Dexterity score (if higher) and base attack equal to your level.

Additional Effect: You better your control on the target. You can force it to execute complex or subtle movements (e.g. skill checks with your ranks).

Second Additional Effect: You control the spell as a move action.

Third Additional Effect: You control the spell as a free action.

Now choke, puny human being

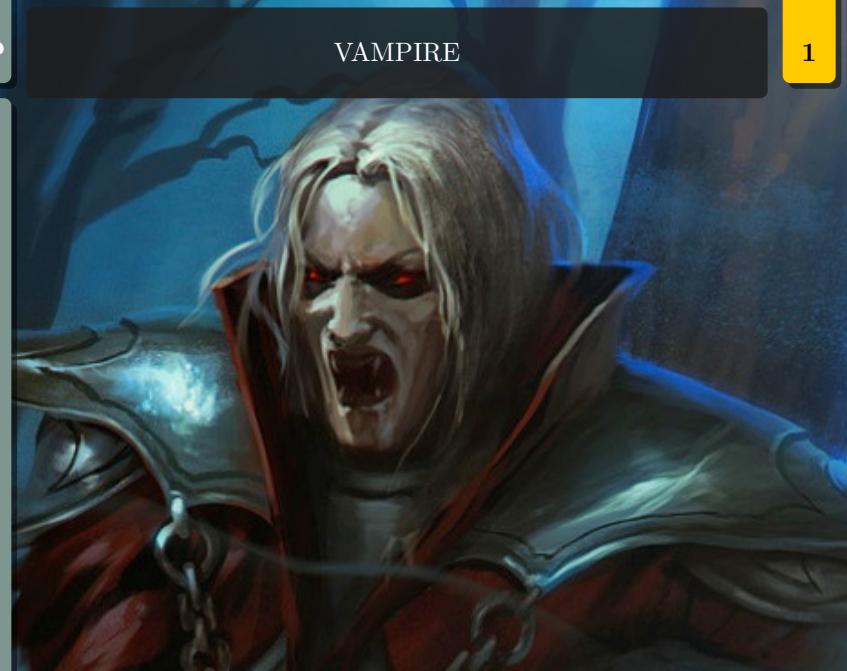
-Darth Vader, ex-Jedi



VAMPIRE

1

SIGIL



You can evolve the Afflict Rune into a Vampiric Rune. Energy loosed by creatures tageted by Vampiric runes is gained by you.

Come vampiiri

-Darth Vader, ex-Jedi



DWEOMER

SUN

3



Fire Rune ascends into Sun Rune. Sun runes functions a *horrid whithing* spell effect.

Beware the scarred lands

-Darth Vader, ex-Jedi



SIGIL

AFFLICT

1



Those who are affected by Afflict Rune get a -2 morale penalty to Ability Checks, Saving Throws and Attack Rolls for the duration of the spell. For each ❶ you can add your Intelligence modifier to the penalty. For each ❷ the penalty can be extended to target Ability scores.

Additional Effect: Target becomes exhausted. Alternately any wound caused to the target keeps bleeding 1 damage for next 1d3 rounds.

Second Additional Effect: (The Rune can affect target senses (e.g. sight, hear, dreams) or its extraordinary quality. Alternately it may contract a disease of your choice. The disease is non-magical unless you pay ❷. The investement of ❶ make the disease contagious.

Third Additional Effect: Supernatural abilities can be targeted.

