

RÜNE

457

RUNE OF FINDING

Target One creature or object you can reach

Duration 1 hour

You touch the target and leave behind a sigil that remains for the duration. You always know the exact location of the creature or object bearing the sigil.

SHADOW 138

UTILITY 0

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TRANSLATE ANYTHING

Duration 1 minute

For the duration, you can read any writing you see.

SHADOW 138

UTILITY 0

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BRAND OF DOOM

Target One creature within short range

Make an Intellect attack roll against the target's Agility. On a success, you bind a rune to the target for 1 minute. Once per round for the duration, when the target takes damage, it takes 1d6 extra damage from the rune.

SHADOW 138

ATTACK 1

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GLYPH OF FIRE

Target A point in space within short range

Duration 1 minute

A fiery glyph appears on the target for the duration. When you cast the spell, and at the end of each round for the duration, the glyph looses flames that spread out through a 2-yard-radius sphere centered on a point in the target's space, dealing $1d6 + 2$ damage to everything in the area. Each creature in the area must make an Agility challenge roll with 1 bane, taking no damage on a success.

SHADOW 138

UTILITY 1

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RUNIC SHIELD

Target One shield you can reach

Duration 1 minute

You inscribe a rune on the target that remains for the duration. Creatures making attacks with weapons against the target's bearer make the attack rolls with 1 bane.

SHADOW 138

UTILITY 1

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GLIPHIC PRISON

Target One creature you can see within medium range

Duration 1 minute

A ring of blazing glyphs surrounds the target and remains in place for the duration. If the target leaves that space and passes through the runes, it must make a Strength challenge roll with 1 bane. It takes 6d6 damage on a failure, or half the damage on a success.

SHADOW 138

ATTACK 2

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RUNE OF CONCEALMENT

Target One creature you can reach

Duration 1 hour

You touch the target, and a rune appears on it. For the duration, the target cannot be perceived by magic, and if it is in an obscured area at the end of the round, it automatically becomes hidden until it uses an action or moves.

SHADOW 138

UTILITY 2

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SIGIL TRAP

Target A circle with a 4-yard radius centered on a point on the ground within medium range

Duration 1 minute

A rune appears at the origin point and remains for the duration. When a creature moves into the area from outside it, and at the end of each round for the duration, crackling lightning spreads out from the rune, dealing 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll. It becomes immobilized for 1 round on a failure, or just takes half the damage on a success.

SHADOW 138

UTILITY 3

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RUNE OF MIGHT

Target One creature you can reach

Duration 1 minute

A gleaming rune appears on the target where you touch it. For the duration, the target makes Strength attack rolls and challenge rolls with 2 boons, and its attacks with melee weapons deal 2d6 extra damage.

SHADOW 139

UTILITY 3

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RUNIC WEAPON

Target One weapon you can reach

Duration 1 minute

You inscribe a gleaming rune on the target weapon. For the duration, attacks using that weapon deal 3d6 extra damage.

SHADOW 139

UTILITY 4

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RUNE OF POWER

Target One creature you can reach

Duration 1 hour

A gleaming rune appears on the target where you touch it. For the duration, the target makes attack rolls and challenge rolls with 2 boons, gains a +20 bonus to Health, and deals 1d6 extra damage on any attack that deals damage.

SHADOW 139

UTILITY 5

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