

26 The College of Rune Magics (Ver 1.1)

The College of Rune Magics is concerned with the use of special symbols of power to shape mana into desired forms. A Rune is a graphic symbol representing some actual, elemental, or mystical force. In rare cases, additional Runes may be developed or discovered which employ parts of existing Runes. However, much of the power of the Runes derives from their constant usage over many centuries, and most useful Runes will be known to all Adepts of this College (or at least be readily available to them with very little research).

In addition to the power of the Runes themselves, part of the power of this College derives from the use of special materials to construct the Runewands and Runesticks into which the Runes are usually inscribed. The Runewand table and the Runestick Chart describe the special properties of various types of Runewands and Runesticks.

26.1 Restrictions

Adepts of the College of Rune Magics may use their talent magic without restriction and may use some spells by merely inscribing the appropriate Rune on an item to be enchanted. In most cases, spells and rituals of this College require the Adept to employ Runesticks or their personal Runewand in casting the spell or performing the ritual.

The MA requirement for this College is 18.

26.2 Runewands and Runesticks

As part of their initiation into the mysteries of this College, the Adept is required to prepare a Runewand for themselves. Usually, one or more of their teachers will participate in the endeavour as well. If the Runewand being manufactured is of exceptionally costly materials, the Adept will be required to go into debt to pay for those materials, but in most cases the material will be of some cheap, common wood, and the Adept's labour during their apprenticeship will be sufficient to cover the cost.

Runewands are of three types: Rods, Staffs, and Sceptres. All three operate in basically the same manner. However, in addition to its magical properties, a Staff may be used as a normal weapon having exactly the same characteristics as a quarterstaff. A Sceptre may also be used as a weapon having the characteristics of a ceremonial mace. A Rod may never be used as a weapon, since it is often nothing more than a switch or hollow tube, looking much like the traditional magic wand.

When a character is initiated into the College of Rune Magics, the character's player rolls D100 and consults the Runewand Table to determine the type of Runewand the Adept receives from his teachers. An Adept may later equip themselves with a different type of Runewand or create (or purchase) another Runewand of the same type to replace a previously possessed Runewand that has been damaged, destroyed, or stolen. An Adept may own any number of Runewands, but may use only one at a time.

Runewands are created by performing the Ritual of Fashioning Runewand (Q-2). Runewands are considered magical weapons for all purposes and definitions.

In order to use a Runewand manufactured by someone else, the Adept must successfully read the Runes inscribed on the Runewand, using Talent T-3. If they fail to do so, they may not use the Runewand. Even if they successfully read the Runes inscribed on a Runewand which they did not manufacture, the Adept still suffers a penalty when using the Runewand. The Base Chance for any spell or ritual performed with the aid of that Runewand is reduced by 20.

Runesticks are small sticks carved of various woods or soft materials (which do not interfere with the flow of mana) and incised with Runes appropriate to the purpose of the Runesticks. Unlike Runewands, Runesticks are not multi-purpose tools which can be

used for a variety of spells or rituals. They are specifically created to work with a single spell or ritual. Exception: the Warding Rune is used in a variety of spells and rituals, and Runesticks containing this Rune may be used in any of them. Runesticks are fashioned and prepared using the Ritual of Fashioning Runesticks (Q-1) and may be manufactured of any material listed on the Runestick Chart.

An Adept may use Runesticks fashioned by someone else, but they must first successfully read the Runes incised on them. The Base Chance is reduced by 10 when an Adept attempts to perform a ritual or cast a spell with Runesticks not of their manufacture.

In some cases, the Adept may have to draw or carve a Rune into some object to be enchanted instead of using Runesticks or a Runewand to perform the magic. In order to write the Rune, the Adept may use any substance that will mark the surface of the object to be enchanted. However, some substances will work better than others at creating the desired enchantment. Any tool may be used to carve a Rune into a substance, so long as the tool is hard enough to do the job and it is not composed of Cold Iron. Exception: the Adept may use a tool containing Cold Iron if the Cold Iron is neutralised as per §7.6.

Rune Mages are not expert wood carvers. The minimum size, beyond which the stick would be too small to inscribe Runes on, is 15cm × 2cm × 1cm and weighs 2oz.

26.3 Base Chance Modifiers

The Base Chance of performing a talent, spell, or ritual of the College of Rune Magics is modified by the addition of the following numbers.

The talent, spell or ritual requires the use of Runesticks, and the Runesticks used by the Adept are:

Made of Gilded metal	20
Made of Silvered metal	15
Made of Mistletoe	10
Made of Ashwood	8
Made of Oak	8
Made of Cedarwood	5
Made of Aspenwood	3
Made of Chestnut	3
Made of Pinewood	-5
Made of Yarrow	-5
Made of Yew	-5
Manufactured by someone other than the Adept	-10

The talent, spell or ritual requires the use of a Runewand, and the Runewand used by the Adept is:

A Truesilver Sceptre	25
A Gilded Sceptre	22
A Silver Sceptre	20
A Copper Rod	18
An Ebony Rod	14
An Ivory Rod	12
An Ash Staff	10
A Cedar Rod	10
A Blackthorn Staff	8
A Bronze Sceptre	8
An Oak Staff	5
A Willow Rod	2
Manufactured by someone other than the Adept	-20

The talent, spell or ritual requires the drawing of a Rune on an object to be enchanted and the substance used to draw the Rune is:

Fresh blood from a dragon	50
Fresh blood from a member of a character race (costs 1 fatigue)	10
Ink impregnated with particles of platinum*	15
Ink impregnated with particles of gold**	10
Ink impregnated with particles of silver***	5
Fresh blood from a mammalian being	5

*Average cost of 22 Silver Pennies for enough ink to draw one Rune (i.e. to cast one spell).

