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The College of Rune Magics is one of the additional Colleges that will appear in the *Arcane Wisdom* supplement for the *DragonQuest™* game. We will present portions of the supplement in *Ares* magazine, not only to let role-playing gamers see what the supplement will eventually look like, but also to allow gamers to experiment with the college to find any inconsistencies. If you are a regular *DragonQuest* player, try out this system and let us know the results. If you discover any problems, send your notes and suggestions to David Ritchie, Product Manager Specialty Games.

Note: The numbering system is retained from the supplement.



A *DragonQuest™* Supplement

90. The College of Rune Magics

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 part 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 a slight amount of 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 (90.3) and Runestick Chart (90.4) describe the special properties of various types of Runewands and Runesticks.

[90.1] Adepts of the College of Rune Magics may use their non-talent powers only with the aid of either a Runewand or one or more Runesticks, in most cases.

Adepts 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 his personal Runewand in casting the spell or performing the ritual.

As part of his initiation into the mysteries of this College, the Adept will be required to prepare a *Runewand* for himself. Usually, one or more teachers will participate in this endeavor 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 labor during his apprenticeship will be sufficient to cover the cost.

Runewands are of three basic 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 the exact same characteristics as a Quarterstaff (although it may be lighter in construction). A Sceptre may also be used as a weapon, having the characteristics and appearance of a ceremonial Mace. A Rod may never be used as a weapon, since it is usually 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, consulting the Runewand

Table to determine the type of Runewand the Adept receives from his teachers. An Adept may later equip himself 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 Runewands (Q-2). Runewands are, for all purposes and definitions, considered magic weapons.

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 he fails to do so, he may not use that Runewand. Even if he successfully reads the Runes inscribed on a Runewand which he did not manufacture, the Adept still suffers a penalty when using the Runewand. This penalty takes the form of a decrease of 20 in the Base Chance for any spell or ritual performed with the aid of that Runewand.

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. Runesticks may be manufactured out of any material listed on the Runestick Chart. Only Runesticks incised with Runes appropriate to a particular spell or ritual may be used for performance of that spell or ritual. Unlike Runewands, Runesticks are not multi-purpose tools which can be used for a variety of spells or rituals. At the time they are manufactured, the Adept creating them must state the spell or ritual for which they can be used. Usually, a Runestick may only be prepared for use in any *one* 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).

An Adept may use Runesticks fashioned by someone else, but he must first successfully read the Runes incised on them, and the Base Chance of an Adept attempting to perform a ritual or cast a spell with Runesticks manufactured by someone else is reduced by 10.

In some cases, the Adept may have to draw or carve a Rune into an object to be enchanted instead of using Runesticks or a Runewand to perform the task. The Adept may use any substance that will adhere, dye or otherwise mark the surface to be enchanted in order to write the Rune. Some substances, however, will be more efficacious than others in effecting the desired enchantment (see 90.2). 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* is not composed of Cold Iron. **Exception:** The Adept may

use a tool containing Cold Iron if the Cold Iron is neutralized as per 29.1 of the *DragonQuest*™ game rules.

[90.2] 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 |
| 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 Silvered Sceptre | 18 |
| A Copper Rod | 15 |
| 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 member of a character race | 20 |
| Ink impregnated with particles of platinum* | 15 |
| Ink impregnated with particles of gold† | 10 |
| Ink impregnated with particles of silver‡ | 5 |
| Fresh blood from mammalian being | 5 |

*Average cost of 90 Silver Pennies for enough ink to draw one Rune (i.e., to cast one spell). †Average cost of 60 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. Two per vial is subtracted from the Fatigue of any entity from which blood is drawn for this purpose. The blood used must always be fresh (less than 8 hours old). It normally takes one minute to draw a Rune.

Note that, 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 materials of a particular type.

In addition, the Cast Chance is affected by all modifiers listed in 27.7 of the *DragonQuest* game rules, except that the number of hours spent preparing a spell has no effect on the Cast Chance of the spell, as in the case of other Colleges. Rune Magicians may not engage in Ritual Spell Preparation as outlined in 32.1.

The Rank of an Adept in the Ritual of Fashioning Runewand and the Ritual of Fashioning Runestick does *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.

T. TALENTS

COLLEGE OF RUNE MAGICS

T-1. Read Ancient Languages

All Adepts of the College of Rune Magics have a 10% chance (+3/Rank) of knowing any ancient ("dead") language or dialect encountered at a Rank equal to their Rank with this talent. There is a 40% chance (+3/Rank) that the Adept will be able to puzzle out the type of language if he does not know it. If the Adept puzzles out the language (from clues such as root words that are similar to words in known languages), he will have Rank with that language equal to half his Rank with this talent (round up) after spending 20 hours (-30 minutes/Rank with this talent) attempting to master the nuances of the language.

An Adept may increase Rank with an ancient language that he has puzzled out by spending one week per Rank practicing the language until he knows it at the same Rank as his Rank with this talent. If he wishes to gain Rank with an ancient language which is greater than his Rank with this talent, he must follow the normal procedure to gain Rank with a language as described in 49 and 87 of the *DragonQuest* game rules. Rank with this talent is exactly analogous to Rank with spoken or written languages as described in 49. Thus, a character of Rank 5 with this talent would be able to read and write an ancient language he knew with the proficiency of someone who knew that language at Rank 5 (3000 to 5000-word vocabulary, concepts peculiar to the language or alien to the character understood). This talent's Experience Multiple is 250.

