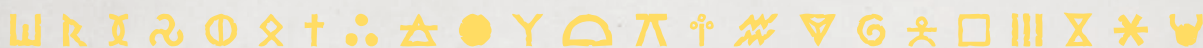


# RUNEQUEST®



## RUNE SPELL REFERENCE

### REFERENCE TABLES FOR RUNEQUEST

This collects all the Rune spells from *The Red Book of Magic* into a handy reference for gamemaster and players alike, organized by Rune and alphabetically. The tables provide each spell's Rune point cost and its basic parameters (range, duration, etc.). You will need a copy of *The Red Book of Magic* for the spell descriptions.

An alphabetical list of all Rune spells fills the second half of this resource.

This guide can be used by gamemasters when devising non-player characters and to create original cult spell lists based on spells typically offered by the cults associated with each Rune.



#### *RUNEQUEST*

A Chaosium Game

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## AIR RUNE SPELLS

SPELL	POINTS	PARAMETERS
Bind Wind	1	Ritual, Enchantment, Stackable, One-use
Bless Thunderstone	1	Ritual, Enchantment, Stackable
Bless Wood	1	Ritual, Enchantment, Stackable
Breathe Air/Water	2	Ranged, Temporal, Stackable
Cloud Call	1	Ranged (special), Temporal, Stackable
Cloud Clear	1	Ranged (special), Temporal, Stackable
Command Priests	3	Ranged, Duration (special), Nonstackable
Command Worshipers	2	Ritual, Nonstackable
Decrease Temperature	1	Self, Temporal, Stackable
Detect Honor	1	Self, Instant, Stackable
Dew	1	Ritual, Stackable
Earth Shield	3	Touch, Temporal, Nonstackable
Face Chaos	1	Ranged, Temporal, Stackable
Fearless	2	Ranged, Temporal, Nonstackable
Flight	1	Ranged, Temporal, Stackable
Golden Fleece	2	Touch, Permanent, Nonstackable, One-use
Hailstones	4	Ranged, Instant, Stackable
Identify Scent	1	Ranged, Temporal, Stackable
Impede Chaos	1	Ranged, Temporal, Stackable
Increase Temperature	1	Self, Temporal, Stackable
Increase/Decrease Wind	1	Self, Temporal, Stackable
Lightning	1	Ranged, Instant, Stackable
Mist Cloud	1	Ranged, Temporal, Stackable
Mountain Leap	2	Self, Temporal, Stackable, One-use
Predict Weather	2	Self, Instant, Nonstackable
Rain	1	Self, Temporal, Stackable
Snow	1	Self, Temporal, Stackable
Summons of Evil	3	Ritual, Summon, Nonstackable
Tame Bull	1	Ranged, Temporal, Nonstackable
Thunderbolt	3	Ranged, Instant, Stackable
Windwalking	3	Touch, Temporal, Nonstackable
Wind Warp	1	Self, Temporal, Stackable
Wind Words	1	Ranged, Temporal, Nonstackable



## BEAST RUNE SPELLS

SPELL	POINTS	PARAMETERS
Antlers	1	Self, Temporal, Nonstackable
Appease Earth	1	Ritual
Bear's Skin	3	Touch, Temporal, Nonstackable
Bear's Strength	2	Touch, Temporal, Nonstackable
Beastmaster	2	Ranged, Temporal; Stackable
Become Hawk	4	Self, Temporal, Stackable
Berserker	2	Ranged, Temporal, Nonstackable
Bless Animals	1	Touch, Instant, Nonstackable
Boar's Hide	1	Touch, Temporal, Nonstackable
Boar's Strength	3	Touch, Temporal, Nonstackable
Boar's Tusk	2	Touch, Temporal, Nonstackable
Butterflight	3	Touch, Temporal, Nonstackable
Carapace (Bagog)	2	Touch, Temporal, Nonstackable
Carapace (Gorakiki)	2	Touch, Temporal, Nonstackable
Catseye	1	Touch, Duration (special), Nonstackable
Charisma	1	Ranged, Temporal, Nonstackable
Chomping	1	Touch, Temporal, Stackable
Claws	2	Touch, Temporal, Nonstackable
Claws (Bagog)	1	Touch, Temporal, Nonstackable
Conquer Beast	2	Temporal, Ranged, Nonstackable
Create Flippers	3	Touch, Temporal, Nonstackable
Draw Beast	1	Ranged, Temporal, Stackable
Elklegs	2	Touch, Temporal, Nonstackable
Elk Strength	3	Touch, Temporal, Nonstackable
Exchange Skin	2	Ranged, Temporal, Nonstackable
Face Chaos	1	Ranged, Temporal, Stackable
Featherscales	2	Touch, Temporal, Nonstackable
Great Leap	3	Self, Duration (special), Stackable, One-use
Hibernate	1	Ritual, Duration (one season), Nonstackable
Hunter-prey Link	2	Ranged, Duration (six hours), Stackable
Impede Chaos	1	Ranged, Temporal, Stackable
Insect Song	2	Touch, Temporal, Nonstackable
Leaping Legs	3	Self, Temporal, Nonstackable
Plastron	2	Touch, Temporal, Nonstackable
Speak with Herd Beasts	1	Ranged (voice), Temporal, Nonstackable
Speak with Horse	1	Ranged (voice), Temporal, Nonstackable
Speak with Insects	1	Ranged (voice), Temporal, Nonstackable
Speak with Scorpion	1	Ranged (voice), Temporal, Nonstackable
Spiderlimbs	3	Touch, Temporal, Nonstackable
Spider's Head	1	Touch, Temporal, Nonstackable
Sprout Arms	3	Touch, Temporal, Nonstackable



## BEAST RUNE SPELLS

SPELL	POINTS	PARAMETERS
Sprout Legs	1	Touch, Temporal, Stackable (up to 4 pts.)
Sprout Wings	3	Touch, Temporal, Nonstackable
Stinger	2	Touch, Temporal, Nonstackable
Strength of Basmol	2	Touch, Temporal, Nonstackable
Transform Head (Bee)	1	Touch, Temporal, Nonstackable
Transform Head (Beetle)	1	Touch, Temporal, Nonstackable
Transform Head (Lion)	1	Touch, Temporal, Nonstackable
Transform Head (Locust)	1	Touch, Temporal, Nonstackable
Transform Head (Moth)	1	Touch, Temporal, Nonstackable
Transform Head (Turtle)	1	Touch, Temporal, Nonstackable
Transform Self	2	Touch, Duration (special), Nonstackable
Webbing	2	Ranged, Instant, Nonstackable
Wolf Hide	3	Touch, Temporal, Nonstackable
Wolfrunning	2	Touch, Temporal, Nonstackable
Wolf's Head	1	Touch, Temporal, Nonstackable



## CHAOS RUNE SPELLS

SPELL	POINTS	PARAMETERS
Agony	3	Ranged, Temporal, Nonstackable
Alter Spirit of Disease	1	Touch, Permanent, Stackable, One-use
Bat Wings	1	Touch, Temporal, Nonstackable
Carapace (Bagog)	2	Touch, Temporal, Nonstackable
Carry (disease)	2	Ritual, Nonstackable, One-use
Cause (disease)	1	Ranged, Instant, Stackable
Cause Plague	3	Self, Nonstackable, One-use
Chaos Feature	3	Ritual, Nonstackable, One-use
Chaos Gift	2	Self, Duration (special), Nonstackable
Chaos Spawn	2	Summon, Ranged (special), Temporal, Nonstackable
Chomping	1	Touch, Temporal, Stackable
Claws (Bagog)	1	Touch, Temporal, Nonstackable
Consume	1	Ranged, Duration (special), Stackable
Consume Mind	3	Ritual, Nonstackable
Conversion of Chaos	3	Touch, Duration (special), Nonstackable
Corruption	4	Ritual, Nonstackable, One-use
Crack	2	Ranged, Instant, Stackable
Create Head	3	Ritual, Enchantment, Nonstackable
Curse of Thed	2	Ranged, Temporal, Nonstackable
Darklight	1	Touch, Permanent, Nonstackable
Detection Blank	1	Ranged, Temporal, Stackable
Devour Book	1	Touch, Instant, Nonstackable
False Form	1	Self, Duration (special), Nonstackable
Fangs	1	Touch, Temporal, Nonstackable
Fumble	1	Ranged, Duration (special), Stackable
Glowspot	3	Ranged, Temporal, Nonstackable
Jabbers	1	Touch, Temporal, Nonstackable
Power Drain	2	Ranged, Temporal, Nonstackable
Power Drain (Crimson Bat)	2	Touch, Temporal, Nonstackable
Rebirth of Chaos	3	Ranged (special), Permanent, Nonstackable, One-use
Spawn Crawling Hand	1	Ritual, Nonstackable
Spawn Gorp	1	Touch, Instant, Nonstackable
Spawn Manling	1	Ritual, Nonstackable
Sprout Legs	1	Touch, Temporal, Stackable (up to 4 pts.)
Summon Guardian of Thanatar	1	Ritual, Summon, Nonstackable
Sweat Acid	2	Touch, Temporal, Nonstackable
Tongue	2	Self, Temporal, Nonstackable
Venom Bite	2	Touch, Temporal, Nonstackable
Venom Boosting	1	Touch, Temporal, Stackable (up to 4 pts.)
Vomit Acid	3	Self, Instant, Nonstackable
Wither	3	Ranged, Instant, Stackable
Wolf Hide	3	Touch, Temporal, Nonstackable