**Average cost of 16 Silver Pennies for enough ink to draw one Rune.

***Average cost of 5 Silver Pennies for enough ink to draw one Rune.

In all cases, the weight of one vial with sufficient ink to draw one Rune is 5 ounces. It normally takes one minute to draw a Rune.

In most cases, these modifiers are not cumulative. As an exception, modifiers for the type of Runewand or Runestick used are added to the modifiers pertaining to the substance used as an ink.

In addition, the Cast Chance is affected by all modifiers listed in §7.4, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as is the case in other Colleges. Rune Magicians may not engage in Ritual Spell Preparation as outlined in §10.3.

The Rank of an Adept in the Ritual of Fashioning Runewand and the Ritual of Fashioning Runestick do not affect the efficacy of a spell cast using the Runesticks or Runewand created via those rituals. It affects only the actual performance of the rituals of fashioning.

26.4 Talents

Read Dead Languages (T-1)

Experience Multiple: 150

Effects: All Adepts of the College of Rune Magics have a 10% chance of knowing a dead language or dialect encountered at Rank 0. There is a 40% chance (+3 / Rank) that the Adept will be able to puzzle out the language if they do not know it. If the Adept puzzles out or knows the language (from clues such as root words in known languages), they will have rank with the language equal to half their Rank with this talent (round up) after spending 20 hours (-30 minutes / Rank with this talent) mastering the nuances of the language. A dead language may be studied in this manner via written word (tomes, inscriptions, etc.), and hence the language is known only in written form. There must be sufficient text to allow the Adept to achieve the requisite Rank (players should record the languages and rank they know using this talent, and also those that they have failed to master).

An Adept may increase Rank with a dead language that they have mastered by spending one week per Rank practising the language (at no Experience cost) until they know it at the same Rank as their Rank with this talent. If they wish to gain Rank with a dead language which is greater than their Rank with this talent, they must follow the normal procedure to gain Rank with a language as described in §39.

Decipher Codes and Ciphers (T-2)

Experience Multiple: 150

Base Chance: 25% + 3% / Rank

Effects: Any Adept of this College has a 25% chance (+3 / Rank) of being able to break any code or cipher created by an Adept of this college using T-4 if they study it for 12 hours (-1 / Rank, +1 / Rank of the Adept who created the code or cipher with T-4). The Adept's chances of breaking such a cipher or code are decreased by 3 for every Rank the Adept who created the code or cipher had with T-4 (Create Codes and Ciphers) of this College. The Adept must maintain concentration for the required period of time in order to attempt to break the cipher or code. If the Adept maintains concentration, a D100 role can be made by the GM to determine the Adept's success. The Adept's Rank in breaking non-magical codes and ciphers is equal to their rank in this talent.

Read Runesticks (T-3)

Experience Multiple: 100

Effects: Any Adept of this College has a 30% chance (+3 / Rank, -3 / Rank of the Runestick created with Q-1) to successfully read the Runesticks of another

Adept of the College of Rune magics without assistance. If assisted by whoever created the Runesticks, there is a 70% chance (+3 / Rank, -3 / Rank of the Runestick created with Q-1) of detecting misinformation given in the guise of assistance. Only Runesticks which have been successfully read may be employed to cast a spell or perform a ritual of this College. Runesticks which have been "successfully" read, but incorrectly assessed due to false assistance, may be used, but they will automatically backfire. The GM always rolls to determine the success or failure at the moment this talent is applied. An Adept automatically reads the runes (though not necessarily correctly) when assisted by the creator of the Runes.

Create Codes and Ciphers (T-4)

Experience Multiple: 150

Effects: An Adept of the College of Rune Magics can create a magically enhanced code or cipher which a normal character or NPC would have only a 1% chance of breaking, but which another Adept of this College would have a greater chance of breaking. The Rank of the code or cipher's creator modifies all attempts to break the code or cipher by -3 / Rank. It takes 1 hour to create a code or cipher.

Summon Wand (T-5)

Range: 10 feet + 10 / Rank

Experience Multiple: 200

Base Chance: 40% + 3% / Rank

Effects: An Adept can summon to themselves any Runewand they have created that is within 10 feet (+ 10 / Rank). The Adept simply wills the wand to come to them (requires a Pass Action in combat) and the Runewand leaps into their hand. The Base Chance to successfully use this talent is 40% (+3 / Rank). Note: this talent can operate only if the path between the Adept and their Runewand is not blocked by anything through which the Runewand could not normally pass (such as a wall or person). Only the Runewand is summoned; nothing surrounding or attached to it travels with it.