T-2. Decipher Codes and Ciphers

Any Adept of this College has a 25% chance (+3/Rank) of being able to break any code or cipher if he studies 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 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 concentrate on breaking the code or cipher for an unbroken period of time equal to that necessary to break the code or cipher before a D100 can be made (by the GM) to determine his success. This talent's Experience Multiple is 250.

T-3. Read Runesticks

Any Adept of this College has a 30% chance (+3/Rank, -3/Rank of the creator with O-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 creator with O-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 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. The composition of the Runesticks being read has no effect on the chance of reading those Runesticks. This talent's Experience Multiple is 100.

T-4. Create Codes and Ciphers

An Adept of the College of Rune Magics can create a 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. The Experience Multiple for this talent is 150. It takes one hour to create a code or cipher.

T-5. Summon Wand

An Adept can summon to him any Runewand he has created that is within 10 feet (10/Rank) of him. The Adept simply wills the wand to come to him (requires a Pass Action in combat) and the Runewand will leap into his hand. The composition of the Runewand has no effect on the Adept's chance of summoning it. The Base Chance to successfully use this talent is 40% (+3/Rank). The talent's Experience Multiple is 250. **Note:** This talent can operate only if the path between the Adept and his Runewand is not blocked by anything which the Runewand could not normally pass through (such as a wall or person). Only the Runewand is summoned; nothing surrounding it or attached to it travels with it to the Adept.

G. GENERAL KNOWLEDGE SPELLS

COLLEGE OF RUNE MAGICS

G-1. Detect Aura Spell

Base Chance: 45%. **Range:** Unlimited within sight. **Duration:** Immediate. **Resist:** May only be actively resisted. **Experience Multiple:** 100.

The Adept must point his Runewand at the object of the spell and pronounce the name of the Detect Aura Rune. The spell then operates in the same manner as the Detect Aura talent (T-1) of the College of Naming Incantations (see *DragonQuest* game book, page 43). This spell may be attempted only once per encounter.

G-2. Spell of Darkness

Base Chance: 45%. **Range:** 15 feet (+15/Rank). **Duration:** 15 minutes/Rank. **Resist:** May not be resisted. **Experience Multiple:** 75.

The Adept creates a volume of darkness (1000 cubic feet) of any shape he desires. At Ranks 1 through 5, the spell creates darkness equal to a cloudy night. At 6 through 10, it creates darkness equal to a sealed room. At Rank 11 or higher, it creates absolute blackness that no non-magical light source (including torches) can penetrate. The volume of darkness created may be increased by 500 cubic feet/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.

G-3. Spell of Light

Base Chance: 50%. **Range:** 15 feet (+15/Rank). **Duration:** 15 minutes/Rank (*1, if unranked). **Resist:** May not be resisted. **Experience Multiple:** 75.

One 10-foot cube (1000 cubic feet) area may be brightly lit. This lighted area may be of any shape (even pencil-thin), but must emanate from the tip of the Adept's Runewand and will last only so long as the Runewand remains unbroken in the Adept's possession.

G-4. Spell of Pyrogenesis

Base Chance: 40%. **Range:** Touch of Runewand. **Duration:** Immediate (during Pulse). **Resist:** May only be passively resisted. **Experience Multiple:** 75.

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 fueled by the object or entity. They may be extinguished normally. **Note:** This spell is meant to be used to light matches and cause insects and small furry animals to burst into flames. It is not meant for use against human-sized figures.

G-5. Curse Spell

Base Chance: 20%. **Range:** Touch with Runewand. **Duration:** Until dispelled by the appropriate counterspell. **Resist:** May be actively and passively resisted. **Experience Multiple:** 500.

The Adept may curse one target, which he must touch with his Runewand, with any of the possible minor curses listed (follow-

ing) that he has the necessary Rank to employ (**Rank:** Possible curse). The touch is automatic, but the spell must be prepared normally.

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, generalized nature: seeing colored lights in the distance, hearing sounds like the clanking of weaponry, smelling meat cooking from time to time, and so forth. The severity of the hallucination (and the decrease in Perception) will be more pronounced if the spell takes double or triple effect.

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 curse is finally dispelled.

11-15. The Adept may afflict the target with total loss of any one sense (sight, smell, touch, hearing, taste) for a number of weeks equal to the Adept's Rank with this spell. The loss of a sense takes place immediately.

16-20. The Adept may afflict the target with extreme paranoia and nightmares. The target will recover only 1 Fatigue Point per hour for taking a nap, and only 2 per hour from sleeping. In addition, the target will feel hag-ridden and imagine himself pursued by phantasms. He will, unless the curse is first dispelled, eventually become more and more estranged from reality, distrustful of his friends and companions, and obsessed with the idea of destroying his enemies (who he will think are "all around"). If the curse is not dispelled within $D10 \times$ a number of days equal to the Willpower of the target (minus $2 \times$ the Adept's Rank with this spell), the target will completely lose touch with reality. He will then plot to destroy his friends in the belief that they are "out to get him" and will exhibit other bizarre behavior. He 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.

G-6. Spell of Illusion

Base Chance: 30%. **Range:** Unlimited within sight. **Duration:** Until dispelled by the appropriate counterspell. **Resist:** Must be disbelieved instead of resisted. **Experience Multiple:** 250.