# DARKNESS RUNE SPELLS

SPELL	POINTS	PARAMETERS
Affix Darkness	1	Ranged, Duration (special), Stackable
Attack Soul	1	Ranged, Temporal, Nonstackable
Become Other	3	Self, Duration (special), Nonstackable
Black Breath	2	Ranged, Temporal, Nonstackable
Blinding	1	Ranged, Temporal, Stackable
Blood Feast	1	Ritual, One-use
Blood Red	1	Ritual, One-use
Cancel Light	1	Ranged, Temporal, Stackable
Carry (disease)	2	Ritual, Nonstackable, One-use
Chill	1	Ranged, Duration (special), Stackable
Counter Chaos	2	Ranged, Temporal, Nonstackable
Create Foe-cursor	2	Ritual, Enchantment, Nonstackable, One-use
Create Ghost	1	Ranged, Instant, Nonstackable
Create Revenant	3	Ritual, Nonstackable
Create Shadow	1	Ranged, Temporal, Nonstackable
Create Skeleton	1	Ranged, Instant, Nonstackable
Create Zombie	2	Ranged, Instant, Nonstackable
Crush	1	Ranged, Temporal, Stackable
Cure Iron Burn	1	Ranged, Instant, Stackable
Darklight	1	Touch, Permanent, Nonstackable
Dark Walk	1	Ranged, Temporal, Nonstackable
Darksee	1	Ranged, Duration (special), Nonstackable
Decrease Temperature	1	Self, Temporal, Stackable
Enchant Ice	1	Ritual, Enchantment, Stackable
Fear	1	Ranged, Instant, Nonstackable
Frost	1	Ranged, Instant, Nonstackable
Group Defense	3	Self, Duration (special), Stackable
Increase Temperature	1	Self, Temporal, Stackable
Induce Uzdo	1	Ritual, Stackable
Invisibility	3	Ranged, Temporal, Nonstackable
Moulder	1	Touch, Instant, Stackable, One-use
Purification Ritual	1	Ritual, Nonstackable
Shadows Dance	4	Ritual, Duration (special), Nonstackable
Shield of Darkness	1	Ranged, Temporal, Stackable (up to 4 pts.)
Speak with Insects	1	Ranged (voice), Temporal, Nonstackable
Spiderlimbs	3	Touch, Temporal, Nonstackable
Spider's Head	1	Touch, Temporal, Nonstackable
Stone-biting	1	Touch, Temporal, Stackable
Stones to Kill Chaos	1	Ritual, Nonstackable, One-use
Styx's Shore	1	Ritual, Nonstackable
Summon Ice Nymph	2	Ritual, Ranged, Nonstackable



## DARKNESS RUNE SPELLS

SPELL	POINTS	PARAMETERS
Summon Insect Swarm	1	Summon, Ranged, Temporal, Stackable
Suppress Lodril	3	Ranged, Temporal, Stackable
Tambour	2	Range (special), Duration (special), Nonstackable
Transform Head (Bee)	1	Touch, Temporal, Nonstackable
Transform Head (Beetle)	1	Touch, Temporal, Nonstackable
Transform Head (Locust)	1	Touch, Temporal, Nonstackable
Transform Head (Moth)	1	Touch, Temporal, Nonstackable
Tree Chopping Song	1	Touch, Temporal, Nonstackable
Venom Boosting	1	Touch, Temporal, Stackable (up to 4 pts.)
Webbing	2	Ranged, Instant, Nonstackable





# DEATH RUNE SPELLS

SPELL	POINTS	PARAMETERS
Agony	3	Ranged, Temporal, Nonstackable
Axe Trance	1	Self, Temporal, Nonstackable
Berserker	2	Ranged, Temporal, Nonstackable
Bind Ghost	1	Ritual, Nonstackable
Blast Earth	1	Ranged, Instant, Stackable
Bless Grave	1	Ritual, Nonstackable
Cause (disease)	1	Ranged, Instant, Stackable
Command Ghost	2	Ranged, Temporal, Nonstackable
Create Ghost	1	Ranged, Instant, Nonstackable
Create Revenant	3	Ritual, Nonstackable
Create Skeleton	1	Ranged, Instant, Nonstackable
Create Whirlvish	1	Ritual, Nonstackable, One-use
Create Zombie	2	Ranged, Instant, Nonstackable
Death Binding	1	Ritual
Death Strike	3	Ranged, Instant, Nonstackable, One-use
Devour Foe	1	Ritual, Nonstackable
Fang of Wachaza	5	Ranged, Temporal, Nonstackable
Fear	1	Ranged, Instant, Nonstackable
Feed Ghosts	1	Ritual, Stackable, One-use
Flamesword	1	Touch, Temporal, Nonstackable
Free Ghost	1	Ranged, Instant, Stackable
Hibernate	1	Ritual, Duration (one season), Nonstackable
Humor	1	Touch, Temporal, Stackable
Impede Chaos	1	Ranged, Temporal, Stackable
Keenclaw	3	Touch, Temporal, Nonstackable
Morale	2	Ritual, Nonstackable
Oath	2	Ritual, Stackable
Pain Tooth	2	Ranged, Temporal, Stackable
Release Undead	2	Touch, Temporal, Nonstackable
Seal Wound	2	Ranged, Temporal, Nonstackable
Second Mouth	1	Self, Temporal, Nonstackable
Sever Spirit	3	Ranged, Instant, Nonstackable
Slash	1	Touch, Temporal, Stackable
Soulspear	2	Ranged, Temporal, Nonstackable
Stop Resurrection	2	Ranged, Instant, Nonstackable, One-use
Strongblade	1	Ranged, Temporal, Nonstackable
Summon Dead	2	Ritual, Summon, Nonstackable
Summon Demon	1-3	Summon, Ranged, Temporal, Stackable
Summon Ghost	2	Ritual, Summon, Nonstackable
Sureshot	1	Ranged, Temporal, Nonstackable
Sword Trance	1	Self, Temporal, Nonstackable
True (weapon)	1	Touch, Temporal, Nonstackable
Turn Undead	1	Ranged, Instant, Stackable
Waste Loins	3	Ranged, Instant, Nonstackable



## DISORDER RUNE SPELLS

SPELL	POINTS	PARAMETERS
Clever Tongue	1	Ranged, Temporal, Nonstackable
Crack	2	Ranged, Instant, Stackable
Create Fissure	1	Ranged, Instant, Stackable
Detection Blank	1	Ranged, Temporal, Stackable
Fumble	1	Ranged, Duration (special), Stackable
Invisibility	3	Ranged, Temporal, Nonstackable
Lie	2	Self, Instant, Nonstackable
Panic	2	Ranged, Temporal, Nonstackable
Remove (body part)	2	Self, Temporal, Nonstackable
Scram	1	Self, Temporal, Stackable
Seal Wound	2	Ranged, Temporal, Nonstackable
Shake Earth	1	Ranged, Temporal, Stackable
Shattering	1	Ranged, Instant, Nonstackable
Smoldering Rebellion	1	Ritual, Summon, Nonstackable, One-use
Strike	1	Touch, Duration (special), Nonstackable
Swallow	1	Self, Instant, Stackable
Vision	2	Ranged, Temporal, Nonstackable

