

Runes and Symbols

Glyphs of Ordo Stormfather

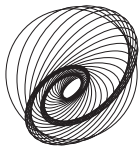
Symbols listed in this section are associated with Jordan Stormfather and his house, though they are used by others. Symbols marked with an asterisk are known to be inscribed on Mirod's staff.



Clairaudience* This rune glows red on Mirod's staff when he is in an area targeted by a *Clairaudience* spell.



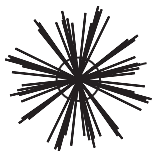
Nalinquar* On Mirod's staff, this rune glows blue to indicate Nalinquar magic, white to indicate the approach of Nalinquar minions, and red to indicate their presence.



Phasmatis* (fahz-MAH-tiss) Incorporeal. On Mirod's staff, this rune glows green in the presence of incorporeal creatures.



Sight/Vision/Scrying* This rune glows red on Mirod's staff when he is in an area targeted by magical scrying.



Ward, Greater A powerful glyph used to seal a door or other portal. This one was used by Morian to seal the inner courtyard of *Locus Refugium*.



Ward, Lesser Glyph used to seal doors and other portals. Ektor Maijlin used this glyph to protect an underground sanctuary for his personal servants.

Personal Glyphs

These symbols are the personal marks of magi, used to sign documents, identify objects, or denote servants.



Morian Minions of the Nalinquar magus Morian often bear magical tattoos of this symbol on the palms of their right hands. These may be used to discharge one-shot spell effects such as *magic missile* (reddish-brown) or *darkbolt* (blue-black).

Elder Runes



Aquam (AH-kwahn) Water



Auram (OW-rahm) Air



Creo (CRAY-oh) "I create." One of the five techniques of Elder magic. This Art is used to create objects from nothing, or to improve things that have deteriorated from their ideal nature. Used as a sigil by the Elder Silvia.



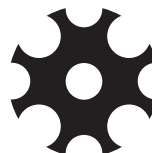
Ignem (IG-nem) Fire



Intéllego (in-TAY-le-go) "I perceive." The Art of perception and knowledge, one of the five techniques of Elder magic. Used as a sigil by the Elder Eusebius.



Muto (MOO-toe) "I transform." The Art of transformation and transmutation, one of the five techniques of Elder magic. Used as a sigil by the Elder Beltran.



Perdo (PARE-doe) "I destroy." The Art of destruction, including aging, disease, decay, and dissolution. One of the five techniques of Elder magic. Used as a sigil by the Elder Patricus.



Rego (RAY-go) "I control." The Art of regulating matter or compelling the actions of living things, one of the five techniques of Elder Magic. Used as a sigil by the Elder Caecelius.



Sanctus (SOWNK-toos) Indicates the personal chambers of a magus. Trespassers in such an area could be slain by its owner without legal retribution during the Elder Age.



Terram (TARE-rahm) Earth