The Adept places a single Runestick carved with the Rune for this spell and a Rune representing an object or entity of his choice on the ground, afloat in the water, etc. The stick will then appear to all, except the Adept, to be the same object or entity as the Rune incised on the Runestick. The image will be inanimate and will remain even when touched. However, the illusion can be disbelieved and can be assigned a difficulty factor, as outlined in 38 (*DragonQuest* game rules, page 42), based on the Adept's Rank with this spell. **Note:** The illusion will appear to be full-sized, even though the small stick represents the object or entity, and will have tactile, auditory, olfactory, and visual elements (although it will lack the mobility of the object it represents).

G-7. Control Entity Spell

Base Chance: 10%. **Range:** Target must be touched with Runesticks. **Duration:** So long as Runesticks are worn. **Resist:** May be actively and passively resisted. **Experience Multiple:** 550.

The Adept must successfully bind three Runesticks containing the Binding Rune onto the entity being controlled. This may mean that the Adept or one or more of his companions will have to enter Close Combat with the entity in order to bind the sticks to it. (50% Base Chance, plus 5 per character helping to subdue the object of the spell. Decrease by 1 for each point by which the Physical Strength of the spell's object exceeds the strength of the strongest character attempting to subdue it. Increase the chance by 1 for each point by which the Physical Strength of the object is less than that of the strongest character trying to subdue it.) In other cases, the Adept may be able to induce the entity to put the sticks on itself voluntarily (via trickery, for example). Once the sticks are in place, a Cast Check is immediately made to determine whether or not the sticks function. The spell need not be prepared, and no

Fatigue is expended to cause it to take effect. **Note:** This is an exception to the normal casting of a spell which is mandated by the unusual nature of the Runesticks. Once cast, this spell remains in effect until the Runesticks are no longer bound to the target (who may not remove them himself). Until that time, the target will freely do the bidding of the Adept, acting in all ways as his loyal servant (even to the extent of fighting with anyone trying to remove the Runesticks from him).

G-8. Spell of Purification

Base Chance: 30%. **Range:** Substance must be touched with Runestick. **Duration:** Immediate. **Resist:** May not be resisted. **Experience Multiple:** 200.

The Adept may turn any aqueous substance into potable water by touching the substance with a Runestick that has a Purification Rune incised into it. The Adept may purify 1 quart (+1/Rank) by volume with this spell. **Note:** This spell may be used to neutralize poison in solution.

G-9. Runelock Spell

Base Chance: 30%. **Range:** Target must be painted with Rune. **Duration:** Until dispelled or broken. **Resist:** May not be resisted. **Experience Multiple:** 200.

This spell may be cast over any portal (door or window) that can normally be opened or closed. It effectively locks the portal with an unpickable lock. 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: if the Rank of the spell is 1 through 5, the Difficulty Factor is 2.0; if Rank 6 through 10, the Difficulty Factor is 1.5; if Rank 11 through 20, the Difficulty Factor is 1.0. In order to place a Runelock on a portal, the Adept must draw or paint the Runelock Rune on the portal. Only then may he cast the spell. **Note:** Portals which could not normally be opened with ease by brute strength (e.g., a 16-ton bronze gate with frozen hinges) would still fail to open easily to brute strength if Runelocked. The difficulty of opening the portal must be checked separately from the difficulty of breaking the Runelock.

Q. GENERAL KNOWLEDGE RITUALS

COLLEGE OF RUNE MAGICS

Q-1. Ritual of Fashioning Runesticks

The Adept must use this ritual to actually carve the appropriate Rune(s) in a stick fashioned of any material listed in 90.4 (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 his possession, he prepares the spell or performs the ritual normally, using the Runestick(s) to cast a spell only 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. The materials of which they are composed lose *all* magical properties after having been used in Runesticks. Thus, gold used in Runesticks could not be melted down and used in new Runesticks (or be used to neutralize Cold Iron in a weapon). 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 in the "Time" column of the Runestick Chart (-1 minute/Rank, but with a minimum of 1 minute) to perform this ritual. Only one stick may be produced per ritual. It

costs 10 Fatigue (-1/three Ranks or fraction) to perform the ritual, the Base Chance of successfully performing it is 55% (+3/Rank), and there is no backfire. This ritual's Experience Multiple is 100.

Q-2. Ritual of Fashioning Runeward

The Adept may employ this ritual to create a Runeward out of any of the materials listed on the Runeward Table (90.3). The implement is fashioned by inscribing Runes into the material's surface, which describe its use, name, and history. Once the Runeward has been fashioned and consecrated in this ritual, it remains fully effective unless and until it is broken or otherwise destroyed. It takes 1 to 4 weeks to perform this ritual, depending on the type of material used to fashion the Runeward. The total time necessary to fashion a Runeward is decreased by 1 day for each Rank the Adept has with this ritual (minimum of 1 day to perform this 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 house-keeping (maximum of 2 hours per day) and to sleep (maximum 8 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 the completion of the ritual, not during its course. Once the ritual is completed, the Adept determines whether or not it has been successful. The Base Chance for this ritual is 30% (+3/Rank). All materials used in an unsuccessful ritual are destroyed or ruined. If the ritual is successful, the Adept may use the Runeward thereafter to cast spells and perform rituals that require the use of a Runeward. In addition, he may store a maximum of 1 Fatigue Point in the Runeward at Rank 0, and 1 additional Fatigue Point for every 2 or fraction Ranks he has with the Ritual of Fashioning Runeward at the time the Runeward is fashioned. Fatigue is stored in a Runeward simply by touching the Runeward and willing one or more Fatigue Points to enter the Runeward. Fatigue Points stored in the Runeward are subtracted from the Fatigue of the Adept. Once stored in the Runeward, Fatigue Points remain there indefinitely and can be used by the Adept to cast spells at any time that he is holding the Runeward while making a Cast Check. A character may add Fatigue to a Runeward any number of times, so long as the Runeward has the capacity remaining to store the Fatigue each time the wand is "recharged." This ritual's Experience Multiple is 300. A backfire results in the destruction of the materials used in the Runeward.

