

# The Cryptomantic Spellbook of Krz'o Murux

Kasmirian Trap Mage, Adventurer and sometime Agent of the 7 Kingdoms.

*This spellbook will work well in Atlantis 2nd Age as a Rune Magic spellbook, but note that the Order Mode bonuses will be different.*

## Attack Mode Spells

### Kantor's Runic Riposte

Mode: Attack

Duration: Equal to spell level

Range: Self

Casting Time: 2 rounds

Casting modifiers: -6 (-1 spell level (minimum 1), -5 trigger effect)

Description: The caster draws/writes the runes of the spell upon a person or their clothes. If that person is attacked then a magical melee weapon appears in the hand (or suitable organ) of the victim and can be used to fight with. The weapon that appears is set at the time of casting and the weapon is wielded with the attack skill that the user has with such a weapon. The weapon lasts for as many rounds as the spell level of the spell and does as much magical damage per successful blow as the spell level.

*This is a unique spell for Talislanta since it follows Atlantean magic rules, but hey.. that's why mages collect spells and scrolls, eh?*

### Take That Back You Fiend!

Mode: Attack

Duration: Instant/e.g. when triggered

Range: 50feet

Casting Time: 2 rounds

Casting modifiers: -8 (-1 spell level (minimum 1), -5 trigger effect, -2 for PR resistance reduction)

Description: The caster draws/writes the runes of the spell upon a person or their clothes. If that person is attacked then a blast of sparkling blue skulls flies from the victim's head, cackling as they go, striking the original attacker with as many points of damage as the spell level. The attacking skulls have +2 versus the PR of the target.

*Known as TTBYF this is a homage to my first love: Tunnels and Trolls*

*This is a unique spell for Talislanta since it follows Atlantean magic rules, but hey.. that's why mages collect spells and scrolls, eh?*

### Teikiebzote's "Don't Touch the Handle!"

Mode: Attack

Duration: Instant/e.g. when triggered

Range: Touch

Casting Time: 2 rounds

Casting modifiers: -6 (-1 spell level (minimum 1), -5 trigger effect)

Description: The caster draws/writes the runes of the spell upon a door or portal. Any person not authorised by the caster who touches the handle (or device that opens the portal) is zaped by a small lightning bolt for as many HPs as the spell level. person or their clothes. If that person is attacked then a blast of sparkling blue skulls flies from the victim's head, cackling as they go, striking the original attacker with as many points of damage as the spell level.

# Conjure Mode Spells

## Mudlavurr's Muddle

(Inspired by *The Weight of Water*, page 62)

Mode: Conjure

Duration: 5 minutes

Range: 50 feet

Casting Time: 2 rounds

Casting modifiers: -6 (-1 spell level 1, -5 spell duration)

Max Mass: 10 pounds

Max Area: 1 cubic foot

Description: The caster traces an irregular symbol, somewhat like a pot, on a surface. Steam and bubbles start to rise and at the end of the spell a voice behind the caster says "Merde!" and something is summoned. The GM may decide what is summoned or consult the table below:

- |       |  |
|-------|--|
| 1-2   | Two quarreling imps, who will answer one question truthfully on a successful WIL or CHA roll by the caster or partially on a partial success. The GM secretly makes the roll for the player. The imps will disappear after the question or after the spell ends.   |
| 3-4   | A well cooked meal for four, piping hot, with cutlery, condiments, ale and a tablecloth.   |
| 5-6   | The thick potion that is topaz in color. It smells and tastes like vanilla and blood, 50% chance it is a healing potion for 15HP. (Or use the generator at: <a href="http://www.seventhsanctum.com/generate.php?Gename=potiondesc">http://www.seventhsanctum.com/generate.php?Gename=potiondesc</a> )  |
| 7-8   | 10 Cocoeverlasting Caramels (Or use the generator at <a href="http://www.seventhsanctum.com/generate.php?Gename=candy">http://www.seventhsanctum.com/generate.php?Gename=candy</a> )   |
| 9-12  | This sword has a jagged blade of a green color. The guard strongly resembles a hand with a blue-colored material inlaid in the fingernails, curling protectively over the wielder's own. Its grip is of a white metal. The pommel is shaped like a sphere studded with diamonds. It does DR 10, ignores armour (no PR) and only exists for the spell's duration. |
| 13-14 | A pair of tennis raquets and a set of 6 balls. No-one knows what they are for, of course.  |
| 15-16 | Two grumpy Ur who attack all and sundry in their rage.   |
| 17-18 | A firework that goes off, hurting all in 10 foot radius for 3 HP.  |

19 A Blade Staff (DR 8) that stay permanently.

20 A cloak of invisibility, disappears when spell ends.

### **Ejetel's Blade-Staff**

Mode: Conjure

Duration: 1 minute

Range: Touch

Casting Time: 2 rounds

Casting modifiers: -6 (-1 spell level 1, -5 trigger effect)

Description: The caster has a permanent symbol embroidered or engraved on his clothes, items or person. The spell is cast on the symbol by tracing it out and it is activated. When the caster says "Aid me Ejetel!" then a blade staff appears in the hand of the caster for the duration of the spell.