# EARTH RUNE SPELLS

SPELL	POINTS	PARAMETERS
Accelerate Growth	1	Ranged, Temporal, Stackable
Appease Earth	1	Ritual
Arouse Passion	1	Ranged, Temporal, Stackable
Asrelia's Cavern	3	Touch, Temporal, Stackable
Blast Earth	1	Ranged, Instant, Stackable
Bless Champion	2	Ritual, Touch, Duration (special), Stackable
Bless Crops	1	Ritual, Stackable
Bless Grave	1	Ritual, Nonstackable
Bless Pregnancy	2	Ritual, Stackable
Bounty	1	Touch, Instant, Nonstackable
Create Fissure	1	Ranged, Instant, Stackable
Diamond Edge	2	Temporal, Touch, Nonstackable
Drive Out Spirit	2	Ritual, Duration (special), Nonstackable
Earth Shield	3	Touch, Temporal, Nonstackable
Earthpower	3	Self, Instant, Stackable
Earthtouch	2	Touch, Temporal, Nonstackable
Earthwarm	1	Range (special), Duration (special), Stackable
Fertilize	1	Ritual, Nonstackable
Firedwell	2	Touch, Temporal, Nonstackable
Flowers	1	Touch, Temporal, Nonstackable
Gnome to Gargoyle	1	Ranged, Temporal, Stackable, One-use
Heal Body	3	Touch, Instant, Nonstackable
Heat Blast	3	Range (special), Instant, Stackable
Hide Wealth	1	Touch, Duration (special), Stackable
Invigorate	1	Touch, Instant, Nonstackable
Inviolable	1	Self, Temporal, Stackable
Know Lineage (Kero Fin)	1	Ranged, Instant, Nonstackable
Mold Rock	1	Self, Temporal, Nonstackable
Pathway	1	Ranged, Temporal, Stackable
Plow	1	Touch, Duration (special), Nonstackable
Preserve Food	1	Ranged, Permanent, Stackable (up to 5 pts.)
Preserve Wealth	1	Ritual, Stackable (up to 5 pts.)
Restore Magic	1	Ritual, Stackable, One-use
Second Mouth	1	Self, Temporal, Nonstackable
Seek Omen	2	Ritual, Nonstackable
Shake Earth	1	Ranged, Temporal, Stackable
Speak with Small Animals	1	Ranged (voice), Temporal, Nonstackable
Summon Guardian	1	Ritual, Summon, Nonstackable
Summon Oread	2	Ritual, Nonstackable
Summon Snake Daughter	4	Ritual, Summon, Nonstackable
Warrior of Stone	2	Touch, Temporal, Stackable
Waste Loins	3	Ranged, Instant, Nonstackable



## FERTILITY RUNE SPELLS

SPELL	POINTS	PARAMETERS
Accelerate Growth	1	Ranged, Temporal, Stackable
Asrelia's Cavern	3	Touch, Temporal, Stackable
Bear Fruit	1	Ritual, Stackable
Birthing	1	Touch, Duration (special), Stackable
Bless Animals	1	Touch, Instant, Nonstackable
Bless Champion	2	Ritual, Touch, Duration (special), Stackable
Bless Crops	1	Ritual, Stackable
Bless Pregnancy	2	Ritual, Stackable
Bounty	1	Touch, Instant, Nonstackable
Brew	1	Ritual, Stackable
Charisma	1	Ranged, Temporal, Nonstackable
Comfort Song	1	Ranged (special), Temporal (special), Nonstackable
Community	3	Ranged, Temporal, Nonstackable
Cure All Disease	2	Touch, Instant, Nonstackable
Cure Chaos Wound	1	Touch, Instant, Stackable
Cure Poison	1	Ranged, Instant, Nonstackable
Erotocomatose Lucidity	3	Touch, Duration (special), Nonstackable
Fertilize	1	Ritual, Nonstackable
Fight Disease	1	Touch, Instant, Nonstackable
Flowers	1	Touch, Temporal, Nonstackable
Heal Body	3	Touch, Instant, Nonstackable
Healing Trance	1	Touch, Duration (special), Nonstackable
Hide Wealth	1	Touch, Duration (special), Stackable
Inspire Love	1	Ranged, Temporal, Stackable
Invigorate	1	Touch, Instant, Nonstackable
Inviolable	1	Self, Temporal, Stackable
Pregnancy	3	Ritual, Nonstackable
Preserve Food	1	Ranged, Permanent, Stackable (up to 5 pts.)
Preserve Wealth	1	Ritual, Stackable (up to 5 pts.)
Proliferate	3	Touch, Instant, Nonstackable
Refine Medicine	1	Touch, Instant, Nonstackable
Regrow Limb	2	Touch, Permanent, Nonstackable
Reproduce	2	Touch, Instant, Nonstackable
Restore Vision	1	Touch, Instant, Nonstackable
Restore Health	1	Touch, Instant, Stackable
Resurrect	3	Ritual, Nonstackable
Seal Soul	3	Ritual, Nonstackable, One-use
Sprout	2	Ritual, Nonstackable
Transfer Pregnancy	1	Touch, Instant, Stackable
Unity	3	Temporal, Stackable (up to 4 pts.)



## FIRE/SKY RUNE SPELLS

SPELL	POINTS	PARAMETERS
Arrow of Light	1	Ranged, Instant, Nonstackable
Arrow Trance	1	Self, Temporal, Nonstackable
Aurora	1	Self, Temporal, Stackable
Become Hawk	4	Self, Temporal, Stackable
Bless Worshipers	1	Ritual, Stackable
Call on Stars	1	Ranged, Temporal, Stackable
Call on Shanasse	1	Ranged, Temporal, Stackable
Captain Souls	1	Ranged, Temporal, Stackable
Catseye	1	Touch, Duration (special), Nonstackable
Clear Sight	2	Self, Temporal, Nonstackable
Cloud Clear	1	Ranged (special), Temporal, Stackable
Coin Wheel	1	Touch, Instant, Nonstackable
Create Bonfire	1	Ranged, Instant, Stackable
Create Wildfire	1	Ranged, Instant, Stackable
Cremate Dead	1	Ritual, Nonstackable
Destroy Clouds	1	Self, Instant, Stackable
Discern Magic	1	Ranged, Instant, Nonstackable
Divert Fire	2	Ranged, Temporal, Stackable
Earthwarm	1	Ranged (special), Duration (special), Stackable
Fight Disease	1	Touch, Instant, Nonstackable
Firedwell	1	Touch, Temporal, Nonstackable
Firelight	1	Touch, Temporal, Stackable
Firespear	1	Touch, Temporal, Stackable
Furnace Fire	2	Ranged, Duration (special), Nonstackable
Hearth Fire	1	Ranged, Duration (special), Nonstackable
Heat Blast	3	Range (special), Instant, Stackable
Humor	1	Touch, Temporal, Stackable
Increase Temperature	1	Self, Temporal, Stackable
Inspiration	1	Touch, Temporal, Stackable
Know Lineage (Pamalt)	1	Ranged, Instant, Nonstackable
Lava Spear	3	Ranged, Temporal, Nonstackable
Produce Light	1	Self, Temporal, Stackable
Restore Vision	1	Touch, Instant, Nonstackable
Shooting Star	1	Touch, Instant, Stackable
Silver Track	1	Self, Duration (special), Nonstackable
Sky Sight	2	Ranged, Temporal, Stackable (up to 4 pts.)
Smoke Cloud	1	Ranged, Temporal, Stackable
Speak with Birds	1	Ranged (voice), Temporal, Nonstackable
Starbright	2	Ranged, Temporal, Nonstackable
Star Sight	1	Touch, Duration (special), Stackable
Star Walk	3	Ranged, Duration (special), Nonstackable



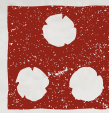
## FIRE/SKY RUNE SPELLS

SPELL	POINTS	PARAMETERS
Star Wards	1	Ritual, Special, Stackable
Summon Lodril	1	Ritual, Stackable
Summon Luxite	3	Summon, Nonstackable
Sunbright	2	Ranged, Temporal, Nonstackable
Sunripen	1	Touch, Duration (special), Stackable
Sunspear	3	Ranged, Instant, Nonstackable
Suppress Oakfed	1	Ranged, Instant, Stackable
Sureshot	1	Ranged, Temporal, Nonstackable
Vesper	1	Self, Temporal, Stackable
Vision	2	Ranged, Temporal, Nonstackable