Q-3. Ritual of Warding with Runesticks

The Adept sets up a pattern of Runesticks inscribed with the Ward Rune (as fashioned by Q-1). This pattern may consist of 3, 5, or 7 sticks composed of any material listed in 90.4. If 3 Runesticks are used, the Base Chance is 20%. If 5 Runesticks are used, the Base Chance is 30%. If 7 sticks are used, the Base Chance is 40%. All Base Chances are increased by 4 per Rank. This ritual takes 2 hours (-5 minutes/Rank) 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 (presumably remaining inside that area). At the end of the ritual, if it is successful, a Runeward exists that will help to protect those inside it from magic. No magic item (amulet, talisman, 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 (10^x) the number of sticks used.

Any magical creature or magic-user attempting to enter the warded area must make a Resistance Check, or it will be unable to enter the area. The entity's Magic Resistance is decreased by a number equal to the Rank of the Adept with this ritual for a 3-Runestick ward, twice the Rank for a 5-Runestick ward, and three times the Adept's Rank for a 7-Runestick ward. In addition, if the Runesticks used are all of Rowan, no entity which is wholly or partially from another plane (such as demons, devils, imps,

hellhounds) will ever be able to cross the Runeward 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 spells cast into the warded area from outside will have their Base Chance reduced by 20 if it is a 3-Runestick ward, by 30 if it is a 5-Runestick ward, and by 40 if it is a 7-Runestick ward. Backfire from this ritual results not only in the destruction of the Runesticks, but in D10 damage to the Adept's Endurance as well.

Note: 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 32.4. The Experience Point Multiple for this ritual is 200.

Q-4. Ritual of Healing

The Adept creates a warded area by setting up a Runeward as described in Q-3. However, only the 7-Runestick Runeward may be used. The Runeward is set up around the entity to be healed. The Runeward used for healing in this manner also confers on those within the warded area the same protection as does Q-3, but the Runeward is broken if anyone inside exits it during the ritual, and the ritual must be abandoned or started over from scratch. The Runesticks used are consumed as though the ritual had been performed to its conclusion. The Base Chance for this ritual is 50% (+4/Rank). It lasts 7 hours at the end of which any one living entity within the Runeward (Adept's choice as to who) is cured of all Fatigue and Endurance losses, plus any non-magical diseases, fevers, or infections which the entity may suffer.

The ritual does not reconnect severed limbs or resurrect the dead. It is possible for the ritual to backfire. If it does so, the entity being healed dies immediately (in addition to whatever other backfire results are rolled). The Adept must expend 10 Fatigue to employ this ritual. It has an Experience Point Multiple of 300. **Note:** Any types of material listed in the Runestick Chart 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 5.

Q-5. Runes of Sight

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 any of the following functions during its course:

A. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition (G-2) of the College of Sorceries of the Mind. It has a Base Chance of 30% (+2/Rank).

B. 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 functions may be performed for each casting of the Runes of Sight. The Experience Multiple for this ritual is 250. It requires 3 Runesticks incised with the appropriate Runes to perform this ritual.

Q-6. Ritual of Sending

The Adept must paint his forehead with a Sending Rune before retiring to sleep at night. He then will spend an entire 8-hour period (or until awakened) in communication with any entity of his choice who is also sleeping during that time. The entity may resist the communication through successful Passive Resistance. Otherwise, the entity will answer all questions in a yes/no fashion. The Base Chance for this ritual is 30% (+4/Rank) and it has a range of 40 miles + 20 additional miles per Rank. The Experience Multiple for this ritual is 350. **Note:** This ritual does not allow communication with entities at other planes of existence.

S. SPECIAL KNOWLEDGE SPELLS

COLLEGE OF RUNE MAGICS

S-1. Runewall Spell

Base Chance: 30%. **Range:** 15 feet (+15/Rank). **Duration:** Permanent until dispelled. **Resist:** May only be passively resisted. **Experience Multiple:** 300.

The Adept places a single Runestick incised with the Warding Rune on the ground and performs the spell. The stick will, if the spell is successful, metamorphose into a translucent wall of force 1 inch thick, 10 feet high, and 20 feet long that may be manually shaped by the Adept (and by no one else) into any shape of his devising (e.g., pillar, circle, dome). The Adept may alter the height or length of the wall by 1 foot per Rank. Anyone coming in contact with the wall will rebound from it unless they successfully resist. Even if they do successfully resist, they will be unable to penetrate the wall. In addition, if the Runestick used to create the wall was made of Elder, anyone who fails to resist will be thrown to the ground and suffer D-2 (+1/Rank with this spell) damage.