Ehi it hurts

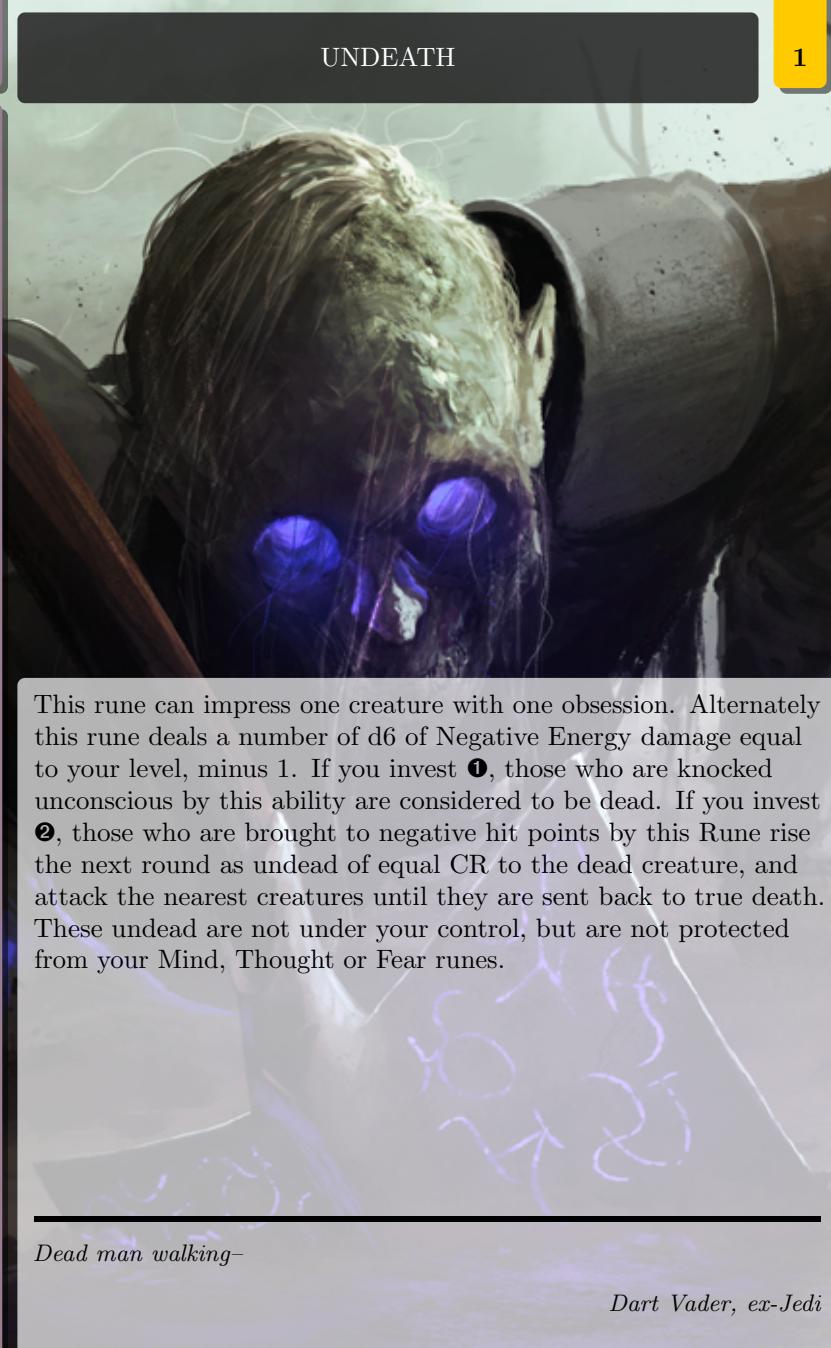
-Darth Vader, ex-Jedi



UNDEATH

1

DWEOMER



This rune can impress one creature with one obsession. Alternately this rune deals a number of d6 of Negative Energy damage equal to your level, minus 1. If you invest ①, those who are knocked unconscious by this ability are considered to be dead. If you invest ②, those who are brought to negative hit points by this Rune rise the next round as undead of equal CR to the dead creature, and attack the nearest creatures until they are sent back to true death. These undead are not under your control, but are not protected from your Mind, Thought or Fear runes.