26.5 General Knowledge Spells

Learn Rune (G-1)

Range: 15 feet + 15 / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 45%

Resist: Active

Target: Entity or Object

Effects: The Adept must point their Runewand at the object of the spell. If successful the Adept will gain sufficient information to create a Rune that may be used to represent the generic type of the object of the spell.

Darkness (G-2)

Range: 15 feet + 15 / Rank

Duration: 15 minutes / Rank ($\times 1$ if unranked)

Experience Multiple: 75

Base Chance: 45%

Resist: None

Target: Volume

Effects: The Adept creates a volume in which non-magical light is partially suppressed. The volume will be 1000 (+ 500 / Rank) cubic feet, and may be in any one contiguous area the Adept desires, provided that no dimension is smaller than one foot. The entire volume must be visible and within range at time of casting, and may not be moved. At Ranks 0–5 the amount of light within the volume is reduced to 10% (appears as though lit on a cloudy night), at Ranks 6–10 it is reduced to 5% (as though a windowless room), at Ranks 11–15 it is reduced to 1% (so dark that night vision like that of a cat will take about a minute to adjust), and at Ranks 16–20 all light is banished (i.e. totally dark). Although infravision works off heat and elvish and dwarvish visions work in total darkness, it is still not possible to see at all at ranks 16–20. It will not aid in providing bonuses for casting purposes, though it will reduce penalties due to natural light by up to 5% + 1% / Rank. If the lighting

conditions are lower than that provided by the spell, no effect will be apparent. Note that because light is only being suppressed, it may still pass through, and no shadows are generated. If it is possible to see through a Darkness, all beyond it is perfectly visible. This spell can engender silhouettes of lit objects against the darkness, though not create shadows. Any of this volume may be overridden by a higher ranked Spell of Light, or neutralised (back to original conditions) by an equal rank. In all cases, the darkness will emanate from the tip of the Adept's Runewand, but will last for only so long as the Runewand remains unbroken and in the Adept's possession.

Light (G-3)

Range: 15 feet + 15 / Rank

Duration: 15 minutes / Rank ($\times 1$ if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: None

Target: Volume

Effects: One 10-foot cube (1000 cubic feet) area is illuminated. The lighted area may be any shape (even pencil thin), but must emanate from the tip of the Adept's Runewand and will last for only so long as the Runewand remains unbroken and in the Adept's possession. At Ranks 0–5 the amount of darkness within the volume is reduced to 10% (appears as though lit on a cloudy day), at Ranks 6–10 it is reduced to 5% (as though lit on a sunny day), at Ranks 11–15 it is reduced to 1% (similar to daytime in a desert), and at Ranks 16–20 all darkness is banished (i.e. totally light), so it is impossible to see into or whilst within the volume (unless under the effects of a Resistance to Light). It will not aid in providing bonuses for casting purposes, though it will reduce penalties due to natural darkness by up to 5% (+ 1% / Rank).

Pyrogenesis (G-4)

Range: Touch of Runewand

Duration: Immediate

Experience Multiple: 75

Base Chance: 40%

Resist: Passive

Target: Object

Effects: One small flammable object or entity may be caused to burst into flame by the touch of the Adept's Runewand. Thereafter, the flames are fuelled by the object or entity. They may be extinguished normally. Note this spell can only be used to light matches and cause insects and small furry animals no larger than a mouse to burst into flames.

Curse (G-5)

Range: Touch of Runewand

Duration: Permanent until dispelled

Experience Multiple: 400

Base Chance: 35%

Resist: Active, Passive

Target: Entity

Effects: The Adept may curse one target (who must be touched by the Runewand) with any of the possible minor curses listed (following) that he has the necessary Rank to employ (Rank: Possible curse). The touch is automatic unless the target is actively avoiding being touched, in which case the target cannot be touched and the spell cannot take effect. The spell must be prepared normally. The effects are permanent until dispelled by anyone casting a Rune College General Knowledge Counterspell.

1–5 The Adept may afflict the target with hallucinations that will reduce the target's Perception by 5 in addition to any specific effects. The GM and the Adept must work out the exact nature of the hallucination at the time that the curse is made. Hallucinations should, however, be of a minor, generalised nature: seeing coloured lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth.

6–10 The Adept may afflict the target with increasing physical debilitation that will decrease Physical

Strength by 1 immediately, and will subtract 1 from Endurance at the end of each day until the target reaches 4 Endurance or the curse is dispelled.

11–15 The Adept may afflict the target with total loss of any one sense (sight, smell, touch, hearing, taste). The loss of sense takes place immediately.

16–20 The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only one fatigue point per hour from taking a nap, and only 2 per hour from sleeping. In addition, the target will feel hagridden and imagine themselves pursued by phantasms. They will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of friends and companions, and obsessed with the idea of destroying their enemies (who they think are "all around"). If the curse is not dispelled within $D10 \times [\text{target's Willpower} - 2 \times \text{spell Rank}]$ days, the target will completely lose touch with reality. They will then plot to destroy their friends in the belief that they are "out to get them" and will exhibit other bizarre behaviour. They will be cured of the advanced stage of this affliction only by having the curse dispelled and then spending a number of days equal to the Adept's Rank $\times D10$ in rest and recuperation.