S-2. Spell of Summoning Totem Spirits

Base Chance: See following text. **Range:** Adept must touch Runestick. **Duration:** Immediate. **Resist:** May not be resisted. **Experience Multiple:** 100.

There are three great Totem Spirits: Athotarho, Tseghi, and Argotac. Each is represented by a Rune that corresponds to his name. In order to summon one of these three spirits, the Adept must hold in his hand a Runestick incised with the Rune corresponding to the spirit he desires to summon. Only one such evil

Athotarho



spirit can be summoned per spell. As part of the spell cast, the Adept must cast the Runestick to the ground at his feet. The Runestick will then explode harmlessly and, in its place, the desired spirit will appear. The Totem Spirits have the following characteristics:

ATHOTARHO is a small (four feet tall) masked hunter with a spear. He has no talents or magic to speak of, but he is a Rank 10 Ranger specializing in Woods, a Rank 8 Beast Master specializing in Common Land Mammals, a Rank 4 Thief, a Rank 5 Assassin, and a Rank 3 Military Scientist. He habitually dresses in animal skins and his buttons, fastenings, weapons, etc., will be finely-carved bone. He will refrain from using metal weapons if possible, though he suffers no special damage from Cold Iron per se. Athotarho has a running speed of 250 yards per minute.

PS: 18 **MD:** 20 **AG:** 19 **MA:** 10 **EN:** 18 **FT:** 20
WP: 21 **PC:** 23 **PB:** 7 **TMR:** 6 **NA:** Skin absorbs 6 DP

Weapons: Athotarho has no special weapons, but will carry a bone shortsword, spear, dagger, and short bow (with 20 arrows in a quiver) upon appearing. He will have maximum Rank with all these weapons.

Comments: Athotarho will gladly accompany anyone who promises good hunting and fighting, but will demand many petty honors and first pick of all food (especially freshly-killed animals) and prisoners (if any). He will enslave any prisoners and shabbily use them until he parts company with the Adept. Then, he will kill his slaves rather than allow them to be freed or used by others. If denied first pick of either food or captives, Athotarho will become restive and unhappy, and will seek to betray whoever he considers primarily to blame for denying him his due. At the end of each day there is a 20% chance that Athotarho will depart to answer the call of some other Adept. This Base Chance is decreased by 1 per Rank the Adept currently accompanied by Athotarho has with this spell. Athotarho will immediately disappear upon answering another summons and will not reappear unless summoned again.

ARGOTAC appears as an aged priest in rough brown robes. He always carries an obsidian dagger with which he will kill any prisoners given to his care. His eyes are dark and frightening, and his skin is pale and clay-like. Argotac possesses no magic per se. However, he has the talent of forcing any character who looks into his eyes (except the Adept) to roll on the Fright Table (see 44.8 on page 57 of Book II). Argotac is a Rank 3 Ranger specializing in Waste, a Rank 8 Beast Master, specializing in humans, a Rank 5 Assassin and a Rank 7 Spy. He has a running speed of 300 yards per minute.

PS: 16 **MD:** 15 **AG:** 15 **EN:** 16 **FT:** 20
WP: 30 **PC:** 22 **PB:** 7 **TMR:** 5 **NA:** Skin absorbs 3DP

Weapons: Argotac is not a warrior in the normal sense, but he will use his dagger in combat (Rank 3) and he has Rank 7 in Unarmed Combat. He will use non-metal weapons if required and will pick up and use metal weapons in a dire emergency, but he normally avoids Cold Iron which makes him uncomfortable (though it does no special damage).

Comments: Argotac will accompany and assist the Adept in exchange for a promise of a life each day. At the end of any day that Argotac has not been provided with a prisoner to kill, there is a 70% chance that he will depart and not return unless summoned by a new spell. The Base Chance of Argotac departing is decreased by 1 per Rank of the Adept and is increased by 10 for each day that Argotac has accompanied the Adept since he was last given a life by that Adept. There is a 10% chance that Argotac will attempt to kill the Adept or one of his companions prior to departing the group.

TSEGHI is a great gray hawk with a 7-foot wingspan. He possesses no special skills, talents, or magic. Tsegghi has a flying speed of 1200 yards per minute.

PS: 22 **MD:** 24 **AG:** 24 **MA:** 12 **EN:** 24 **FT:** 30
WP: 15 **PC:** 24 **PB:** 8 **TMR:** 24 **NA:** Feathers absorb 4 DP

Weapons: Tsegghi can attack in Melee or Close Combat with either beak (Base Chance of 55% of doing + 1 Damage) or 2 talons (Base Chance of 70% of doing + 4 Damage) without penalty in the same Pulse. His beak is Rank 5 and his talons are Rank 6.

Comments: Tsegghi will gladly accompany the Adept and assist him under the same terms as Athotarho (except that he will see any captives as merely another form of food). There is a Base Chance of 10% that Tsegghi will depart at the end of each day. Once departed, he will not return unless again successfully summoned by the Adept. The Base Chance that Tsegghi will depart is decreased by 1 per Rank of the Adept whom Tsegghi is accompanying. Tsegghi will never voluntarily go underground or indoors.