Dead man walking-

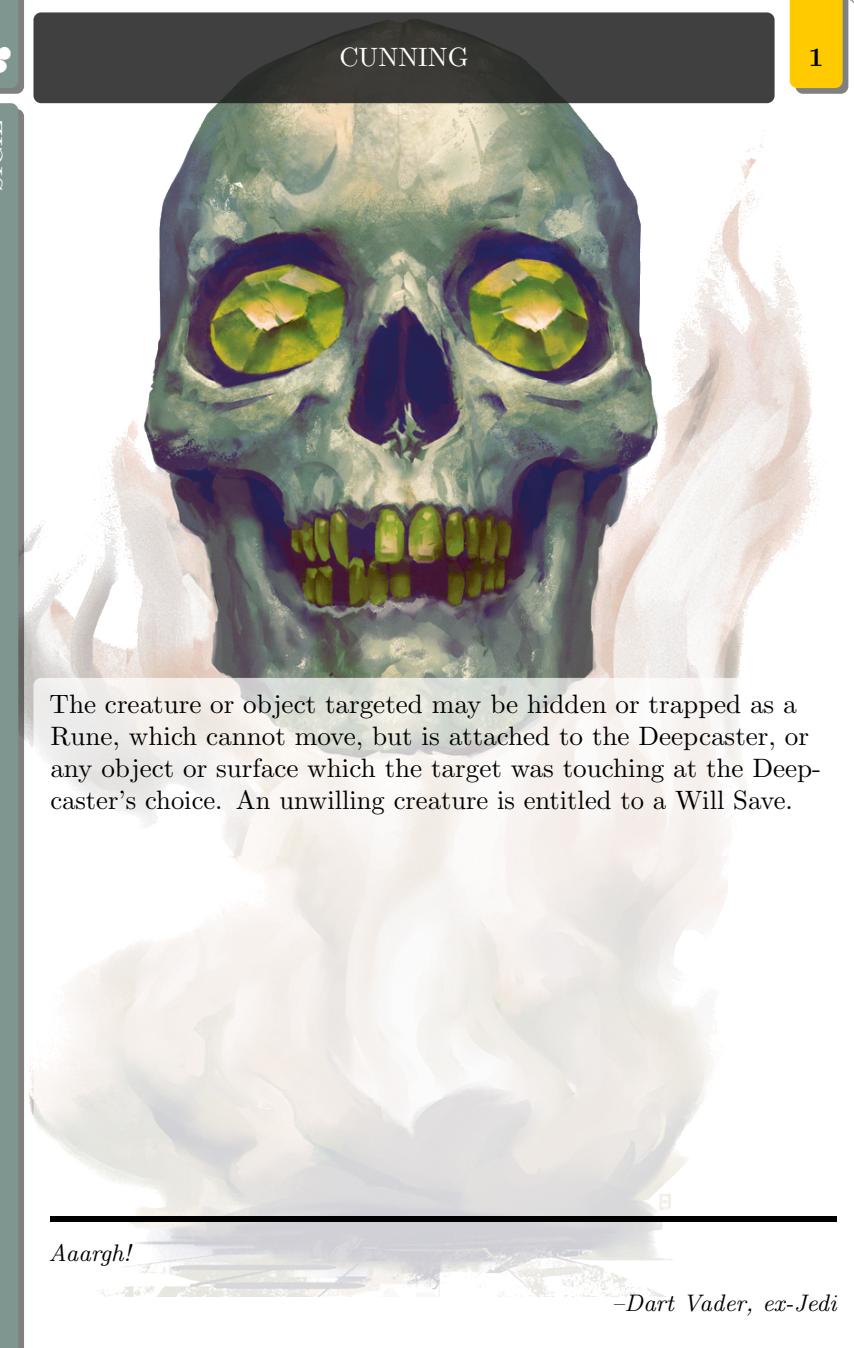
Dart Vader, ex-Jedi



CUNNING

1

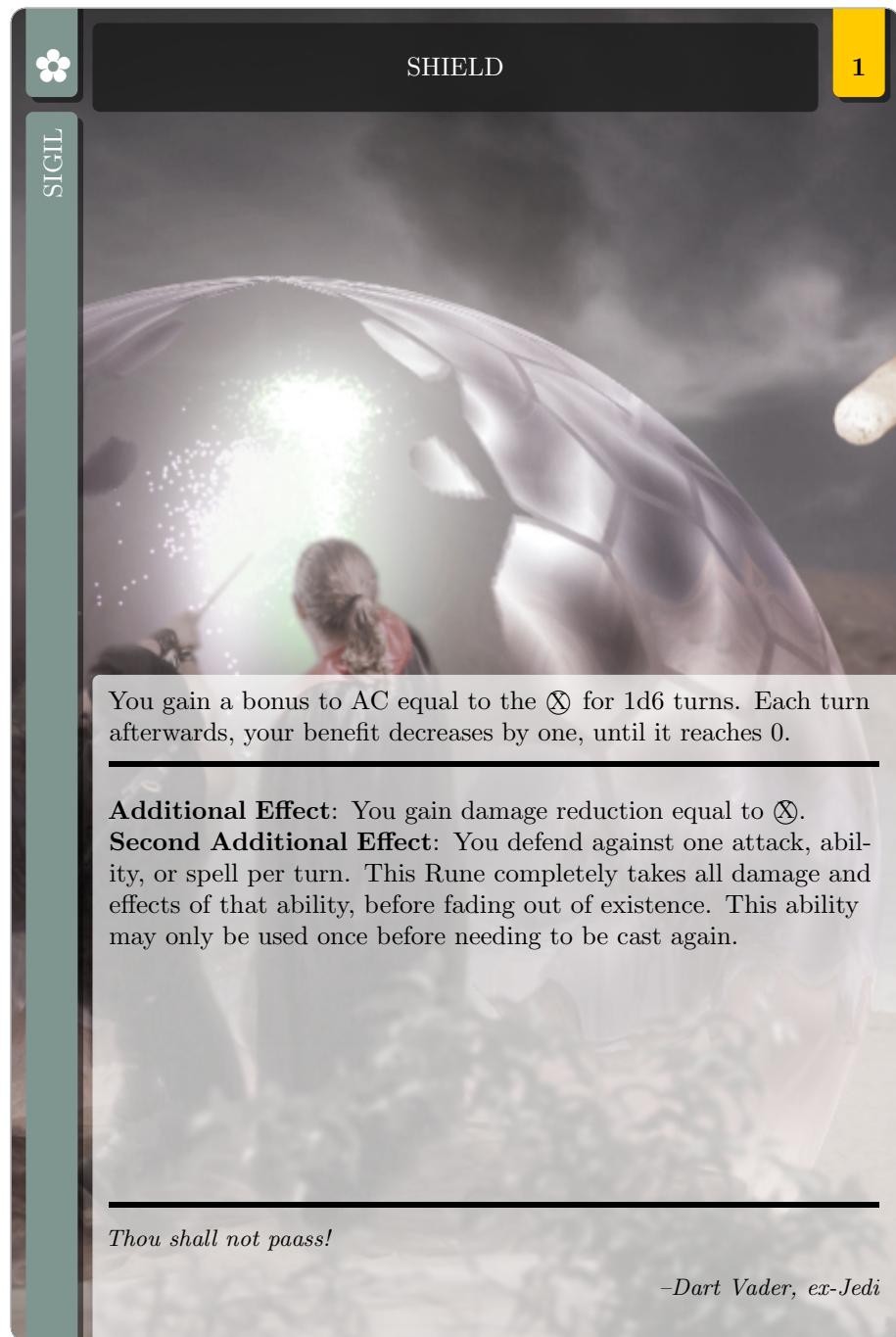
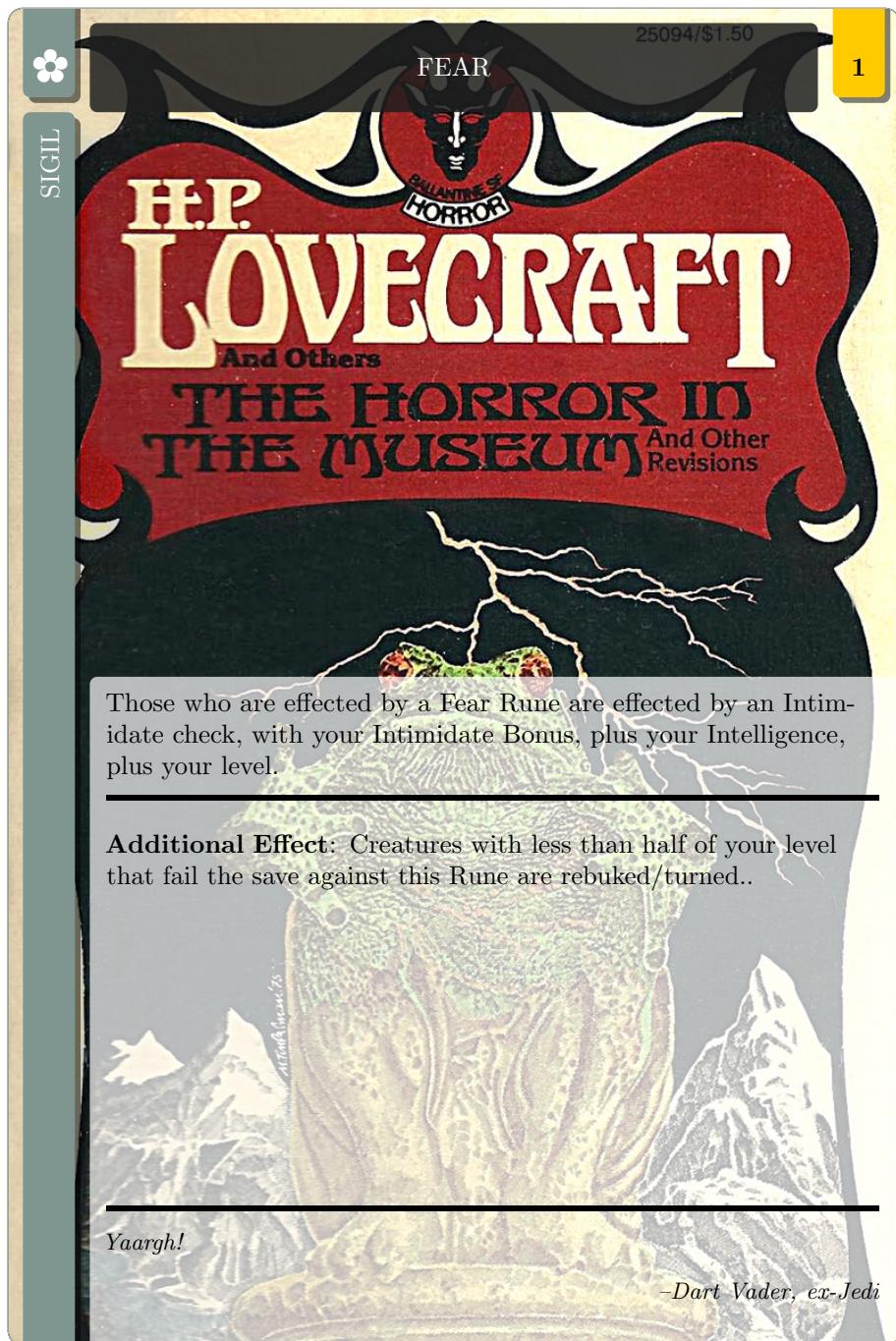
STIGIL