Illusion (G-6)

Range: 5 feet + 5 / Rank

Duration: Permanent until dispelled

Experience Multiple: 200

Base Chance: 35%

Resist: Special

Target: Runestick

Effects: The Adept places a single Runestick carved with the Rune for this spell and a Rune representing an object or entity of their choice on the ground. The visual Illusion must be contained within 5 (+ 5 / Rank) adjacent one foot cubes. After a successful cast the stick will appear to all except the Adept to be the same object or entity as the Rune incised on the Runestick. The illusion lasts until dispelled by the appropriate counterspell or the stick is moved. The image will be static and will remain even when touched.

Control Entity (G-7)

Range: 15 feet + 15 / Rank

Duration: Special

Experience Multiple: 500

Base Chance: 15%

Resist: Active, Passive

Target: Entity

Effects: Three Runesticks containing the binding Rune must be physically bound onto the entity to be controlled. 10% is added to the Base Chance if the Rune representing the generic type of the entity to be bound has been carved onto the Runesticks. This binding cannot be done in combat, although the target may be physically restrained while the Adept attaches the Runesticks. In some cases, the Adept may be able to induce the entity to put the Runesticks on itself voluntarily (via trickery, for example). Once the sticks are in place, the spell can be cast to determine whether or not the sticks function. The target must be visible to the caster in order for the spell to be cast. Once cast, this spell remains in effect until the sticks are no longer bound to the target. However, every Rank + 1 days after the sticks have been placed, the entity gets a further resistance check. Successful resistance means that the entity is no longer under the spell's effects and the sticks cease to function. Failure to resist means that the sticks continue to work. The Base Chance of resisting (for the rechecks only) is equal to the entity's usual passive magic resistance versus Rune College spells minus the Adept's rank in this spell. Otherwise, the target may not remove the runesticks themselves unless so commanded by the binder. Until the sticks are removed, the target will freely do the bidding of the Adept, acting in all ways as their loyal servant (even to the extent of fighting anyone trying to remove the sticks from them).

Purification (G-8)

Range: Touch

Duration: Immediate

Experience Multiple: 100

Base Chance: 30%

Resist: None

Target: Liquid

Effects: The Adept may turn any aqueous substance into potable water by touching the substance with a Runestick that has had a Purification Rune incised into it. The Adept may purify 1 quart (+ 1 / Rank) by volume with this spell. This spell may be used to neutralise poison in solution. Note: This spell is not intended for use in combat and will not work if the Runestick is forced into an entity's bloodstream.

Runelock (G-9)

Range: 5 feet + 5 / Rank

Duration: Permanent until dispelled

Experience Multiple: 200

Base Chance: 30%

Resist: None

Target: Portal

Effects: This spell may be cast over any portal (door or window) that can normally be opened or closed and is in sight. It effectively locks the portal with an unpickable lock. The spell can be dispelled by anyone casting the Rune College General Counterspell. The portal may still be forced open by brute strength. In this case, the Physical Strength of all the figures attempting to force the portal are totalled and multiplied by the Difficulty Factor of the task. The Difficulty Factor is always a function of the Rank of the spell:

Rank	Difficulty
1-5	2.0
6-10	1.5
11-20	1.0

In order to place a Runelock on a portal, (which takes a minute), the Adept must draw or paint the Runelock Rune on the portal. They may only then cast the spell. Note: The opening spell of the College of Ensorcelments and Enchantments will open a Runelocked portal, but will not dissipate the Runelock.

26.6 General Knowledge Rituals

Fashioning Runesticks (Q-1)

Experience Multiple: 100

Base Chance: 55% + 3% / Rank

Effects: The Adept must use this ritual to actually carve the appropriate Rune(s) on a stick fashioned of any material listed in §26.10 (the Runestick Chart). At the time the Adept fashions the Runestick, the Adept's player must announce what Runes are being cut into the stick (i.e. what spell or ritual the Runestick can be used to perform). Careful records must be kept of the number and type of Runesticks carried by a character. Whenever an Adept wishes to cast a spell or perform a ritual using the runesticks in their possession, they prepare the spell or performs the ritual normally using the runestick(s) only to cast a spell once it is prepared. Until a spell is cast, the Runestick is unaffected by the preparation. However, once a Cast Check is made, whether successful or not, the Runesticks used in that spell or ritual are used up. They retain the power necessary to keep the spell or ritual in effect for its normal duration, but are otherwise of no magical value. They can never be "recharged" or reused, although the materials they comprise may be refashioned (see note). Once they have been fashioned as part of this ritual, Runesticks are permanently imbued with the power of the spell or ritual represented by the Rune(s) cut into them. Only one spell or ritual may be imbued in each stick. It takes a length of time equal to that listed on the "Time" column of the Runestick Chart (- 1 / Rank, but with a minimum of 1 minute) to perform this ritual. Only one stick may be produced per ritual. It costs 10 fatigue points (- 1 / three Ranks or fraction) to perform the ritual, and the Base Chance of successfully performing it is 55% (+ 3 / Rank), and there is no backfire.