# HARMONY RUNE SPELLS

SPELL	POINTS	PARAMETERS
Attract Attention	3	Ranged, Duration (special), Nonstackable
Bless Home	1	Ritual, Enchantment, Nonstackable
City Harmony	1	Self, Temporal, Stackable
Comfort Song	1	Ranged (special), Temporal (special), Nonstackable
Couvade	2	Touch, Duration (special), Nonstackable
Create Great Market	1	Ritual, Nonstackable
Create Market	3	Ritual, Stackable
Cure All Disease	2	Touch, Instant, Nonstackable
Cure Chaos Wound	1	Touch, Instant, Stackable
Cure Poison	1	Ranged, Instant, Nonstackable
Enchant Instrument	3	Touch, Permanent, Nonstackable
Entrance	1	Ranged, Duration (special), Nonstackable
Exchange Spells	1	Ritual, Nonstackable, One-use
Group Dance	3	Ranged, Special, Nonstackable
Harmonium	1	Ranged, Temporal, Stackable
Harmonize	1	Ranged, Temporal, Stackable
Harmony	1	Self, Temporal, Stackable
Heal Body	3	Touch, Instant, Nonstackable
Healing Trance	1	Touch, Duration (special), Nonstackable
Inviolable	1	Self, Temporal, Stackable
Lock	1	Ritual, Stackable
Mindbridge	1	Self, Temporal, Stackable
Mold Rock	1	Self, Temporal, Nonstackable
Peace	3	Ranged, Temporal, Nonstackable, One-use
Project Music	1	Self, Temporal, Nonstackable
Restore Health	1	Touch, Instant, Stackable
Restore Mind	1	Touch, Instant, Nonstackable
Resurrect	3	Ritual, Nonstackable
Safe	2	Touch, Duration (special), Nonstackable
Silver Track	1	Self, Duration (special), Nonstackable
Spell Trading	2	Touch, Instant, Nonstackable
Summon Guardian	1	Ritual, Summon, Nonstackable
Summon Healing Spirit	1	Ritual, Summon, Nonstackable
Summon Household Guardian	1	Ritual, Summon, Nonstackable
Sureshot	1	Ranged, Temporal, Nonstackable
Switch Places	2	Ranged, Instant, Nonstackable
Tambour	2	Range (special), Duration (special), Nonstackable
Truetune	1	Touch, Temporal, Nonstackable
Turn Blow	3	Self, Duration (special), Nonstackable
Unisonance	1	Range (special), Duration (special), Stackable



## ILLUSION RUNE SPELLS

SPELL	POINTS	PARAMETERS
Become (other shape)	3	Self, Temporal, Nonstackable
Blood Feast	1	Ritual, One-use
Blood Red	1	Ritual, One-use
Breathe Life into Art	1	Ritual, Stackable, One-use
Charisma	1	Ranged, Temporal, Nonstackable
Clever Tongue	1	Ranged, Temporal, Nonstackable
Divination Block	1	Ranged (special), Duration (special), Stackable, One-use
Enthrall	1	Ranged (special), Temporal, Stackable
Euphoria	1	Ranged, Temporal, Nonstackable
Group Laughter	1	Self, Temporal, Stackable
Hallucinate	1	Self, Temporal, Stackable
Hide Fire	2	Ranged, Temporal, Stackable
Illusory Motion	1	Ranged, Temporal, Stackable
Illusory Odor	1	Ranged, Temporal, Stackable
Illusory Sight	1	Ranged, Temporal, Stackable
Illusory Sound	1	Ranged, Temporal, Stackable
Illusory Substance	1	Ranged, Temporal, Stackable
Illusory Taste	1	Ranged, Temporal, Stackable
Invisibility	3	Ranged, Temporal, Nonstackable
Lie	2	Self, Instant, Nonstackable
Panic	2	Ranged, Temporal, Nonstackable
Rapture	1	Ranged, Temporal, Nonstackable
Reflection	1	Ranged, Temporal, Stackable
Remove (body part)	2	Self, Temporal, Nonstackable
Seal Tongue	4	Ritual, Enchantment, Nonstackable
Switch Places	2	Ranged, Instant, Nonstackable





## MAGIC RUNE SPELLS

SPELL	POINTS	PARAMETERS
Axis Mundi	1	Ritual, Stackable
Ban	1 or 3	Ritual, Nonstackable
Binding Enchantment	1	Ritual, Enchantment, Stackable
Command (cult spirit)	2	Ranged, Temporal, Nonstackable
Discorporation	1	Ritual, Stackable
Dismiss Magic	1	Ranged, Instant, Stackable
Divination	1	Ritual, Stackable
Extension	1	Range (per spell), Temporal (special), Stackable
Find Enemy	1	Ranged, Temporal, Nonstackable
Heal Wound	1	Touch, Instant, Nonstackable
Magic Point Enchantment	1	Ritual, Enchantment, Stackable
Matrix Creation	1	Ritual, Enchantment, Stackable
Multispell	1	Self, Temporal, Stackable
Sanctify	1	Ritual, Duration (special), Stackable
Soul Sight	1	Ranged, Temporal, Nonstackable
Spirit Armor Enchantment	1	Ritual, Enchantment, Stackable
Spirit Block	1	Ranged, Temporal, Stackable
Warding	1	Ritual, Stackable



## MAN RUNE SPELLS

SPELL	POINTS	PARAMETERS
Alter Creature	2	Ranged, Permanent, Nonstackable, One-use
Call Founder	6	Ranged, Temporal, Nonstackable, One-use
City Harmony	1	Self, Temporal, Stackable
Dead Place Ferry	1	Touch, Duration (special), One-use
Devour Foe	1	Ritual, Nonstackable
Feed Ghosts	1	Ritual, Stackable, One-use
Free Ghost	1	Ranged, Instant, Stackable
Ghost Dart	1	Ranged, Temporal, Nonstackable
Incarnate Ancestor	3	Ranged, Temporal, Nonstackable
Restore Health	1	Touch, Instant, Stackable
Restore Mind	1	Touch, Instant, Nonstackable
Resurrect	3	Ritual, Nonstackable
Spirit Guardian	1	Ranged, Duration (special), Stackable
Spirit Melding	2	Touch, Temporal, Nonstackable
Summon Ancestor	1	Ritual, Summon, Nonstackable
Summon Specific Ancestor	1	Self, Instant, Nonstackable
Summon Spirit of Law	1	Summon, Ranged, Temporal, Nonstackable
Summon Spirit Teacher	2	Summon, Instant, Nonstackable



## MOON RUNE SPELLS

SPELL	POINTS	PARAMETERS
Bat Wings	1	Touch, Temporal, Nonstackable
Benison	2	Self, Temporal, Nonstackable
Chaos Gift	2	Self, Duration (special), Nonstackable
Create Bridge	1	Ranged, Temporal, Stackable
Cyclical (characteristic)	2 or 3	Self, Duration (special), Stackable
Darksee	1	Ranged, Duration (special), Nonstackable
Daughter's Road	1	Ranged, Temporal, Stackable
Euphoria	1	Ranged, Temporal, Nonstackable
Exchange Spells	1	Ritual, Nonstackable, One-use
Fangs	1	Touch, Temporal, Nonstackable
Glowsport	3	Ranged, Temporal, Nonstackable
Illusory Sight	1	Ranged, Temporal, Stackable
Invisibility	3	Ranged, Temporal, Nonstackable
Madness	2	Ranged, Instant, Nonstackable
Mindblast	2	Ranged, Instant, Nonstackable
Nightmare	1	Ranged, Special, Nonstackable
Power Drain (Crimson Bat)	2	Touch, Temporal, Nonstackable
Rapture	1	Ranged, Temporal, Nonstackable
Reflection	1	Ranged, Temporal, Stackable
Regrow Limb	2	Touch, Permanent, Nonstackable
Resist Pain	1	Ranged, Temporal, Nonstackable
Silver Track	1	Self, Duration (special), Nonstackable
Terrify Horse	1	Ranged, Temporal, Stackable
Vesper	1	Self, Temporal, Stackable
Vision	2	Ranged, Temporal, Nonstackable