The creature or object targeted may be hidden or trapped as a Rune, which cannot move, but is attached to the Deepcaster, or any object or surface which the target was touching at the Deepcaster's choice. An unwilling creature is entitled to a Will Save.

Aaargh!

-Dart Vader, ex-Jedi

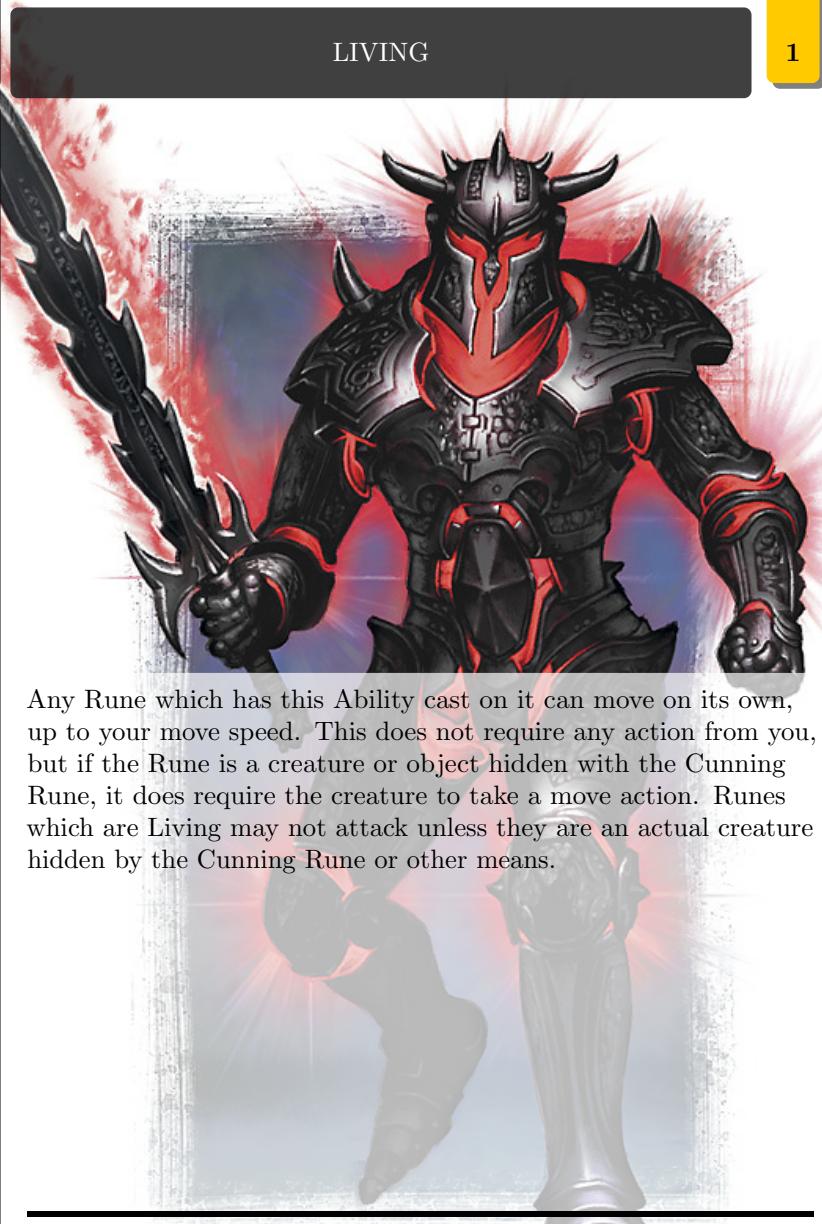




LIVING

1

SIGIL



Any Rune which has this Ability cast on it can move on its own, up to your move speed. This does not require any action from you, but if the Rune is a creature or object hidden with the Cunning Rune, it does require the creature to take a move action. Runes which are Living may not attack unless they are an actual creature hidden by the Cunning Rune or other means.