Note: The actual materials in a Runestick, once used in a spell, may be used to fashion new Runesticks for future use. This requires a new ritual of Fashioning Runesticks, during which the Runesticks are refashioned (carved or cast). Runesticks used in a spell or ritual that backfires are destroyed (burned up), and the materials may not be refashioned into new Runesticks or used for any purpose, magical or otherwise. Only the actual stick itself may be reused (as opposed to the ink, etc.). The Base Chance of the stick being reusable is equal to the Adept's Magical Aptitude + 5 / Rank with this ritual. If the Cast Check is successful then the stick can be refashioned by going through the ritual again (as listed). If the Cast Check is unsuccessful then the stick in question is absolutely useless.

Clarification: If a Runestick is fashioned using this ritual, but is not fashioned successfully, then the stick becomes useless and cannot be refashioned or used again. If, however, the ritual was successful, then the Runestick can be used as intended. Once a Cast Check has been made against a Runestick, then that stick cannot be used again until it has been refashioned. If the Adept desires to refashion it, then before they begin the ritual he first finds out if the stick is reusable using the Cast Chance given above. If the stick is reusable then the Adept can proceed with the ritual.

Fashioning Runewand (Q-2)

Experience Multiple: 300

Base Chance: 30% + 3% / Rank

Effects: The Adept may employ this ritual to create a Runewand out of any of the materials listed on the Runewand Table. The implement is fashioned by inscribing Runes into the material's surface, which describe its use, name, and history. Once the Runewand has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes from one to four weeks to perform this ritual, depending on the type of material used to fashion the runewand. The total time necessary to fashion a Runewand is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform the ritual), and the ritual costs 10 Endurance (- 1 / two Ranks with this ritual). The Endurance loss will heal normally. The Adept may interrupt the ritual to eat and attend to housekeeping (maximum two hours per day) and to sleep (maximum eight hours per day), but any break of longer than 10 hours results in the ritual failing and the materials used being ruined. Any Endurance expended on this ritual is expended upon completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it was successful. The Base Chance for this ritual is 30% (+3 / Rank). All materials used in an unsuccessful ritual (or a ritual that backfires) are destroyed or ruined. If the ritual is successful, the Adept may use the Runewand thereafter to cast spells and perform rituals that require the use of a Runewand.

In addition, the Adept may store a maximum of 1 Fatigue Point in the Runewand at Rank 0, and an additional 1 Fatigue Point for every 2 or fraction Ranks they have with the ritual of Fashioning Runewand at the time the Runewand is fashioned. Fatigue is stored in a Runewand simply by touching the Runewand and willing one or more Fatigue Points to enter the Runewand. Twice the Fatigue Points stored in the Runewand are subtracted from the Adept. Once stored in the Runewand, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that they are holding the Runewand while making a Cast Check. An Adept may add Fatigue to a Runewand any number of times, so long as the Runewand has the capacity remaining to store the Fatigue each time the wand is "recharged".

Warding with Runesticks (Q-3)

Experience Multiple: 200

Effects: The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q-1). This pattern may consist of three, five or seven sticks composed of any material listed in §26.10. If three

Runesticks are used, the Base Chance for this ritual is 20%. If five sticks are used, the Base Chance is 30%. If seven sticks are used, the Base Chance is 40%. All Base Chances are increased by 5 per Rank. This ritual takes two hours (-10 minutes / Rank, with a minimum of 10 minutes) to complete. During the ritual, the Adept must place the Runesticks containing the Runeward symbol in a roughly circular configuration around the area to be warded (the Adept must remain inside the area while the ritual is being prepared). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magical item (amulet, weapon, etc.) can be brought into the warded area, though items already inside the warded area can be taken out. The area to be warded is a sphere with a diameter, in feet, of up to 10 times the number of sticks used.

Any magical creature or Adept attempting to enter the warded area must make a Passive Resistance check, or it will be unable to enter the area. The entity's Magic Resistance is unaffected if the ritual used only three Runesticks. A five stick ward reduces the entity's Magic Resistance by the Adept's Rank with this ritual, and reduces Magic Resistance by twice their Rank for a seven stick ward. In addition, if the Runesticks are all made of Rowan then an entity which is wholly or partially of another plane (such as demons, devils, imps, hellhounds) decreases its Magic Resistance by 3 times the Adept's Rank when it attempts to enter the warded area. The Runeward is automatically and permanently broken if any magical entity or magic user succeeds in passing it. However, so long as it is in effect, all targeted spells cast into (not out of) the warded area have a chance of being dissipated harmlessly when striking the ward according to the number of sticks used in the ward: by 10 if it is a three stick ward; by 20 if it is a five stick ward and by 30 if it is a seven stick ward, plus twice the Adept's rank in this ritual. Backfire from this ritual results not only in the destruction of the Runesticks, but in D10 damage to the Adept's Endurance as well.

The same Runesticks which are used for this ritual may be used in the Ritual of Healing (Q-4) and may also be used in conjunction with the Runestick(s) necessary to the casting of some other spell of this College to create a ward as described in §10.4.