## MOVEMENT RUNE SPELLS

SPELL	POINTS	PARAMETERS
Bless Woad	1	Ritual, Enchantment, Stackable
Dark Walk	1	Ranged, Temporal, Nonstackable
Elklegs	2	Touch, Temporal, Nonstackable
Fleetfoot	1	Ranged, Temporal, Nonstackable
Flight	1	Ranged, Temporal, Stackable
Great Leap	3	Self, Duration (special), Stackable, One-use
Guided Teleportation	3	Self, Instant, Nonstackable
Hie Wagon	1	Ranged, Temporal, Stackable
Hunter-prey Link	2	Ranged, Duration (six hours), Stackable
Hurling	1	Ranged, Temporal, Stackable
Leap	1	Ranged, Temporal, Stackable
Lock	1	Ritual, Stackable
Meld Form	1	Ritual, Enchantment
Mountain Leap	2	Self, Temporal, Stackable, One-use
Passage	1	Ritual, Stackable
Path Watch	2	Self, Duration (special), Nonstackable
Proteus	1	Self, Temporal, Stackable
Regrow Limb	2	Touch, Permanent, Nonstackable
Ride River Horse	2	Self, Temporal, Stackable, One-use
Scram	1	Self, Temporal, Stackable
Spryness	4	Ranged, Temporal, Nonstackable
Star Walk	3	Ranged, Duration (special), Nonstackable
Teleportation	3	Self (and Touch), Instant, Nonstackable
Wind Warp	1	Self, Temporal, Stackable
Wind Words	1	Ranged, Temporal, Nonstackable
Wolfrunning	2	Touch, Temporal, Nonstackable



## PLANT RUNE SPELLS

SPELL	POINTS	PARAMETERS
Animate War Tree	1	Ranged, Duration (special), Nonstackable
Chameleon	2	Self, Temporal, Nonstackable
Create War Tree	1	Ritual, Nonstackable, One-use
Moulder	1	Touch, Instant, Stackable, One-use
Plant Spy	1	Ranged, Temporal, Nonstackable
Proliferate	3	Touch, Instant, Nonstackable
Scum	1	Ranged, Duration (special), Stackable
Silence Sphere	1	Ranged, Temporal, Nonstackable
Sprout	2	Ritual, Nonstackable
Tanglethicket	1	Ranged, Instant, Nonstackable



## STASIS RUNE SPELLS

SPELL	POINTS	PARAMETERS
Enchant Ice	1	Ritual, Enchantment, Stackable
Frost	1	Ranged, Instant, Nonstackable
Mold Rock	1	Self, Temporal, Nonstackable
Morale	2	Ritual, Nonstackable
Mountain Leap	2	Self, Temporal, Stackable, One-use
Shape Metal	1	Self, Temporal, Nonstackable
Support	1	Ranged, Duration (special), Stackable (up to 4 pts.)
Warrior of Stone	2	Touch, Temporal, Stackable



## TRUTH RUNE SPELLS

SPELL	POINTS	PARAMETERS
Analyze Magic	1	Touch, Instant, Stackable
Arrow Trance	1	Self, Temporal, Nonstackable
Clairvoyance	2	Ranged (special), Temporal, Nonstackable
Clear Sight	2	Self, Temporal, Nonstackable
Detect Truth	1	Ranged, Temporal, Nonstackable
Flamesword	1	Touch, Temporal, Nonstackable
Knowledge	2	Touch, Temporal, Nonstackable
Mind Read	2	Ranged, Temporal, Nonstackable
Morale	2	Ritual, Nonstackable
Oath	2	Ritual, Stackable
Reconstruction	3	Ranged, Temporal, Nonstackable
Require Truth	1	Ranged, Duration (special), Stackable
Strongblade	1	Touch, Temporal, Nonstackable
Translate	1	Touch, Temporal, Nonstackable
Truespeak	2	Ranged, Temporal, Nonstackable



## WATER RUNE SPELLS

SPELL	POINTS	PARAMETERS
Awaken Loon	5	Ritual, Duration (permanent), Nonstackable, One-use
Breathe Air/Water	2	Ranged, Temporal, Stackable
Call Monster	1	Ritual, Summon, Nonstackable
Calm Waters	1	Ranged (special), Temporal, Stackable
Control Flood	3	Ritual, Stackable
Create Flippers	3	Touch, Temporal, Nonstackable
Dew	1	Ritual, Stackable
Drown	1	Ranged, Temporal, Nonstackable
Fireshield	2	Ranged, Temporal, Stackable
Flash Flood	3	Ranged, Ritual, Temporal, Stackable (up to 4 pts.)
Float	1	Ranged, Temporal, Stackable
Flood (River God Variant)	3	Ritual, Stackable
Flood (Heler Variant)	2	Ritual, Stackable
Magnify Command	2	Ranged, Duration (special), Nonstackable
Plastron	2	Touch, Temporal, Nonstackable
Predict Weather	2	Self, Instant, Nonstackable
Purify Water	1	Ranged, Instant, Stackable
Rain	1	Self, Temporal, Stackable
Ride River Horse	2	Self, Temporal, Stackable, One-use
Seastrength	2	Touch, Temporal, Nonstackable
Strongnet	2	Ranged, Temporal, Nonstackable
Submerge	1	Ranged, Temporal, Stackable
Summon Dolphin	1	Summon, Ranged, Temporal, Stackable
Summon Fish	1	Summon, Ranged, Temporal, Stackable
Summon Ludoch	2	Ritual, Summon, Nonstackable, One-use
Summon Nereid	2	Ritual, Summon, Nonstackable
Summon Salmon	1	Ritual, Summon, Stackable
Summon Tidal Wave	1	Ritual, Stackable
Waterspout	1	Ranged, Temporal, Stackable
Waterwalk	2	Ranged, Temporal, Nonstackable
Whirlpool	1	Ranged, Temporal, Stackable



# VARIABLE RUNE SPELLS

SPELL	POINTS	PARAMETERS
Absorption	1	Ranged, Temporal, Stackable
Command (species)	2	Ranged, Temporal, Nonstackable
Dismiss (type) Elemental	1-3	Ranged, Instant, Stackable
Enchant (metal)	1	Ritual, Enchantment, Nonstackable
Find (substance)	1	Ranged, Temporal, Nonstackable
Shield	1	Ranged, Temporal, Stackable
Summon (cult spirit)	1-3	Summon, Ranged, Temporal, Stackable
Summon Elemental (type)	1-3	Summon, Ranged, Temporal, Stackable

# ALPHABETICAL LIST

SPELL	RUNES	POINTS	PARAMETERS
Absorption	Varies	1	Ranged, Temporal, Stackable
Accelerate Growth		1	Ranged, Temporal, Stackable
Agony		3	Ranged, Temporal, Nonstackable
Alter Creature		2	Ranged, Permanent, Nonstackable, One-use
Alter Spirit of Disease		1	Touch, Permanent, Stackable, One-use
Analyze Magic		1	Touch, Instant, Stackable
Animate War Tree		1	Ranged, Duration (special), Nonstackable
Antlers		1	Self, Temporal, Nonstackable
Appease Earth		1	Ritual
Arouse Passion		1	Ranged, Temporal, Stackable
Arrow of Light		1	Ranged, Instant, Nonstackable
Arrow Trance		1	Self, Temporal, Nonstackable
Asrelia's Cavern		3	Touch, Temporal, Stackable
Attack Soul		1	Ranged, Temporal, Nonstackable
Attract Attention		3	Ranged, Duration (special), Nonstackable
Aurora		1	Self, Temporal, Stackable
Awaken Loon		5	Ritual, Enchantment, Nonstackable, One-use
Axe Trance		1	Self, Temporal, Nonstackable
Axis Mundi		1	Ritual, Stackable
Ban		1 or 3	Ritual, Duration (special), Nonstackable
Bat Wings		1	Touch, Temporal, Nonstackable
Bear Fruit		1	Ritual, Ranged, Nonstackable
Bear's Skin		3	Touch, Temporal, Nonstackable
Bear's Strength		2	Touch, Temporal, Nonstackable
Beastmaster		2	Ranged, Temporal, Nonstackable
Become Hawk		4	Self, Temporal, Nonstackable
Become (other shape)		3	Self, Temporal, Nonstackable
Become Other		3	Self, Duration (special), Nonstackable
Benison		2	Self, Temporal, Nonstackable
Berserker		2	Ranged, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Bind Ghost		1	Ritual, Nonstackable
Bind Wind		1	Ritual, Enchantment, Stackable, One-use
Binding Enchantment		1	Ritual, Enchantment, Stackable
Birthing		1	Touch, Duration (special), Stackable
Black Breath		2	Ranged, Temporal, Nonstackable
Blast Earth		1	Ranged, Instant, Stackable
Bless Animals		1	Touch, Instant, Nonstackable
Bless Champion		2	Ritual, Touch, Duration (special), Stackable
Bless Crops		1	Ritual, Duration (special), Stackable
Bless Grave		1	Ritual, Nonstackable
Bless Home		1	Ritual, Enchantment, Nonstackable
Bless Pregnancy		2	Ritual, Duration (special), Stackable
Bless Thunderstone		1	Ritual, Enchantment, Stackable
Bless Woad		1	Ritual, Enchantment, Stackable
Bless Worshipers		1	Ritual, Stackable
Blinding		1	Ranged, Temporal, Stackable
Blood Feast		1	Ritual, Duration (special), One-use
Blood Red		1	Ritual, One-use
Boar's Hide		1	Touch, Temporal, Nonstackable
Boar's Strength		3	Touch, Temporal, Nonstackable
Boar's Tusks		2	Touch, Temporal, Nonstackable
Bounty		1	Touch, Instant, Nonstackable
Breathe Air/Water		2	Ranged, Temporal, Stackable
Breathe Life Into Art		1	Ritual, Stackable, One-use
Brew		1	Ritual, Stackable
Butterflight		3	Touch, Temporal, Nonstackable
Call Founder		6	Summon, Ranged, Temporal, Nonstackable, One-use
Call Monster		1	Ritual, Summon, Nonstackable
Call on Stars		1	Ritual, Ranged, Temporal, Stackable (up to 4 pts.)
Call Shanasse		1	Ranged, Summon, Temporal, Stackable
Calm Waters		1	Range (special), Temporal, Stackable