Rise my child!

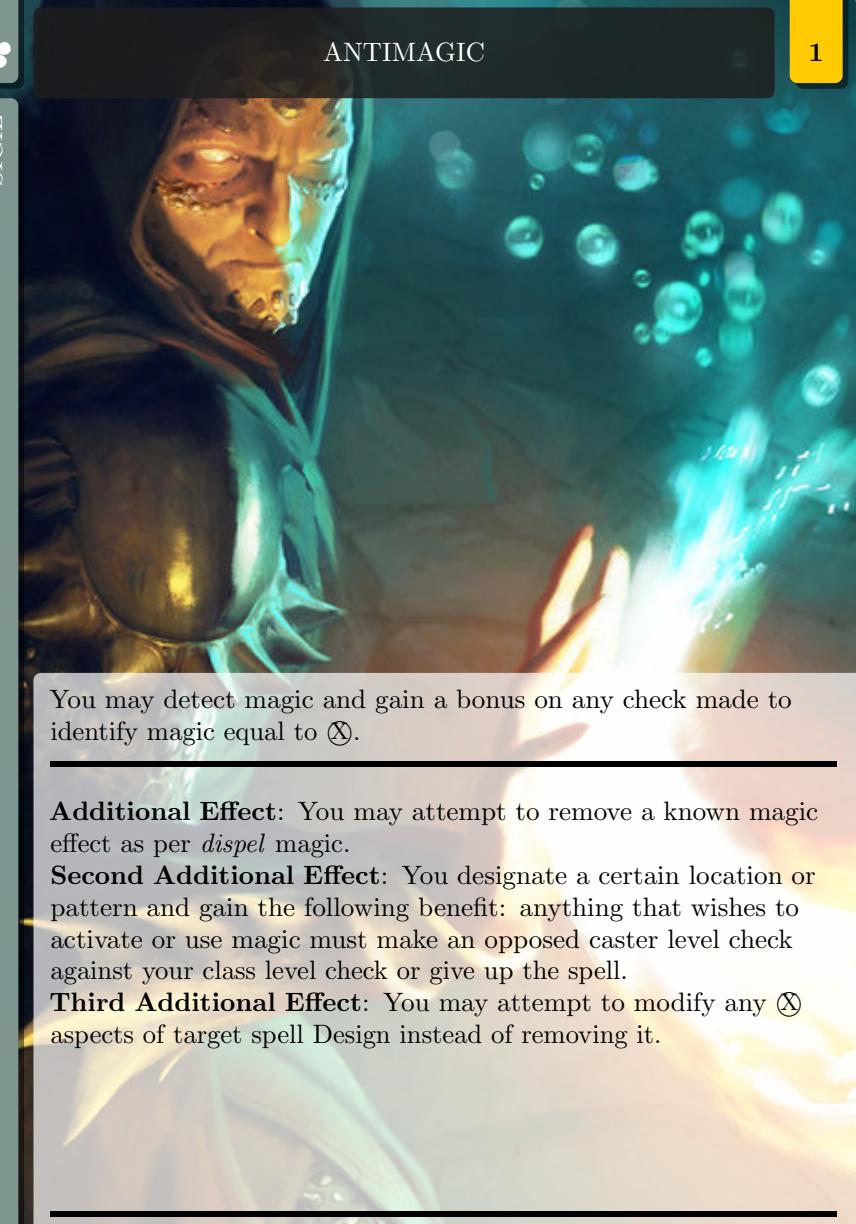
-Darth Vader, ex-Jedi



ANTIMAGIC

1

SIGIL



You may detect magic and gain a bonus on any check made to identify magic equal to \otimes .

Additional Effect: You may attempt to remove a known magic effect as per *dispel* magic.

Second Additional Effect: You designate a certain location or pattern and gain the following benefit: anything that wishes to activate or use magic must make an opposed caster level check against your class level check or give up the spell.

Third Additional Effect: You may attempt to modify any \otimes aspects of target spell Design instead of removing it.

Any power has its kryptonite

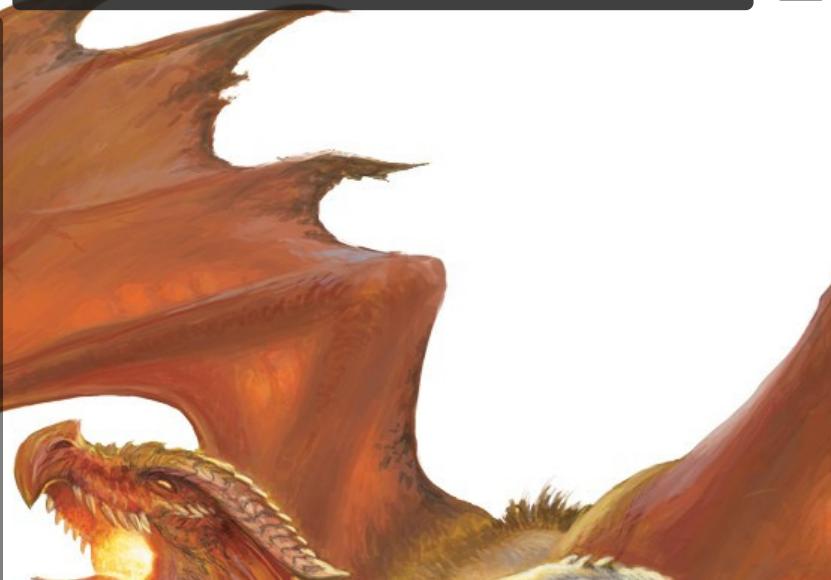
-Darth Vader, ex-Jedi



CHIMERA

1

SIGIL



This rune overloads the effects of Transform rune. You can change subject type, but no extraordinary is acquired.