Healing (Q-4)

Experience Multiple: 150

Base Chance: 50% + 4% / Rank

Effects: The Adept creates a warded area by setting up a Runeward as described in Q-3. However, only the seven Runestick Runeward may be used. The Runeward is set up around the entity to be healed. The ritual lasts seven hours, at the end of which the entity to be healed is cured of all Fatigue and Endurance losses, plus any non-magical diseases, fevers, or infections from which the entity may suffer. It is possible for the ritual to backfire. If it does so, the entity being healed immediately goes to 0 Fatigue and -1 Endurance (unless the patient is already below this). The Adept must expend 10 Fatigue to employ this ritual. Any types of material listed in 26.10 may be used to make Runesticks used in this ritual except for Elder and Yew. In addition, if the Runesticks used in this ritual are made of Walnut or Elm, the number of hours the ritual requires is reduced to five.

Runes of Sight (Q-5)

Experience Multiple: 300

Effects: The Adept may gain insight into the future by casting the Runes of Sight (Runesticks which have Runes cut into them representing the cosmic balance). It takes one hour to cast these Runes and the Adept may perform no other action during that time. The performance of this ritual allows the Adept to exercise one of the following functions during its course:

Limited Precognition This action is executed as a ritual, but with the same results as for the Spell of Limited Precognition of the Mind College with a Base Chance of 30% (+ 2 / Rank).

Divining Enchantment This action is executed as a ritual in the same manner as the Ritual of Divination (R-1) of the College of Naming Incantations. It has a Base Chance of 55% (+ 4 / Rank).

Only one of these two options may be performed at each casting of the Ritual. It requires three sticks incised with the appropriate Runes to perform this ritual.

Sending (Q-6)

Range: 10 miles + 5 / Rank
Experience Multiple: 250
Base Chance: 30% + 5% / Rank
Resist: Passive

Effects: The Adept must paint their forehead with a Sending Rune before retiring to sleep at night. They will then require a five hour period of sleep with no disturbances sufficient to wake him or the ritual will fail. The target of the spell is likewise required to be asleep for five undisturbed hours or the ritual will not work. The time asleep counts as resting for Fatigue recovery purposes. During the time asleep, the Adept will be in communication with one entity of their choice that they have seen and studied sufficiently (as per College of Ensorcelments and Enchantments Spell of Location for "seen and studied"). Alternatively, the Adept may employ the target's Individual True Name if it is known. If the Cast Check is successful and the target fails to resist then it will answer all questions asked of it in a yes / no fashion. This ritual does not allow communication with entities on other planes of existence. The questions that are to be asked of the target must be formulated before the Adept goes to sleep. Upon completion of the five hour ritual the Adept may receive the answers to Rank × 5 questions (× 1 if unranked).

26.7 Special Knowledge Spells

Runewall Spell (S-1)

Range: 15 feet + 15 / Rank
Duration: 30 minutes + 30 / Rank
Experience Multiple: 250
Base Chance: 50%
Resist: Passive
Target: Area

Effects: The Adept places a single Runestick incised with the warding Rune on the ground and performs the spell. If the spell is successful, the stick metamorphoses into a translucent, shimmering wall of force 1 inch thick, 10 feet high, and 20 feet long that may be shaped by the Adept (and no one else) into any shape of their devising (e.g. circle, dome, etc.). The Adept may alter the height or length of the wall by 1 foot per Rank. The wall cannot be created touching an entity, although it may encompass them. Any entity coming into contact with the wall must resist or be thrown back (falling prone). In addition, if the Runestick used to manufacture the wall was made of Elder, anyone who fails to resist suffers [D - 2] + 1 / Rank.

Torment (S-2)

Range: 15 feet + 15 / Rank
Duration: 15 seconds + 15 / Rank
Experience Multiple: 250
Base Chance: 15%
Resist: Active, Passive
Target: Entity

Effects: The Adept can, by pointing a Runestick inscribed with the Pain Rune at one entity, cause that entity extreme pain. Each pulse that the Adept continues to point the Runestick at the entity (requiring a pass action) it suffers 1 point of damage and for the entire duration has all its Base Chances reduced by Rank%. For Mind Mages, the reduction is reduced by 5 (+ 1 / Rank with Resist Pain). Moreover, if the Runestick is made of Yarrow, the entity suffers a further Rank% reduction to Base Chances and - 1 / pulse off TMR (while the stick is still being pointed at them).

Creating Rune Shield (S-3)

Range: Touch
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 40%
Resist: None
Target: Runestick
Effects: The Adept must use a Runestick inscribed with the appropriate shield Rune. Upon successful cast, the stick is transformed into the shield of whatever type the Rune incised on the Runestick indicated (except Main Gauche). This shield may then be used by anyone (no strength or MD limitations) and provides an extra 5% + Rank defence extra to the shield type. Note that this defence is as per shield rules thus only protecting from two of the front three hexes. Moreover, if the Runestick is made of Walnut, any Grievous Blow through the shield will, instead of harming the wielder, merely smashes the shield, causing it to revert to a now broken Runestick.

Visitation (S-4)

Range: 1 mile + 1 / Rank
Duration: Concentration: Maximum 1 hour + 1 / Rank
Experience Multiple: 300
Base Chance: 15%
Resist: None
Target: Entity

Effects: The Adept must cast the Runes of Far-seeing (three matched Runesticks) on the ground before them while performing the spell. If successful, the Adept is able to send a ghost-like image of themselves instantly to any location within range that the Adept has physically occupied at least once in the past. They are present in that location in all ways except bodily (i.e. the Adept may communicate and use all their senses while the image is there, but may not be harmed by any attack). The image "mimics" the actual actions of the Adept, and may move no more than 10 feet (+ 10 / rank) from the spot where it materialised, which may be anywhere at the location the Adept wishes. Since the Adept's consciousness is in the image, which is non-physical, they may not cast any spells (although they may appear to should they so desire).