Spirit of Argotac



All three Totem Spirits are manifestations of the greater spirit they represent. Thus, for example, the Argotac Totem Spirit is only a manifestation of the greater spirit that is Argotac, an ancient evil that has always existed on this plane. Accordingly, when "Argotac" is summoned, a small part of the consciousness that is the greater Argotac becomes physically manifested in the Runestick used to summon him. The implication here is that there may be a large number of Totem Spirits which are but small parts of the total Argotac consciousness. However, no portion of any of the three consciousnesses will ever meet another portion of the same consciousness. If there is ever a danger of this happening, all portions of the same consciousness coming into physical proximity (sight, sound or smell) of each other automatically rejoin the superconsciousness. The Base Chance of performing this spell successfully depends on the being that is summoned:

- If the Adept is attempting to summon Tsegghi.....35
- If the Adept is attempting to summon Athotarho.....30
- If the Adept is attempting to summon Argotac.....20

Should this spell backfire, the Backfire Table is *not* consulted. Instead, the summoned Totem Spirit will attack and attempt to destroy the summoner. In addition, the Base Chance for this spell is reduced by 5 when attempting to summon a Totem Spirit which, upon its previous summoning, attacked as a result of backfire.

S-3. Spell of Creating Rune Portal

Base Chance: 50%. **Range:** Adept must touch Runestick. **Duration:** Immediate. **Resist:** May not be resisted. **Experience Multiple:** 300.

The Adept must place a Runestick with the Portal Rune on it in the ground and touch it while casting the spell. Once the spell is successfully cast, the Runestick is immovable. 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 a terminus to travel back to the original terminus. There can be only one "mate" for the terminus, and it too must contain the Portal Rune and must be of the

Rune Portal

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 casts this spell. 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 will be teleported to the other terminus and will appear standing within five feet of that terminus (travel time is one Pulse). A terminus may be used any number of times until destroyed (by being broken, dissolved, melted or burned), but may never be moved. A terminus is 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 that terminus will no longer function (though this will not necessarily be known until someone tries to use the mate). If a terminus is destroyed during the Pulse while a being is in transit between the two, he is destroyed and his molecules are dispersed over known space. **Note:** The Base Chance for this spell is decreased by 1 for every 5 miles separating the two Runesticks and is increased by 15 if the Runesticks are shaped from Willow.

S-4. Spell of Visitation

Base Chance: 30%. **Range:** 2 miles (+2/Rank). **Duration:** 5 minutes (+5/Rank). **Resist:** May not be resisted. **Experience Multiple:** 250.

The Adept must cast the Runes of Far-seeing (three matched Runesticks) on the ground before him while performing the spell. If successful, the Adept will be able to send a ghost-like image of himself instantly to any location within range that the Adept has physically occupied at least once in the past. He will be present at that location in all ways except bodily (i.e., he may communicate and use all his senses while his 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 he materialized, which may be anywhere at the location the Adept wishes. Thus, if the Adept desired his image to

talk, he must actually speak the words wherever he is physically located. The image cannot use magic spells, talents or rituals. Also, if the Adept is in a location which would prevent him from moving, the image may not move either. When the visitation time has expired (or anytime prior that the Adept wishes), the image will quickly fade and immediately travel back to the Adept. This image will leave an "aura" trail which, if detected by a Detect Aura talent or spell, gives the compass direction at which the Adept would be located, but not the distance.

S-5. Spell of Truth

Base Chance: 30%. **Range:** 15 feet (+15/Rank). **Duration:** 1 hour (+1/Rank). **Resist:** May only be passively resisted. **Experience Multiple:** 300.

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. 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 falsehood for the duration of the spell and will answer any question put to him. In addition, the target will see through any illusion, magical trap or other object, entity or apparition which is magical in nature and which is within range. The target automatically disbelieves all illusions within range and sees the true nature of all things; it does not gain knowledge of True Names or see through solid walls, but merely penetrates altered appearances.

S-6. Spell of Banishment

Base Chance: 30%. **Range:** Adept must touch target with Runeward. **Duration:** Immediate. **Resist:** May be actively and passively resisted. **Experience Multiple:** 300.

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 his Runewand at the moment he completes the spell. If successful, the spell results in the entity immediately returning to its own dimension unless the entity successfully resists. Otherwise, the entity remains on this plane. If the entity's next action is to attack the Adept, the Base Chance of the entity's attack being successful is increased by 20, and 2 is added to any Damage Check resulting from that attack (in addition to any other modifiers to that check). The touch is automatic, but the spell must be prepared normally.

S-7. Smite Spell

Base Chance: 15%. **Range:** Adept must touch target with Runewand. **Duration:** Immediate. **Resist:** May only be passively resisted. **Experience Multiple:** 300.

The Adept must, at the moment he casts the spell, touch the target he intends to smite with the Runewand. The target may passively resist if the spell is successful. If the target fails to successfully resist, he suffers D-3 (+1/Rank) damage. The touch is automatic, but the spell must be prepared normally.

S-8. Spelling of Creating Runeweapon

Base Chance: 20%. **Range:** Adept must touch Runestick used, and it must remain in sight. **Duration:** 1 hour (+1/Rank). **Resist:** May not be resisted. **Experience Multiple:** 400.