SPELL	RUNES	POINTS	PARAMETERS
Cancel Light		1	Ranged, Temporal, Stackable
Captain Souls		1	Ranged, Temporal, Stackable
Carapace (Bagog)		2	Touch, Temporal, Nonstackable
Carapace (Gorakiki)		2	Touch, Temporal, Nonstackable
Carry Disease		2	Ritual, Nonstackable, One-use
Catseye		1	Touch, Duration (special), Nonstackable
Cause (disease)		1	Ranged, Instant, Stackable (up to 4 pts.)
Cause Plague		3	Self, Nonstackable, One-use
Chameleon		2	Self, Temporal, Nonstackable
Chaos Feature		3	Ritual, Nonstackable, One-use
Chaos Gift		2	Self, Duration (special), Nonstackable
Chaos Spawn		2	Range (special), Summon, Temporal, Nonstackable
Charisma		1	Ranged, Temporal, Nonstackable
Chill		1	Ranged, Duration (special), Stackable
Chomping		1	Touch, Temporal, Stackable
City Harmony		1	Self, Temporal, Stackable
Clairvoyance		2	Ranged (5km), Temporal, Nonstackable
Claws		2	Touch, Temporal, Nonstackable
Claws (Bagog)		1	Touch, Temporal, Nonstackable
Clear Sight		2	Self, Temporal, Nonstackable
Clever Tongue		1	Ranged, Temporal, Nonstackable
Cloud Call		1	Range (special), Temporal, Stackable
Cloud Clear		1	Range (special), Temporal, Stackable
Coin Wheel		1	Touch, Instant, Nonstackable
Comfort Song		1	Range (special), Temporal (special), Nonstackable
Command (cult spirit)		2	Ranged, Temporal, Nonstackable
Command Ghost		2	Ranged, Temporal, Nonstackable
Command Priests		3	Ranged, Duration (special), Nonstackable
Command (species)	Varies	2	Ranged, Temporal, Nonstackable
Command Worshipers		2	Ritual, Ranged (special), Duration (special), Nonstackable
Community		3	Ranged, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Conquer Beast		2	Self, Temporal, Nonstackable
Consume		1	Ranged, Duration (special), Stackable
Consume Mind		3	Ritual, Touch, Duration (special), Nonstackable
Control Flood		3	Ritual, Ranged (special), Temporal, Stackable
Conversion of Chaos		3	Touch, Duration (special), Nonstackable
Corruption		4	Ritual, Nonstackable, One-use
Counter Chaos		2	Ranged, Temporal, Nonstackable
Couvade		2	Touch, Duration (special), Nonstackable
Crack		2	Ranged, Instant, Stackable
Create Bonfire		1	Ranged, Instant, Stackable
Create Bridge		1	Ranged, Temporal, Stackable
Create Fissure		1	Ranged, Instant, Stackable
Create Flippers		3	Touch, Temporal, Nonstackable
Create Foe-cursor		2	Ritual, Enchantment, Nonstackable, One-use
Create Great Market		1	Ritual, Nonstackable
Create Head		3	Ritual, Enchantment, Nonstackable
Create Market		3	Ritual, Duration (eight weeks), Stackable
Create Revenant		3	Ritual, Enchantment, Nonstackable
Create Shadow		1	Ranged, Temporal, Stackable
Create Skeleton		1	Ranged, Instant, Nonstackable
Create War Tree		1	Ritual, Nonstackable, One-use
Create Whirlvish		1	Ritual, Nonstackable, One-use
Create Wildfire		1	Ranged, Instant, Stackable
Create Zombie		2	Ranged, Instant, Nonstackable
Cremate Dead		1	Ritual, Duration (length of burning), Nonstackable
Crush		1	Ranged, Temporal, Stackable
Cure All Disease		2	Touch, Instant, Nonstackable
Cure Chaos Wound		1	Touch, Instant, Stackable
Cure Iron Burn		1	Ranged, Instant, Stackable
Cure Poison		1	Ranged, Instant, Stackable
Curse of Thed		2	Ranged, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Cyclical (characteristic)		2 or 3	Self, Duration (one week), Stackable
Darklight	 	1	Touch, Permanent, Nonstackable
Dark Walk	 	1	Self, Temporal, Nonstackable
Darksee	 	1	Ranged, Duration (special), Nonstackable
Daughter's Road		1	Ranged, Temporal, Stackable
Dead Place Ferry		1	Touch, Duration (special), One-use
Death Binding		1	Ritual, Enchantment
Death Strike		3	Ranged, Instant, Nonstackable, One-use
Decrease Temperature	 	1	Self, Temporal, Stackable
Destroy Clouds		1	Self, Instant, Stackable
Detect Honor		1	Self, Instant, Stackable
Detect Truth		1	Self, Instant, Nonstackable
Detection Blank	 	1	Ranged, Temporal, Stackable
Devour Book		1	Touch, Instant, Nonstackable
Devour Foe	 	1	Ritual, Nonstackable
Dew	 	1	Ritual, Temporal, Stackable
Diamond Edge		2	Temporal, Touch, Nonstackable
Discern Magic		1	Ranged, Instant, Nonstackable
Discorporation		1	Ritual, Self, Temporal, Stackable
Dismiss (type) Elemental	Varies	1-3	Ranged, Instant, Stackable
Dismiss Magic		1	Ranged, Instant, Stackable
Divert Fire		2	Ranged, Temporal, Stackable
Divination		1	Ritual, Self, Stackable
Divination Block		1	Ranged (special), Self, Duration (special), Stackable, One-use
Draw Beast		1	Ranged, Temporal, Stackable
Drive Out Spirit		2	Ritual, Duration (special), Nonstackable
Drown		1	Ranged, Temporal, Nonstackable
Earth Shield	 	3	Touch, Temporal, Nonstackable
Earthpower		3	Self, Instant, Stackable
Earthtouch		2	Touch, Temporal, Nonstackable
Earthwarm	 	1	Range (special), Duration (special), Stackable