Additional Effect: You may change target from living to inanimate resulting in a deaf, blind, immobilized and unfeeling target. If the target needs to breath or eat the GM may want to apply suffocation, dehydration or starvation rules.

Second Additional Effect: You can transform target in another being with different phase (e.g. gaseous).

Third Additional Effect: You can change the target in any other living form. The target acquires all of the stats and traits of the new form, while retaining all of its memories.

WTF is that?

-Darth Vader, ex-Jedi



ELEMENT OF FORCE

1

DWEOMER



When you activate the Force Rune, you deal a number of d6 of cosmic damage equal to your level. The save for the Element of Force is a Fortitude Save.

Additional Effect: You resolve your attacks this turn against a creature's touch AC. This attack is resolved against all target's Touch AC.

Second Additional Effect: Your target is Confused for 1d4 turns.

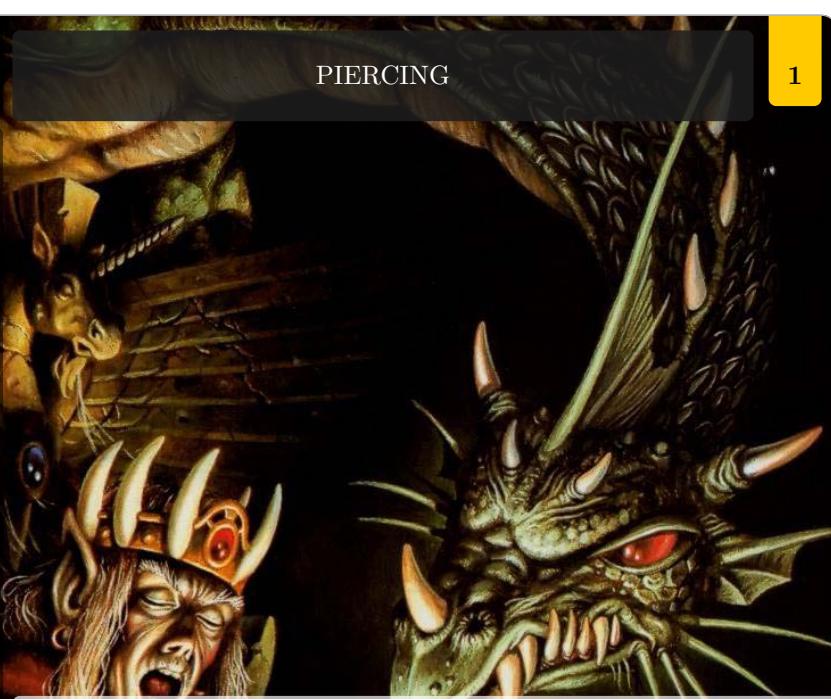
Third Additional Effect: Your target becomes unconscious for 1d8 turns.

Magic missile. You can go without

-Darth Vader, ex-Jedi

PIERCING

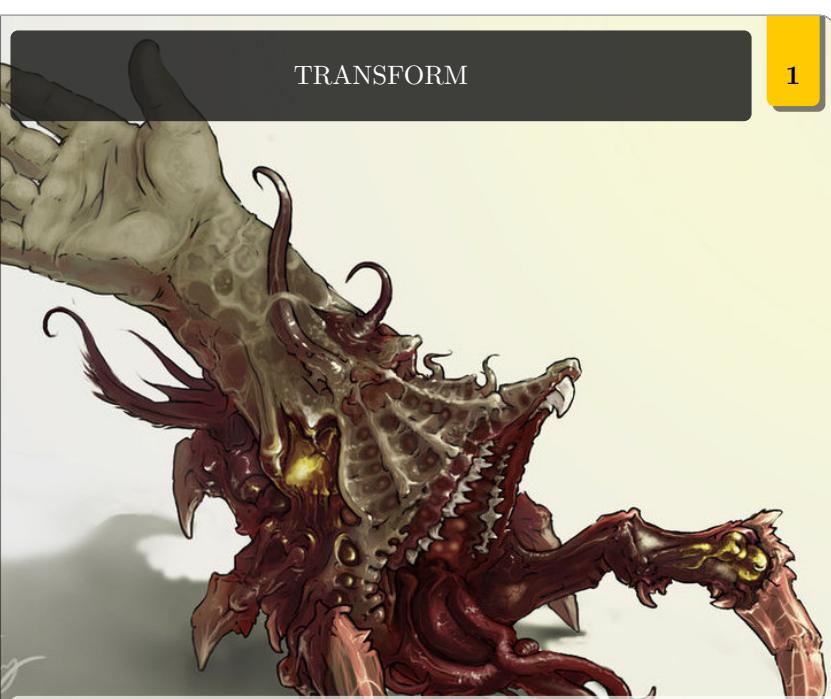
SIGIL



1

TRANSFORM

SIGIL



1

You may upgrade a Seeing Rune so that it can look through walls, even those it is carved into. In addition, any Spot/Search/Scry check made through the Seeing rune get an Intelligence modifier bonus.

Additional Effect: You can see invisible creatures.

Slamori the one known only by him
—Dart Vader, ex-Jedi

Additional Effect: You can change the size of the target by one category higher or lower. Any further variation **②**. Targeting objects with hardness increases the cost by **①**.

Second Additional Effect: You can change the target in something or someone specific with whom you have familiarity, provided the subtype remains unchanged.

Slamori the one known only by him
—Dart Vader, ex-Jedi



SIGIL

REPEL

1



Whatever square or Pattern this Rune effects it forces all enemies to make a Will Save in order to enter or cross the area.