Thus, if the Adept desired the image to talk, the body will also speak the words wherever it is physically located. Also, if the Adept is in a location which would prevent them from moving, the image may not move either. When the visitation time has expired (or anytime prior that the Adept wished), the image quickly fades and travels back to the Adept. This image has an "aura" which, if detected by a Detect Aura talent, may give the compass direction at which the Adept would be located, but not the distance.

Truth (S-5)

Range: 15 feet + 15 / Rank
Duration: 1 hour + 1 / Rank
Experience Multiple: 300
Base Chance: 30%
Resist: Passive
Target: Entity

Effects: Prior to casting this spell the Adept must first draw a Truth Rune on the forehead (or over the brainpan) of the spell's target (which may be themselves). The spell may only be cast over one target entity of the Adept's choosing and the Adept must touch the target to cast it. If unsuccessful, a new Truth Rune must be drawn on the target before the spell can be attempted again. A successful spell that is not successfully resisted causes the target to be unable to speak a falsehood for the duration of the spell. The target must not knowingly say anything false, but may refuse to answer a question put to him.

In addition, the Truth Rune enables the target to see the true nature of all things. This results in the GM modifying the target's Perception roll because the wearer of the Rune is more likely to see through deceptions (e.g. magical traps). The roll should be modified by two times the Adept's rank with this spell.

Banishment (S-6)

Range: Touch
Duration: Immediate
Experience Multiple: 250
Base Chance: 30%
Resist: Active, Passive
Target: Summonable
Effects: The Adept may banish any one entity from another dimension to its own plane of existence. In order to do so the Adept must touch the target entity with their Runewand at the moment the spell is completed. If successful, the spell results in the entity immediately returning to its own dimension unless the entity successfully resists. The touch is automatic unless the target is actively avoiding being touched, in which case the target cannot be touched and the spell cannot take effect. The spell must be prepared normally. The target returns to a random spot, in an appropriate medium, on its own plane. The exact whereabouts is GM's discretion, however, entities banished at approximately the same time will appear in approximately the same area.

Smite (S-7)

Range: Touch
Duration: Immediate
Experience Multiple: 200
Base Chance: 25%
Resist: Passive
Target: Entity
Effects: The Adept must, at the moment the spell is cast, touch the intended target with the Runewand. If the target fails to successfully resist, it suffers [D + 1] + 1 / Rank damage. The target takes half damage if it fails to resist. The damage is similar to the effect of an electric shock, so halve the damage if the target is an insulator (entities are generally not insulators). The touch is automatic unless the target is actively avoiding being touched, in which case the target cannot be touched and the spell cannot take effect. The spell must be prepared normally. If the target fails to resist then they become stunned.

Creating Runeweapon (S-8)

Range: Touch
Duration: 1 hour + 1 / Rank
Experience Multiple: 200
Base Chance: 20%
Resist: None
Target: Runestick
Effects: The Adept must use a Runestick incised with the Death Rune and with a Rune representing the type of weapon they wish to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick transforms into a magical weapon of whatever type the Rune incised on the Runestick indicated (estoc, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept can wield the weapon without suffering the penalties associated with cold iron. Further, the weapon is usable against those entities normally affected only by magical weapons, but otherwise has the same properties as a normal weapon of the same type. An entity other than the Adept using a Runeweapon has -10% on strike chance. There is never any chance of the weapon breaking. The duration of this spell is decreased to 1 minute (+ 1 / Rank) if the Runestick used is of Yew.

If Runesticks of Yew are used, and at least one point of effective damage is inflicted on a target, the wound is poisoned, causing [D - 5] (+ 1 for every 3 or fraction ranks) damage per pulse for D10 pulses due to poison. The target can only have one poison in effect at any one time, i.e. poison from different strikes is not cumulative. The normal rules for using poisoned weapons apply. The poison is considered a nature poison for purposes of antidotes.

26.8 Special Knowledge Rituals

Casting the Runes (R-1)

Experience Multiple: 500
Base Chance: 5% + 5% / Rank

Effects: The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes one hour. At the end of the hour, the Adept chooses which of the demons from the College of Greater Summonings will be the executor of the doom and also writes this name on the paper. The Adept's player must actually write this information down, since it will only come into play in the future. Once the ritual is prepared, the Adept then passes the sheet of paper on to the victim whose name is written on the paper. The victim must voluntarily accept the paper (though they need not know what is on it). Once they accept it, the demon named on the paper hunts them down and kills them. Even if the demon is destroyed it returns as soon as it is able and continues the hunt (see College of Greater Summonings for how demons recover from injury and "death" in their own dimension). Only by passing the paper on to another entity who voluntarily accepts it can the doom be transferred. If the paper is destroyed, the doom can never be lifted or transferred. If the ritual backfires, the Adept loses [D + 2] Endurance.

