

Common Rune Magic

*Acolytes, Rune Priests and Rune Lords

(U) Ubiquitous: even cults without Common Magic

Name	RP	Effects	Other
Binding Enchantment*	1	Creates a Binding Enchantment – see the Enchantment rules – in return for XP.	Touch, Ritual, Difficulty 8
Command Cult Spirit	1	This common Rune spell permits the caster to command cult spirits, such as elementals, petty deities, guardians, and other such entities. The spirit must be from the cult – not just of the same type. They don't voluntarily accept the spell. The spell may be cast simultaneously with an appropriate Summon spell. The caster may command the cult spirit to perform a single task. On a Major Success the caster can continue issuing orders for the whole duration. If unsuccessful, the cult spirit acts in accordance with its nature and most likely return to where it came from. The caster automatically gets a Major Success when the spell is cast on a spirit held in a Binding Enchantment they control. The spell can be used to command the cult spirit to enter a Binding Enchantment.	Ranged, Attack Spell, Duration
Dismiss Magic	Var	This common spell eliminates magic that has a Duration from its target. Each point of Dismiss Magic cancels 2 points of spirit magic or sorcery, or 1 point of rune or chaos magic. Only the spell strength of sorcerous spells must be overcome. When cast without specifying a particular effect or spell to destroy, Dismiss Magic always destroys defensive spells first, beginning with the most powerful spell that it can affect. It can be cast against a specific spell if the caster can magically discern or can otherwise guess that spell.	Ranged
Divination	1	This ritual must be performed in a holy place of the caster's deity, such as a temple or an area blessed by Sanctify. The caster can communicate with their deity. The deity will answer in an appropriate form for it such as a sign in the stars, a vision, a dream, an augury, the characteristics of a sacrifice, speaking in tongues of a drugged priestess or some other method. The deity can only tell the character things that it knows – it can't see the future and isn't omniscient. In general, it knows things that have happened to its worshippers, in its sacred precincts or in its area of power at any time in the past. In order to successfully interpret the being's message, the caster must make a Knowledge skill roll of difficulty depending on the complexity of the question.	Self, Ritual, Difficulty 8
Extension	Var	This common Rune spell extends the duration of any Rune spell that has a normal duration of 15 minutes. The Extension spell and the spell to be extended must be cast by the same person in the same turn simultaneously counting as a single spell. Extension affects a spell's duration as follows: 1 point = 1 hour 2 points = 1 day 3 points = 1 week 4 points = 1 season 5 points = 1 year As usual RP stacked in Extension and the extended spell cannot be regained until the spell expires. Duration+ spells move down 1 step on the chart.	As spell cast with
Find Enemy	1	This common spell alerts the caster to danger. The caster psychically knows of anyone within the spell's range who intends to harm them, whether the lurker can be seen or not. The caster may also designate another person to receive the spell's protection; in this case, both the caster and the target sense the target's enemies. Three or more meters of any solid substance between the caster and an enemy blocks the effects of this spell.	Ranged, Duration
Heal Wound	1	When this spell is cast the user also spends any number of PP. Each point removes 1 Hurt from the target. In addition: 1 points: Stabilizes a Mortal Wound. 2 Points Cures a Minor Wound. 3 points: Cures a Mortal or Serious Wound inflicted in the last 15 minutes.	Touch

Name	RP	Effects	Other
Matrix Creation*	1	This spell is used to store the potentiality of a spirit magic or Rune spell in an item. Anyone who can use the item gains the ability to use the spell whenever they are in physical contact with the item, though they lose the potentiality of the spell as soon as they lose that contact. To create the matrix, the caster must be able to cast that spell. It is an enchantment with points equal to PP or RP of the spell (so 2 XP per point). The caster can also strengthen a completed spell matrix with later castings of this spell, effectively creating a matrix for a stacked spell.	Touch, Ritual, Difficulty 8, Enchantment
Multispell	Var	This common spell allows the caster to cast an extra spirit magic spell per point in a single action (not a Bonus Action or a Reaction). They don't have to have the same target.	Self, Duration
Power Point Enchantment*	1	Each point of this enchantment (2 XP) allows the enchanted item to store 3 PP, determined when the spell is complete. These stored PP can power or boost spells by anyone who can use the item. PP stored in enchanted items do not regenerate on their own but the user of the item can refill the magic point storage capacity by expending their own magic points. It takes one turn to store 1 PP in an enchanted item. A Major Success stores 4 PP per point.	Touch, Ritual, Difficulty 8, Enchantment
Sanctify (U)	Var	This blesses either a radius 7 sphere or a 10 square cube. Earth cults are usually the cube others the sphere. Cast on level ground, one half is in the air and the other within the earth. While the Sanctified area is not detectable by touch or trolls' Darksense, the boundaries shimmer slightly in full daylight. Cult members can perform ceremonies within a Sanctified area as if it were a temple, such as replenishing Rune Points. When the ceremonies cease, the spell effects expire. If non-initiates, spells, or spirits cross the boundary, the caster is immediately alerted to their presence. Additional RP increase the radius by 3 or the cube side by 4. A Major Success acts as though another RP was used.	Touch, Ritual, Difficulty 7
Soul Sight	1	This common spell allows the target both to see the magical aura of the living and to magically know the current PP of other things and creatures, including the amount devoted to currently in-effect spells (such as defensive spells). The target can also tell if a person is an initiate or better; and if so, whether the initiate is in good standing or not. This spell does not differentiate between an initiate and a Rune Master, merely noting that they have been initiated into a cult.	Ranged, Duration
Spirit Armour Enchantment*	1	This enchantment creates Spiritual Armour. Each point of the enchantment imbues the object with one Spirit Armour. On a Major Success add 1 Spirit Armour.	Touch, Ritual, Difficulty 10, Enchantment 1 (2 XP) per Spirit Armour.
Spirit Block	Var	Each RP gives 2 points of Spirit Armour.	Ranged, Duration
Summon Cult Spirit	Var	This spell lets the caster ask their deity to send a cult spirit to their aid. The normal maximum XD of the entity is the same as the value of the spell but the caster can choose a weaker entity. The available spirits are listed for each cult. See PavisQuest: Creatures and Treasures for their characteristics. The cost is 1 RP, except for a Medium Elemental or Snake Daughter which is 2 RP or a Large Elemental which is 3 RP. On a Major Success the caster can choose to summon an entity with XD+1. Without being commanded the spirit will act according to its nature which is rarely that useful. A simultaneous Command Cult Spirit can be cast to give them orders.	Ranged, Duration, Difficulty Av XD+2

Name	RP	Effects	Other
Warding	Var	Protects a rectangle surrounding up to 36 squares with 4 silver rods set up at the corners. A warding is 2 squares high and has a roof and floor. It works against anything that crosses from outside to the inside of the area as follows. Everyone inside has E 1 per RP Magic Resistance against spells from outside. Any hostile spirit or other insubstantial entity takes 1 Power Drain per RP when they cross the boundary. Any embodied creature takes 1 Hurt per RP. Anything crossing causes an alarm to sound. The warding lasts until the rods are removed. Anyone removing the rods other than the caster suffers the effects of the magic. Instead of increasing the effective effect of the warding the caster can use an RP per extra 36 squares covered. A Major success acts like an extra RP.	Touch, Ritual, Duration: until cancelled, Difficulty 7