Biohazard ahead

-Darth Vader, ex-Jedi



SIGIL

SHIMMERING

1



Those who are effected by this Rune must make a Will Save or be enthralled, as the spell.

Now give me the..err..what was I saying?

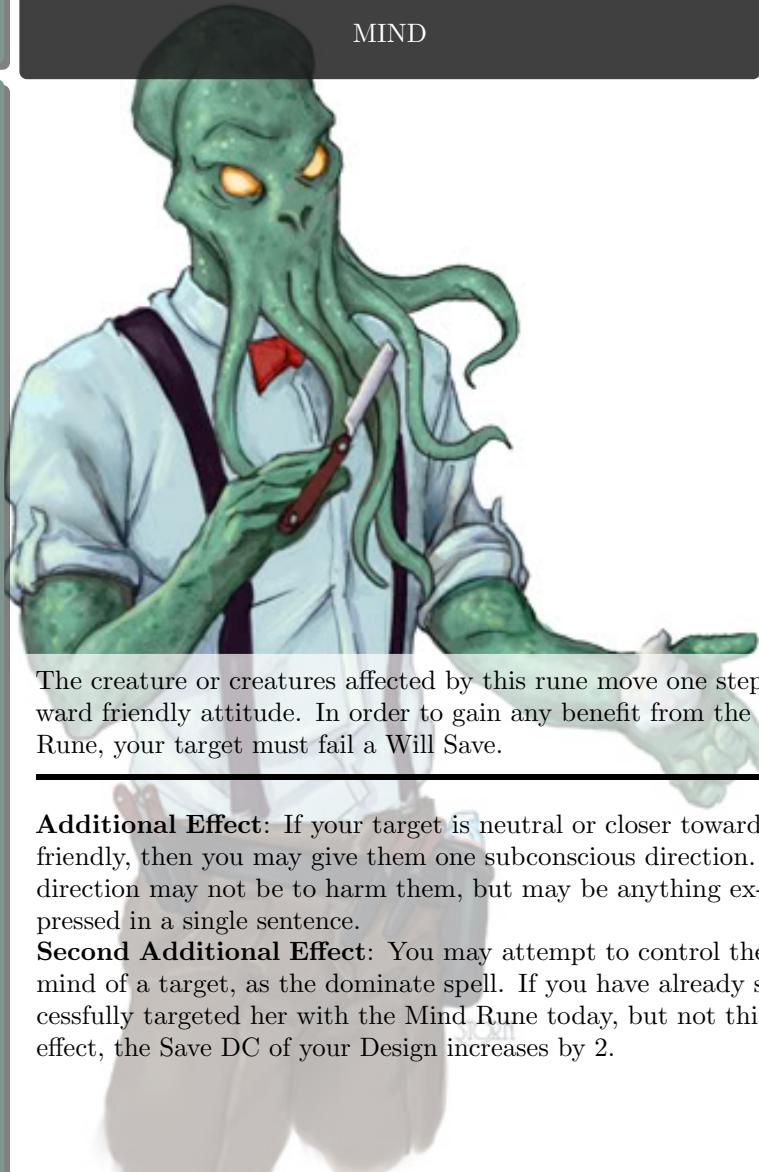
-Darth Vader, ex-Jedi



MIND

1

SIGIL



The creature or creatures affected by this rune move one step toward friendly attitude. In order to gain any benefit from the Mind Rune, your target must fail a Will Save.

Additional Effect: If your target is neutral or closer towards friendly, then you may give them one subconscious direction. This direction may not be to harm them, but may be anything expressed in a single sentence.

Second Additional Effect: You may attempt to control the mind of a target, as the dominate spell. If you have already successfully targeted her with the Mind Rune today, but not this effect, the Save DC of your Design increases by 2.

Hey honey!

-Darth Vader, ex-Jedi



PURE

1

SIGIL



Pure runes upgrade Piercing runes. You can *detect magic*, as the spell.

Additional Effect: You gain a +10 Insight bonus when examining magic effects or items through a Piercing or Seeing Rune.

Second Additional Effect: When you look through a Pure rune, you gain a constant *true seeing* like effect.

(Bells ringing)

-Darth Vader, ex-Jedi



SIGIL

IMAGE

1



You may create the visual likeness of anything that you can imagine, complete with appropriate sounds. However, unless you apply the Living Rune to such a creation, it is not able to move. You may not create an image that fills more 5' cubes than your level, plus your Intelligence Modifier. If you invest additional motes, you can create an image that fills a number of additional squares equal to your level times the number of motes you invested into this specific Rune. Motes invested into other Runes do not count, but those invested into Depths do.

Additional Effect: If in a Design with a Mind rune, you may create the illusion in the mind of a target creature.

*Ooh!**-Darth Vader, ex-Jedi*

SIGIL

ELEMENT OF
ELECTRICITY

1



When you activate the Electric Rune, you deal a number of d6 of electricity damage equal to your level. The save for the Element of Electricity is a Reflex Save.

Additional Effect: Your target is dazed for 1 turn.

Second Additional Effect: Your target is stunned for 1d4 turns.

Third Additional Effect: Your target is immobilized for 1d8 turns.

*Thunder! Thunder!**-Darth Vader, ex-Jedi*

SIGIL

ELEMENT OF SOUND

1

A Scream Rune deals a number of d6 of sound damage equal to your level.

Additional Effect: Your target is deafened for 1 turn.
Second Additional Effect: Unattended mundane object shatter. Constructs get 1 additional damage per dice rolled.

Yaaaaargh!