Creeping Doom (R-2)

Experience Multiple: 450

Base Chance: 20% + 4% / Rank

Effects: The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. They then perform a ritual over them (duration 1 hour) and bury the sticks beneath the dwelling of someone they wish to curse. It is best if the victim's name is carved in the bones as well, otherwise others in the house may become ill instead. For each month that the bones remain in or under the victim's dwelling, they must make a Resistance Check, the Base Chance for which is composed of the victim's Endurance multiplied by the Difficulty Rating of the resistance.

Rank	Difficulty
1-5	4.0
6-10	3.0
11-15	2.5
16-18	2.0
19-20	1.5

If the victim fails to resist, they suffer a wasting disease and loses [D - 3] Endurance points for the purposes of future resistance (only). If they fail to resist for three straight months, they die.

Generally, the victim of these maledictions does not know exactly what is wrong with them. Should they discover the bones, they may remove the curse by removing the bones from the house. Other means of ending a curse do not normally suffice, although the sufferer would show immediate improvement upon leaving the house and sleeping elsewhere for a few weeks. There is no chance of this ritual backfiring.

Creating Rune Portal (R-3)

Experience Multiple: 400

Effects: The Adept must place a Runestick with the Portal Rune on it in the ground and perform a half hour ritual. Once the ritual is successfully executed, the Runestick may not be moved without destroying the portal. It becomes the terminus for a future attempt at teleportation. Once the terminus has been established, the Adept may, at any future time, use another Runestick which was carved at the same time and is a mate of the Runestick used as the terminus to travel back to the original terminus. There can only be one "mate" for the terminus, and it too must contain the Portal Rune and must be of the same material as the terminus Runestick. In order to teleport to the terminus, the Adept simply places the mate in or on the ground and performs the ritual. If unsuccessful, both Runesticks are destroyed. If successful, the mate of the terminus is activated and becomes a terminus too. Thereafter, anyone who touches one terminus is teleported to the other terminus and appears standing within 5 feet of that terminus (travel time is one pulse). A terminus may be used any number of times until destroyed, but may never be moved without destroying the Portal. A terminus can be destroyed by casting a Special Knowledge Counterspell of the College of Rune Magics over it. Once a terminus is destroyed, the mate of the Runestick used to

form the terminus no longer functions (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the pulse while an entity is in transit between the two, the entity is destroyed and its molecules dispersed over known space.

The Base Chance for this ritual is Magical Aptitude + 3 / Rank, and is decreased by 1 for every 5 miles separating the two Runesticks and increased by 15 if the Runesticks are shaped from Willow wood.

Binding Elements (R-4)

Duration: 2 hours + 2 / Rank

Experience Multiple: 500

Base Chance: MA + 3% / Rank

Cast Time: 30 minutes

Effects: The Adept may gain control of any element by using this ritual. They must possess a Runestick containing the Binding Rune and the Rune representing the element to be bound and they must touch the element with that Runestick at the conclusion of the ritual. The Adept may bind 500 pounds of earth (+ 500 / Rank), 500 gallons of water (+ 500 / Rank), 1000 cubic feet of air (+ 500 / Rank), or all fire within a 10 foot radius (+ 15 feet / Rank). They may do anything with the element except form an elemental. This ritual may not be used over an area occupied by an elemental and cannot be used in any way to control an elemental.

26.9 Runewand Table

Dice	Runewand	Weight	Cost	Time
01-15	Oak Staff	3	55	2
16-30	Blackthorn Staff	3	60	2
31-45	Ash Staff	3	60	3
46-55	Willow Rod	1	55	1
56-65	Cedar Rod	1	75	2
66-73	Ivory Rod	1	80	2
74-81	Ebony Rod	1	90	3
82-89	Copper Rod	1	55	3
90-97	Bronze Sceptre	5	90	3
98*	Silver Sceptre	5	200	4
99*	Gilded Sceptre	5	500	4
00*	Truesilver Sceptre	5	900	4

Runewand Type of Runewand.

Weight The average weight in pounds of a Runewand made of this material.

Cost The cost in Silver Pennies of the materials (including incense, oils, etc.) used in the preparation of the Runewand if it is manufactured by the Adept and not purchased.

Time The amount of time in weeks required to create a Runewand of this type, given the necessary materials and tools.

* This type of Runewand must be paid for by the Adept out of the proceeds of their first six months of adventuring or the money lenders from whom they gained the wherewithal to have the item made will send one or more debt collectors to collect.

26.10 Runestick Chart

Material	Weight	Cost	Time
Ashwood	1.0	1	15
Aspenwood	1.0	2	10
Cedarwood	1.0	2	10
Chestnut	1.0	1	10
Elder Wood	1.0	2	10
Elm wood	1.0	2	10
Gilded Metal	2.0	80	240
Mistletoe	0.5	1	10
Oak	2.0	2	20
Pinewood	0.5	1	5
Rowan	1.0	4	15
Silvered Metal	2.0	10	240
Walnut	1.0	1	15
Willow Wood	0.5	1	15
Yarrow	1.0	1	10
Yew	1.0	2	10

Material The type of material used to make the Runestick. **Weight:** The weight in ounces of one Runestick made of this material.