SPELL	RUNES	POINTS	PARAMETERS
Elklegs		2	Touch, Temporal, Nonstackable
Elk Strength		3	Touch, Temporal, Nonstackable
Enchant Ice		1	Ritual, Enchantment, Stackable
Enchant Instrument		3	Touch, Permanent, Nonstackable
Enchant (metal)	Varies	1	Ritual, Enchantment, Nonstackable
Enthrall		1	Range (special), Temporal, Stackable
Entrance		1	Ranged, Duration (special), Nonstackable
Erotocomatose Lucidity		3	Touch, Duration (special), Nonstackable
Euphoria		1	Ranged, Temporal, Nonstackable
Exchange Skin		2	Ranged, Temporal, Nonstackable
Exchange Spells		1	Ritual, Nonstackable, One-use
Extension		1	Range (per spell), Temporal (special), Stackable
Face Chaos		1	Ranged, Temporal, Stackable
False Form		1	Self, Duration (special), Nonstackable
Fang of Wachaza		5	Ranged, Temporal, Nonstackable
Fangs		1	Touch, Temporal, Nonstackable
Fear		1	Ranged, Instant, Nonstackable
Fearless		2	Ranged, Temporal, Nonstackable
Featherscales		2	Touch, Temporal, Nonstackable
Feed Ghosts		1	Ritual, Stackable, One-use
Fertilize		1	Ritual, Nonstackable
Fight Disease		1	Touch, Instant, Nonstackable
Find Enemy		1	Ranged, Temporal, Nonstackable
Find (substance)	Varies	1	Ranged, Temporal, Nonstackable
Firedwell		2	Touch, Temporal, Nonstackable
Firelight		1	Touch, Temporal, Stackable
Fireshield		2	Ranged, Temporal, Stackable
Firespear		1	Touch, Temporal, Stackable
Flamesword		1	Touch, Temporal, Nonstackable
Flash Flood		3	Ranged, Ritual, Temporal, Stackable (up to 4 pts.)
Fleetfoot		1	Ranged, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Flight		1	Ranged, Temporal, Stackable
Float		1	Ranged, Temporal, Stackable
Flood (River God)		3	Ritual, Stackable
Flood (Heler)		2	Ritual, Stackable
Flowers		1	Touch, Temporal, Nonstackable
Free Ghost		1	Ranged, Instant, Stackable
Frost		1	Ranged, Instant, Nonstackable
Fumble		1	Ranged, Duration (special), Stackable
Furnace Fire		2	Ranged, Duration (special), Nonstackable
Ghost Dart		1	Ranged, Temporal, Nonstackable
Glowspot		3	Ranged, Temporal, Nonstackable
Gnome to Gargoyle		1	Ranged, Temporal, Stackable, One-use
Golden Fleece		2	Touch, Permanent, Nonstackable, One-use
Great Leap		3	Self, Duration (special), Stackable, One-use
Group Dance		3	Ranged, Special, Nonstackable
Group Defense		3	Self, Duration (special), Stackable
Group Laughter		1	Self, Temporal, Stackable
Guided Teleportation		3	Self, Instant, Nonstackable
Hallucinate		1	Self, Temporal, Stackable
Hailstones		4	Ranged, Instant, Stackable
Harmonium		1	Ranged, Temporal, Stackable
Harmonize		1	Ranged, Temporal, Stackable
Harmony		1	Self, Temporal, Stackable
Heal Body		3	Touch, Instant, Nonstackable
Healing Trance		1	Touch, Duration (special), Nonstackable
Heal Wound		1	Touch, Instant, Nonstackable
Hearth Fire		1	Ranged, Duration (special), Nonstackable
Heat Blast		3	Range (special), Instant, Stackable
Hibernate		1	Ritual, Duration (special), Nonstackable
Hide Fire		2	Ranged, Temporal, Stackable
Hide Wealth		1	Touch, Duration (special), Stackable



SPELL	RUNES	POINTS	PARAMETERS
Hie Wagon		1	Ranged, Temporal, Stackable
Humor		1	Touch, Temporal, Stackable
Hunter-prey Link		2	Ranged, Duration (six hours), Stackable
Hurling		1	Ranged, Temporal, Stackable
Identify Scent		1	Ranged, Temporal, Stackable
Illusory Motion		1	Ranged, Temporal, Stackable
Illusory Odor		1	Ranged, Temporal, Stackable
Illusory Sight		1	Ranged, Temporal, Stackable
Illusory Sound		1	Ranged, Temporal, Stackable
Illusory Substance		1	Ranged, Temporal, Stackable
Illusory Taste		1	Ranged, Temporal, Stackable
Impede Chaos		1	Ranged, Temporal, Stackable
Incarnate Ancestor		3	Ranged, Temporal, Nonstackable
Increase Temperature		1	Self, Temporal, Stackable
Increase/Decrease Wind		1	Self, Temporal, Stackable
Induce Uzdo		1	Ritual, Stackable
Insect Song		2	Touch, Temporal, Nonstackable
Inspiration		1	Touch, Temporal, Stackable
Inspire Love		1	Ranged, Temporal, Stackable
Invigorate		1	Touch, Instant, Nonstackable
Inviolable		1	Self, Temporal, Stackable
Invisibility		3	Ranged, Temporal, Nonstackable
Jabbers		1	Touch, Temporal, Nonstackable
Keenclaw		3	Touch, Temporal, Nonstackable
Know Lineage (Kero Fin)		1	Ranged, Instant, Nonstackable
Know Lineage (Pamalt)		1	Ranged, Instant, Nonstackable
Knowledge		2	Touch, Temporal, Nonstackable
Lava Spear		3	Ranged, Temporal, Nonstackable
Leap		1	Ranged, Temporal, Stackable
Leaping Legs		3	Self, Temporal, Nonstackable
Lie		2	Self, Instant, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Lightning		1	Ranged, Instant, Stackable
Lock		1	Ritual, Stackable
Madness		2	Ranged, Instant, Nonstackable
Magic Point Enchantment		1	Ritual, Enchantment, Stackable
Magnify Command		2	Ranged, Duration (special), Nonstackable
Matrix Creation		1	Ritual, Enchantment, Stackable
Meld Form		1	Ritual, Enchantment
Mindblast		2	Ranged, Instant, Nonstackable
Mindbridge		1	Self, Temporal, Stackable
Mind Read		2	Ranged, Temporal, Nonstackable
Mist Cloud		1	Ranged, Temporal, Stackable
Mold Rock		1	Self, Temporal, Nonstackable
Morale		2	Ritual, Nonstackable
Moulder		1	Touch, Instant, Stackable, One-use
Mountain Leap		2	Self, Temporal, Stackable, One-use
Multispell		1	Self, Temporal, Stackable
Nightmare		1	Ranged, Special, Nonstackable
Oath		2	Ritual, Nonstackable
Pain Tooth		2	Ranged, Temporal, Nonstackable
Panic		2	Ranged, Temporal, Nonstackable
Passage		1	Ritual, Stackable
Path Watch		2	Self, Duration (special), Nonstackable
Pathway		1	Ranged, Temporal, Stackable
Peace		3	Ranged, Temporal, Nonstackable, One-use
Plant Spy		1	Ranged, Temporal, Nonstackable
Plastron		2	Touch, Temporal, Nonstackable
Plow		1	Touch, Duration (special), Nonstackable
Power Drain		2	Ranged, Temporal, Nonstackable
Power Drain (Crimson Bat)		2	Touch, Temporal, Nonstackable
Predict Weather		2	Self, Instant, Nonstackable
Pregnancy		3	Ritual, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Preserve Food		1	Ranged, Permanent, Stackable (up to 5 pts.)
Preserve Wealth		1	Ritual, Stackable (up to 5 pts.)
Produce Light		1	Self, Temporal, Stackable
Project Music		1	Self, Temporal, Stackable
Proliferate		3	Touch, Instant, Nonstackable
Proteus		1	Self, Temporal, Stackable
Purification Ritual		1	Ritual, Nonstackable
Purify Water		1	Ranged, Instant, Stackable
Rain		1	Self, Temporal, Stackable
Rapture		1	Ranged, Temporal, Nonstackable
Rebirth of Chaos		3	Ranged (special), Permanent, Nonstackable, One-use
Reconstruction		3	Ranged, Temporal, Nonstackable
Refine Medicine		1	Touch, Instant, Nonstackable
Reflection		1	Ranged, Temporal, Stackable
Regrow Limb		2	Touch, Permanent, Nonstackable
Release Undead		2	Touch, Temporal, Nonstackable
Remove (body part)		2	Self, Temporal, Nonstackable
Reproduce		2	Touch, Instant, Nonstackable
Require Truth		1	Ranged, Duration (special), Stackable
Resist Pain		1	Ranged, Temporal, Nonstackable
Restore Magic		1	Ritual, Stackable, One-use
Restore Vision		1	Touch, Instant, Nonstackable
Restore Health		1	Touch, Instant, Stackable
Restore Mind		1	Touch, Instant, Stackable
Resurrect		3	Ritual, Nonstackable
Ride River Horse		2	Self, Temporal, Stackable, One-use
Safe		2	Touch, Duration (special), Nonstackable
Sanctify		1	Ritual, Duration (special), Stackable
Scram		1	Self, Temporal, Stackable
Scum		1	Ranged, Duration (special), Stackable
Seastrength		2	Touch, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Seal Soul		3	Ritual, Nonstackable, One-use
Seal Tongue		4	Ritual, Enchantment, Nonstackable
Seal Wound		2	Ranged, Temporal, Nonstackable
Second Mouth		1	Self, Temporal, Nonstackable
Seek Omen		2	Ritual, Nonstackable
Sever Spirit		3	Ranged, Instant, Nonstackable
Shadows Dance		4	Ritual, Duration (special), Nonstackable
Shake Earth		1	Ranged, Temporal, Stackable
Shape Metal		1	Self, Temporal, Nonstackable
Shattering		1	Ranged, Instant, Nonstackable
Shield	Varies	1	Ranged, Temporal, Stackable
Shield of Darkness		1	Ranged, Temporal, Stackable (up to 4 pts.)
Shooting Star		1	Touch, Instant, Stackable
Silence Sphere		1	Ranged, Temporal, Nonstackable
Silver Track		1	Self, Duration (special), Nonstackable
Sky Sight		2	Ranged, Temporal, Stackable (up to 4 pts.)
Slash		1	Touch, Temporal, Stackable
Smoldering Rebellion		1	Ritual, Summon, Nonstackable, One-use
Smoke Cloud		1	Ranged, Temporal, Stackable
Snow		1	Self, Temporal, Stackable
Soul Sight		1	Ranged, Temporal, Nonstackable
Soulspear		2	Ranged, Temporal, Nonstackable
Spawn Crawling Hand		1	Ritual, Nonstackable
Spawn Gorp		1	Touch, Instant, Stackable
Spawn Manling		1	Ritual, Nonstackable
Speak with Birds		1	Ranged (voice), Temporal, Nonstackable
Speak with Herd Beasts		1	Ranged (voice), Temporal, Nonstackable
Speak with Horse		1	Ranged (voice), Temporal, Nonstackable
Speak with Insects		1	Ranged (voice), Temporal, Nonstackable
Speak with Scorpion		1	Ranged (voice), Temporal, Nonstackable
Speak with Small Animals		1	Ranged (voice), Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Spell Trading		2	Touch, Instant, Nonstackable
Spiderlimbs		3	Touch, Temporal, Nonstackable
Spider's Head		1	Touch, Temporal, Nonstackable
Spirit Armor Enchantment		1	Ritual, Enchantment, Stackable
Spirit Block		1	Ranged, Temporal, Stackable
Spirit Guardian		1	Ranged, Duration (Special), Stackable
Spirit Melding		2	Touch, Temporal, Nonstackable
Sprout		2	Ritual, Nonstackable
Sprout Arms		3	Touch, Temporal, Nonstackable
Sprout Legs		1	Touch, Temporal, Stackable (up to 4 pts.)
Sprout Wings		3	Touch, Temporal, Nonstackable
Spryness		4	Ranged, Temporal, Nonstackable
Starbright		2	Ranged, Temporal, Nonstackable
Star Sight		1	Touch, Duration (special), Stackable
Star Walk		3	Ranged, Duration (special), Nonstackable
Star Wards		1	Ritual, Special, Stackable
Stinger		2	Touch, Temporal, Nonstackable
Stone-biting		1	Touch, Temporal, Stackable
Stones to Kill Chaos		1	Ritual, Nonstackable, One-use
Stop Resurrection		2	Ranged, Instant, Nonstackable, One-use
Strength of Basmol		2	Touch, Temporal, Nonstackable
Strike		1	Touch, Duration (special), Nonstackable
Strongblade		1	Ranged, Temporal, Nonstackable
Strongnet		2	Ranged, Temporal, Nonstackable
Styx's Shore		1	Ritual, Nonstackable
Submerge		1	Ranged, Temporal, Stackable
Summon Ancestor		1	Ritual, Summon, Nonstackable
Summon (cult spirit)	Varies	1-3	Summon, Ranged, Temporal, Stackable
Summon Dead		2	Ritual, Summon, Nonstackable
Summon Demon		1-3	Summon, Ranged, Temporal, Stackable
Summon Dolphin		1	Summon, Ranged, Temporal, Stackable