### **Seal of the Forbidden Passage**

Mode: Conjure

Range: 50feet

Casting Time: 2 rounds

Casting Modifiers: -6 (-2nd level, -4 extra duration)

Description: When drawn upon the surface of a door the edges and cracks of the door are sealed with mortar and cement. The door is sealed until the spell ends or the door broken down by force.

*(see Talislanta 4th edition, page 49)*

### **Reveal Mode Spells**

(+3 Order Mode bonus for Cryptomancers included below)

#### **Symbol of Clarity**

Mode: Reveal

Duration: 1 minute

Range: 50feet

Casting Time: 2 rounds

Casting Modifiers: +2 (-1st level (but see below), +3 Order Mode bonus for Cryptomancers)

Description: Inscribed in the air above writing of any kind or language, this spell reveals the full meaning to the caster, assuming it can be read in under a minute. The spell level is determined by the GM based on the obscurity of the language relative to the caster's knowledge (1-10) and also any encryption (equal to the skill level of the encrypter) or physical problems with the text such as damage or fading (1-5).

*(see Talislanta 4th edition, page 49)*

## **Mark of Midnight**

Mode: Reveal

Duration: 1 minute

Range: 60 feet

Casting Time: 2 rounds

Casting Modifiers: -8 (-1st level, -9 extra duration, -1 extra range, +3 Order Mode Bonus for Cryptomancers)

Description: Drawn on the forehead, this rune enables the subject to see clearly in complete darkness for up to 60feet or double that in partial darkness or shadow.

*(see Talislanta 4th edition, page 49)*

## **Cenudi's Cryptomantic Cypher**

Mode: Reveal (Conceal)

Duration: 1 week (see below)

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: -12 (see below)

Description: Inscribed upon any written work. If the name "Cenudi" is not whispered over the text before reading then the spell is triggered and the text is unreadable for 1 week.

*(This is a unique spell, modified by rules in Codex Magicus and described on page 103 of that tome.)*

## **Summon Mode Spells**

### **C'mon Impy!**

Mode: Summon

Duration: 5 minutes

Range: Touch

Casting Time: equal to spell level, minimum of 3 rounds

Casting Modifiers: -7 (-3rd level, -4 extra duration)

Description: A seven pointed star is traced on a surface and after the requisite casting time a Sardonicus imp of Ability Level equal to spell level appears in a puff of sulphur.

This imp is unbound and independent of thought..

*(This is the renamed "Summon Sardonicus" spell from Codex Magicus and described on page 103 of that tome.)*

### **Bugger Off Sulphy!**

Mode: Summon (Banish)

Duration: Instant

Range: 50 feet

Casting Time: equal to spell level, minimum of 3 rounds

Casting Modifier: -8 (-3rd level, -5 trigger effect)

Description: If you summon a Sardonicus imp, you should first cast this spell, at the level equal to the imp you wish to banish. The spell is triggered with either a prearranged phrase or simply saying "Bugger Off Sulphy".

*(This is the renamed "Banish Sardonicus" spell from Codex Magicus and described on page 103 of that tome.)*

## **Kasmirian Call of the Viper**

Mode: Summon

Duration: 2 minutes

Range: Touch

Casting Time: equal to spell level, minimum 4 rounds

Casting Modifiers: -5 (-4th level base, -1 extra duration)

Description: Kasmirians can call upon the Spirit of the Viper and call forth a Chasm Viper (Talisanta 4th edition, page 133) with an Ability Level equal to the spell level. The Viper will obey the caster for the duration of the spell.

## **Ward Mode Spells**

(+3 Order Mode bonus for Cryptomancers included below)

### **Popab's Abjuration of Serpents**

Mode: Ward

Duration: 3 minutes

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: +0 (-1st level, -2 extra duration, +3 Order Mode bonus for Cryptomancers)

Description: Creates a ward against serpents on a person or even object. The PR is equal to twice the spell level.

### **Popab's Ever Desperate Ward Against Scorpions**

Mode: Ward

Duration: 3 minutes

Range: Touch

Casting Time: 2 rounds

Casting Modifiers: +0 (-1st level, -2 extra duration, +3 Order Mode bonus for Cryptomancers)

Description: Creates a ward against scorpions on a person or even object. The PR is equal to twice the spell level.

### **Ilaquil's Cloak Against Heat**

Mode: Ward

Duration: 3 minutes

Range: Touch

Area: 2 feet radius

Casting Time: 2 rounds

Casting Modifiers: -2 (-1st level, -2 extra duration, +3 Order Mode bonus for Cryptomancers, -2 for radius)

Description: Creates a ward, in the form of a cloak against heat on a person or even object, the cloak can cover 2 people at a pinch. The PR is equal to twice the spell level.

