

**ENCHIRIDION  
SIGILLUM**

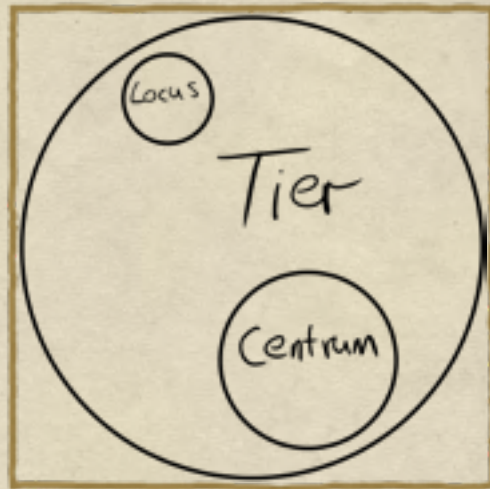
WORK IN PROGRESS

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**Rules for  
Drafting  
Runic Arrays**

TIERS & LOCI

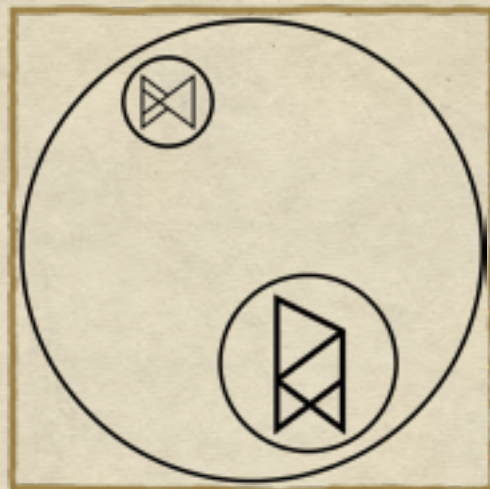


To extract the magic from the runes, you need to create a Runic Array. The type of runes placed inside the runic array and the links between them tell the array what sort of magical effect to create.

The most important rune is the Centrum, and will be the focus for the whole runic array. Everything else in the array will work towards manipulating the Centrum rune. A runic array can only have one Centrum, and so each array will only have one focus.

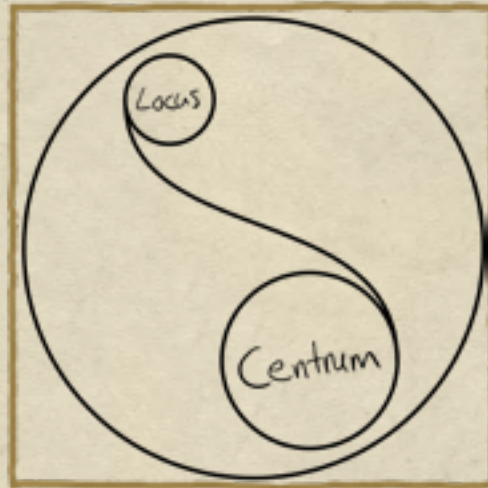
All other runes will be placed in their own small circles, called Loci, and from in there they will affect the Centrum in one way or another. The area that the Loci are placed in is called a Tier. The most basic runic arrays contain only two Tiers (the Centrum as its own Tier and one outer Tier filled with Loci), but you can have as many Tiers as you want. Each new Tier will be a larger concentric circle around the runic array that can be filled with its own Loci.

The most important rule to remember is that you “read” a runic array from the outside inwards. All Loci in each Tier will affect the Tier below it, eventually reaching the Centrum at the heart of the runic array.

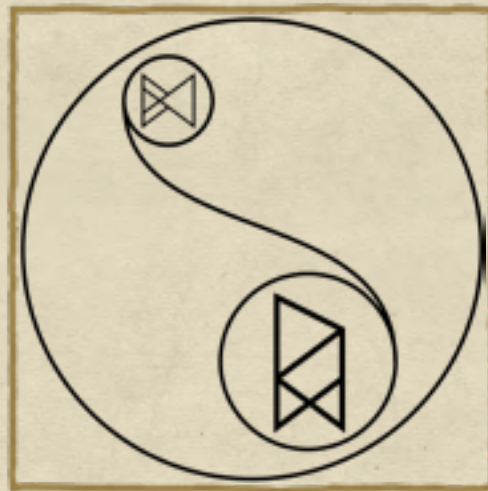


Our runic array starts its life with the rune for Fire as the Centrum, and the rune for Create as the Locus. It is obvious what this array will become, but at the moment it can't do anything, as no commands have been given to it. That will come next.