SPELL	RUNES	POINTS	PARAMETERS
Summon Elemental (type)	Varies	1–3	Summon, Ranged, Temporal, Stackable
Summon Fish		1	Summon, Ranged, Temporal, Stackable
Summon Ghost		2	Ritual, Summon, Nonstackable
Summon Guardian		1	Ritual, Summon, Nonstackable
Summon Guardian of Thanatar		1	Ritual, Summon, Nonstackable
Summon Healing Spirit		1	Ritual, Summon, Nonstackable
Summon Holtri		2	Ritual, Summon, Nonstackable
Summon Household Guardian		1	Ritual, Summon, Nonstackable
Summon Ice Nymph		2	Ritual, Ranged, Nonstackable
Summon Insect Swarm		1	Summon, Ranged, Temporal, Stackable
Summon Lodril		1	Ritual, Stackable
Summon Ludoch		2	Ritual, Summon, Nonstackable, One-use
Summon Luxite		3	Summon, Nonstackable
Summon Nereid		2	Ritual, Summon, Nonstackable
Summon Oread		2	Ritual, Nonstackable
Summon Salmon		1	Ritual, Summon, Stackable
Summon Snake Daughter		4	Ritual, Summon, Nonstackable
Summon Specific Ancestor		1	Self, Instant, Nonstackable
Summon Spirit of Law		1	Summon, Ranged, Temporal, Nonstackable
Summon Spirit Teacher		2	Summon, Instant, Nonstackable
Summon Tidal Wave		1	Ritual, Stackable
Summons of Evil		3	Ritual, Summon, Nonstackable
Sunbright		2	Ranged, Temporal, Nonstackable
Sunripen		1	Touch, Duration (special), Stackable
Sunspear		3	Ranged, Instant, Nonstackable
Support		1	Ranged, Duration (special), Stackable (up to 4 pts.)
Suppress Lodril		3	Ranged, Temporal, Stackable
Suppress Oakfed		1	Ranged, Instant, Stackable
Sureshot		1	Ranged, Temporal, Nonstackable
Swallow		1	Self, Instant, Stackable
Sweat Acid		2	Touch, Temporal, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Switch Places		2	Ranged, Instant, Nonstackable
Sword Trance		1	Self, Temporal, Nonstackable
Tambour		2	Range (special), Duration (special), Nonstackable
Tanglethicket		1	Ranged, Instant, Nonstackable
Tame Bull		1	Ranged, Temporal, Nonstackable
Teleportation		3	Self (and Touch), Instant, Nonstackable
Terrify Horse		1	Ranged, Temporal, Stackable
Thunderbolt		3	Ranged, Instant, Stackable
Tongue		2	Self, Temporal, Nonstackable
Transfer Pregnancy		1	Touch, Instant, Stackable
Transform Head (Bee)		1	Touch, Temporal, Nonstackable
Transform Head (Beetle)		1	Touch, Temporal, Nonstackable
Transform Head (Lion)		1	Touch, Temporal, Nonstackable
Transform Head (Locust)		1	Touch, Temporal, Nonstackable
Transform Head (Moth)		1	Touch, Temporal, Nonstackable
Transform Head (Turtle)		1	Touch, Temporal, Nonstackable
Transform Self		2	Touch, Duration (special), Nonstackable
Translate		1	Touch, Temporal, Nonstackable
Tree chopping Song		2	Ritual, Nonstackable
Truespeak		2	Ranged, Temporal, Nonstackable
Truetune		1	Touch, Temporal, Nonstackable
True (weapon)		1	Touch, Temporal, Nonstackable
Turn Blow		3	Self, Duration (special), Nonstackable
Turn Undead		1	Ranged, Instant, Stackable
Unisonance		1	Range (special), Duration (special), Stackable
Unity		3	Temporal, Stackable (up to 4 pts.)
Venom Bite		2	Touch, Temporal, Nonstackable
Venom Boosting		1?	Touch, Temporal, Stackable
Vesper		1	Self, Temporal, Stackable
Vision		2	Ranged, Temporal, Nonstackable
Vomit Acid		3	Self, Instant, Nonstackable

SPELL	RUNES	POINTS	PARAMETERS
Warding		1	Ritual, Stackable
Warrior of Stone		2	Touch, Temporal, Stackable
Waste Loins		3	Ranged, Instant, Nonstackable
Waterspout		1	Ranged, Temporal, Stackable
Waterwalk		2	Ranged, Temporal, Nonstackable
Webbing		2	Ranged, Instant, Nonstackable
Whirlpool		1	Ranged, Temporal, Stackable
Windwalking		3	Touch, Temporal, Nonstackable
Wind Warp		1	Self, Temporal, Stackable
Wind Words		1	Ranged, Temporal, Nonstackable
Wither		3	Ranged, Instant, Stackable
Wolf Hide		3	Touch, Temporal, Nonstackable
Wolfrunning		2	Touch, Temporal, Nonstackable
Wolf's Head		1	Touch, Temporal, Nonstackable