The Adept must use a Runestick incised with a Deathrune and with a Rune representing the type of Runeweapon he wishes to create. The Adept holds the Runestick while casting the spell. Upon successfully completing the cast, the Runestick will have become transformed into a magical weapon of whatever type the Rune incised on the Runestick indicated (shortsword, dagger, glaive, etc.). Since the substance of the weapon is magical, the Adept will be able to wield the weapon without suffering the penalties associated with Cold Iron. Further, the weapon will be useable against those entities normally affected only by magical weapons, but will otherwise have the same properties as a normal weapon of the same type. An entity using a Runeweapon will never drop the weapon and there is never any chance of the weapon breaking. Additionally, the entity cannot be disarmed. The Base Chance of casting this spell is increased by 10 if the Runestick is Elder or Yew and is decreased by 20 if the Runestick is Walnut or Elm. In addition, if Runesticks of Yew are used, and at least one point of effective damage is inflicted on a target, the wound will be poisoned, causing D-6 (+1/Rank) damage per Pulse for D10 Pulses due to poison. Any entity may use a Runeweapon once it is created.

S-9. Binding Spell

Base Chance: 20%. **Range:** Adept must touch element with Runestick. **Duration:** 30 minutes (+5/Rank). **Resist:** May not be resisted. **Experience Multiple:** 600.

The Adept may gain control of any element by using this spell. He must possess a Runestick containing the Binding Rune and the Rune representing the element to be bound, and he must touch the element with the Runestick at the moment he casts the spell. An 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/Rank). He may do anything with the element except form an elemental. This spell may not be cast over an area occupied by an elemental and cannot be used in any way to control an elemental.

R. SPECIAL KNOWLEDGE RITUALS

COLLEGE OF RUNE MAGICS

R-1. Ritual of Casting Runes

The Adept must prepare a piece of paper or vellum on which are written the Runes of Doom. The entire ritual of preparation takes an 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 writes this name on the paper as well.

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 whom he has chosen. The victim must voluntarily accept the paper (though he need not know what is on it and it may be foisted on him by trickery). Once he accepts it, the demon named on the paper will hunt him down and kill him. Even if the demon is destroyed, it will return as soon as it is able and continue the hunt (see the 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. The Experience Multiple for this ritual is 500. The Base Chance of its success is 15% (+5/Rank). If the ritual backfires, the Adept loses D10+2 Endurance.

R-2. Ritual of Creeping Doom

The Adept creates 13 Runesticks by carving the appropriate maledictions into human bones. He then performs a ritual over them (duration 1 hour) and buries the sticks beneath the dwelling of someone he wishes to curse. It is best if the victim's name is carved on 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, he 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. At Rank 0 through 5, the Difficulty Rating is 4; Rank 6 through 10, the Difficulty Rating is 3; Rank 11 through 15, the Difficulty Rating is 2.5; Rank 16 through 18, the Difficulty Rating is 2; Rank 19 through 20, the Difficulty Factor is 1.5.

If the victim fails to resist, he suffers a wasting disease and loses D-3 Endurance for purposes of future resistance (only). If he fails to resist for three straight months, he dies. The Experience Multiple for this ritual is 300. The Base Chance of the ritual working is 20% (+4/Rank).

Note: Generally, the victim of these maledictions will not know exactly what is wrong with him. Should he discover the bones, he may remove the curse by removing the bones from the house. Other means of destroying the curse will 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.

R-3. Ritual of Rune Sacrifice

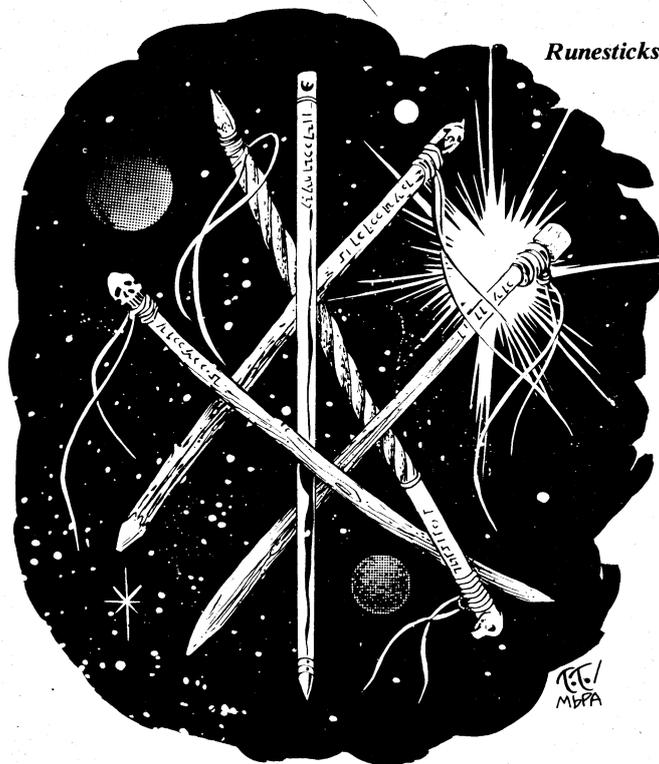
The Adept performs this ritual within a warded area as described in Q-3. Once the area has been warded and all participants are positioned within the wards, the Adept takes one hour to perform this ritual. During this time, the Adept must prepare a sentient being (preferably human or humanoid) for sacrifice by painting the victim's body with Death Runes. The Adept then, at the end of the ritual, strikes the conscious victim once with his Runewand. If the ritual succeeds, the victim dies immediately and the Adept advances two Ranks in one spell (not ritual) of his choice: The victim does not die, and the Adept suffers D+4 damage and does not advance if the ritual fails. It may be actively, but not passively, resisted by the victim. The Base Chance for this ritual is 50% (+3/Rank), and the Experience Multiple is 700. If the ritual backfires, the Adept's Runewand is immediately shattered, and the Adept suffers D+8 damage to Endurance in the explosion. No one else is harmed.