-Dart Vader, ex-Jedi

SIGIL

RANGE

1

When you cast this ability upon yourself, or in a Design, you may cast a Rune that reaches up to Long Range, even if you cannot see your target. If you invest 2, your range increases to a number of miles equal to half your level plus your Intelligence bonus. If you invest an additional 2, you may cast to any object or creature in the world that you can form a visual image of in your mind. Then, any Design which is created with this Rune may be triggered as a Move Action.

Don't let the darn crow go! Shoot him Ygritte!

-Dart Vader, ex-Jedi



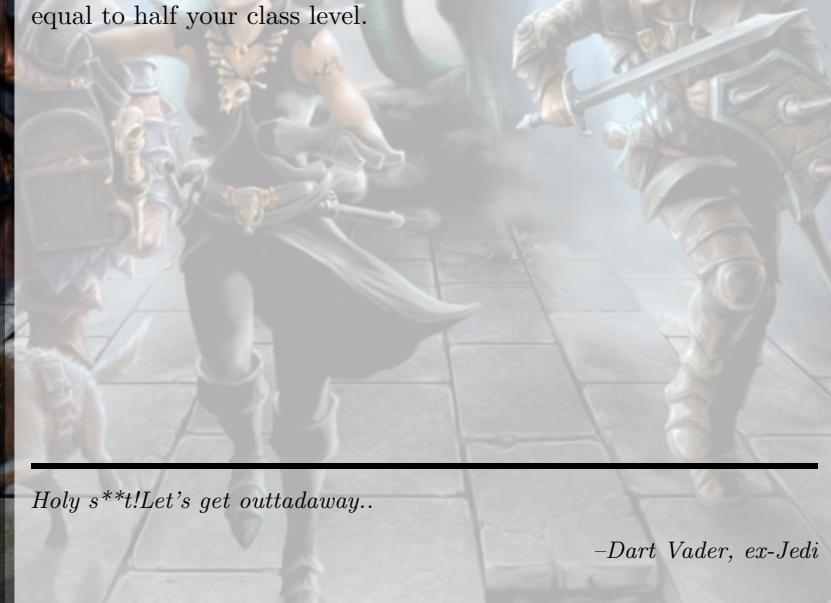
ASCENSION

SPEED

1



The target of this Ascendance gains an extra Move Action on every turn this rune is active. This Rune lasts for a number of turns equal to half your class level.



*Holy s**t! Let's get outta daway..*

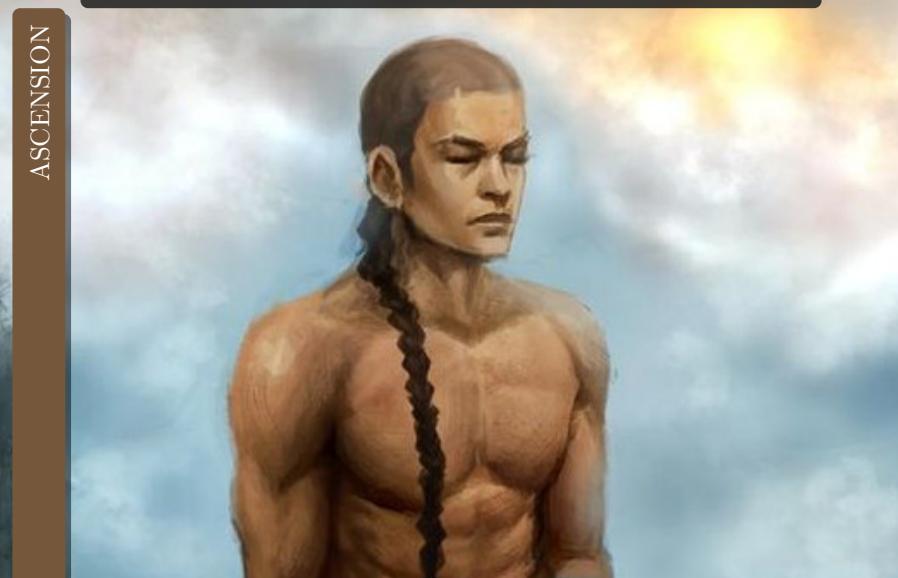
-Darth Vader, ex-Jedi



ASCENSION

THOUGHT

1



For any ability based on the Thought Rune, the target gains a Will Save: if they succeed at the will save, your Motes are expended, but you do not gain any benefits. You may read a creature's mind and their surface thoughts, such as what they think of you, their opinions on something, or their visual memory of something you have mentioned.

Additional Effect: You can read a creature's deep emotions and motivations. This includes their feelings, their past, their knowledge about something you haven't mentioned, or perhaps don't even know about.

Second Additional Effect: You can predict your target's entire next turn, and if you choose, after their turn's dice have been rolled and you know the results, you can spend a move action to tell your allies what their action will be. This forces your target to re-roll all dice used in that turn.

Ohm..

-Darth Vader, ex-Jedi



ASCENSION

BINDING

1



You must cast this Sigil on 2 objects or creatures that have been affected by another rune, including another rune that is in the same Design as this one. If these two objects or creatures touch each other, they are bound together and require a Strength check to separate them. This check is equal to 10 plus the \otimes invested into the Design in which you cast this rune.

Additional Effect: You may bind creatures to a specific plane of existence. In this case the check to break free is based on Charisma.

Thou shll not paass!

-Darth Vader, ex-Jedi



ASCENSION

GIVE FORM

1



You may make incorporeal creatures or illusions physical for a number of turns equal to the number of Motes invested in the design in which this is cast, to a maximum of your level. In addition, the illusion must be of a CR less than your level. Alternately, you may grant a creature a bonus to Constitution equal to \otimes in this Rune, or Depths and Patterns applied to this rune, to a maximum of your Intelligence Modifier.

Come into existence little ones

-Darth Vader, ex-Jedi

MAGIC

The Gathering