R-4. Ritual of Dimension Portal

The Adept must have learned the True Name of another dimension from a Namer in order to perform this ritual. He prepares a Runestick containing the Portal Rune and the Rune representing the True Name of that other dimension. He then takes one hour to prepare the portal, laying the Runestick on the ground where he wants the portal to appear. At the end of an hour, a check is made to determine if the ritual has been successful. The Base Chance of Success is 20% (+3/Rank). If the ritual succeeds, a portal imme-

diately appears leading into the dimension represented on the Runestick. Anyone entering that portal will be in the other dimension (after a travel time of one minute). The portal will be a two-way terminus, and those in the other dimension will be able to cross into this dimension through the portal. The portal remains for a number of hours equal to 3 plus the Rank of the Adept with this ritual, *plus* the results of a D10 die roll (made by the GM). It is destroyed permanently at the end of that time or whenever a Special Knowledge Counterspell of the College of Rune Magics is cast over the area it occupies. The Experience Multiple for this ritual is 600. If the ritual backfires, an entity native to that dimension (GM's choice) enters the Adept's dimension and will immediately attack the Adept and his companions.

Runesticks



Credits:

Design: David J. Ritchie and Edward J. Woods

Editing: Michael Moore

Art Work: Timothy Truman

Testing: Eric Aldritch, Matthew Erskine, Greg Gordon, Theo Petersen

[90.3] Runewand Table

| DICE | RUNEWAND | WEIGHT (Pounds) | VALUE (SP's) | COST (SP's) | TIME (Weeks) |
|-------|--------------------|-----------------|--------------|-------------|--------------|
| 01-15 | Oak Staff | 5 | 500 | 55 | 2 |
| 16-30 | Blackthorne Staff | 4 | 600 | 60 | 2 |
| 31-45 | Ash Staff | 5 | 800 | 60 | 3 |
| 46-55 | Willow Rod | 1 | 400 | 55 | 1 |
| 56-65 | Cedar Rod | 1 | 700 | 75 | 2 |
| 66-73 | Ivory Rod | 1 | 900 | 80 | 2 |
| 74-81 | Ebony Rod | 1 | 1200 | 90 | 3 |
| 82-89 | Copper Rod | 1 | 1500 | 55 | 3 |
| 90-97 | Bronze Sceptre | 7 | 1000 | 90 | 3 |
| 98* | Silvered Sceptre | 6 | 1800 | 200 | 4 |
| 99* | Gilded Sceptre | 6 | 2400 | 500 | 4 |
| 100* | Truesilver Sceptre | 6 | 3000 | 900 | 4 |

Runewand: The type of Runewand. **Weight:** The average weight in pounds of a Runewand made from this material. **Value:** The value in Silver Pennies of the Runewand in the open market as a magic item or *objet d'art*. If sold as merely a piece of wood or lump of metal, one third the value given in the *Cost* column of this table should be used instead. **Cost:** The cost in Silver Pennies of the materials (including incense, oils, etc.) which will go into the preparation of the Runewand if manufactured by the Adept instead of purchased by him. **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 his first 6 months adventuring or the money lenders from whom he gained the wherewithal to have the item made will send one or more assassins to "collect."

[90.4] Runestick Chart

| MATERIAL | WEIGHT (Ounces) | VALUE | COST | TIME (Minutes) |
|----------------|-----------------|-------|------|----------------|
| Ashwood | 1.0 | 5 | 1 | 15 |
| Aspenwood | 1.0 | 3 | 2 | 15 |
| Cedarwood | 1.0 | 6 | 2 | 10 |
| Chestnut | 1.0 | 3 | 1 | 10 |
| Elder Wood | 1.0 | 7 | 2 | 10 |
| Elmwood | 1.0 | 6 | 2 | 10 |
| Gilded Metal | 2.0 | 150 | 80 | 240 |
| Oak | 2.0 | 10 | 2 | 20 |
| Mistletoe | 0.5 | 3 | 1 | 10 |
| Pinewood | 0.5 | 2 | 1 | 5 |
| Rowan | 1.0 | 8 | 4 | 15 |
| Silvered Metal | 2.0 | 20 | 10 | 240 |
| Walnut | 1.0 | 4 | 1 | 15 |
| Willow Wood | 0.5 | 2 | 1 | 15 |
| Yew | 1.0 | 3 | 2 | 10 |
| Yarrow | 1.0 | 2 | 1 | 10 |

Material: The type of material of which the stick is composed. **Weight:** The weight in ounces of *one* Runestick made of this material. **Value:** The value in Silver Pennies of one Runestick made of this material. **Cost:** The cost of the materials necessary to make one Runestick in Silver Pennies, not counting the cost of tools. **Time:** The amount of time in minutes (or hours) necessary to manufacture one Runestick of this type. Some spells and rituals require the use of Runesticks made of certain materials only. In other cases, any type of Runestick on this chart will do, but the modifiers in 90.2 apply.