## COMMANDS

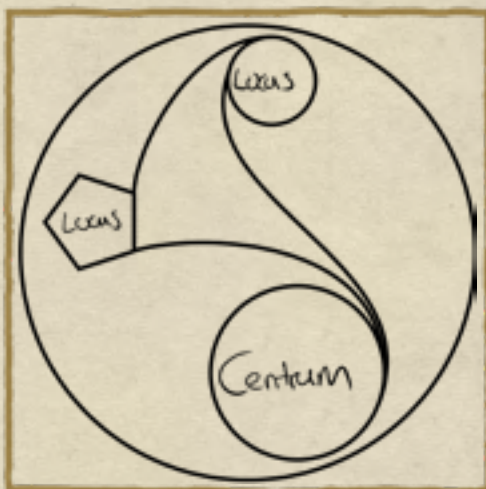


The runes in their Loci can only affect something else in the runic array if they are linked to it. The most common link is a curved line called a Command line. As its name implies, a Command line shows that one Locus is telling the Centrum or another Locus to do something. Linking an Action rune to a Target rune with a Command line tells the array to perform that Action on the Target.



Our fire array now has a command which means it can do something. In this case linking Create to Fire tells the array to, unsurprisingly, create fire. While our array is very simple at the moment, but you can already use it just as it is. Adding a Command line is the very minimum you need to call your runic array complete, which means if you want to use this fire array right now, you can. Everything from here on out will help refine and modify how the array creates the fire.

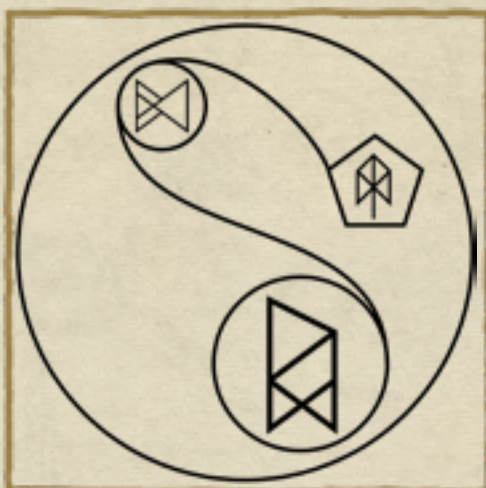
OPERATIONS



If a Locus is Commanding other Loci within the same Tier, then you must show which Locus is Commanding which, since it is possible for a Locus to Command both multiple other Loci and a lower Tier or the Centrum at the same time. You can also have a series of Loci Commanding one another, linked to each other in a string of Command lines.

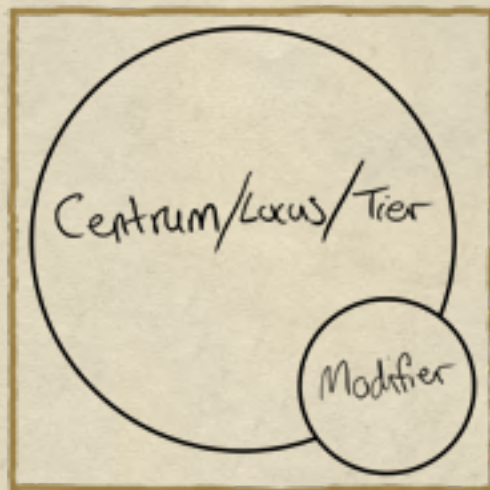
To show which Locus comes first in the order of operations, we use shapes other than circles for the Loci. More specifically, we use shapes with corners such as triangles, squares, pentagons, etc. The Locus with the most corners Commands the Locus with the least; so a pentagon Commands a square, a square Commands a Triangle, and so on with a true circle being last in line.

Remember that showing this operational order is only necessary when two or more Loci are Commanding each other inside the same Tier. If a Locus is Commanding the Centrum or a lower Tier, you don't need to show the operational order.



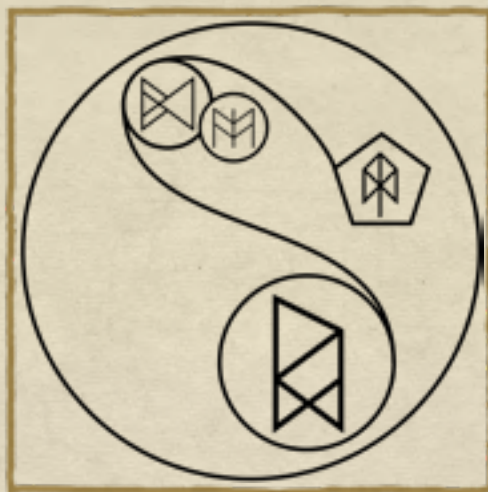
The second locus here has the rune for Sustain. It is telling the runic array to continue creating fire. So rather than a burst of fire, the array will now keep the fire burning for as long as there is energy in the array.

## MODIFICATION



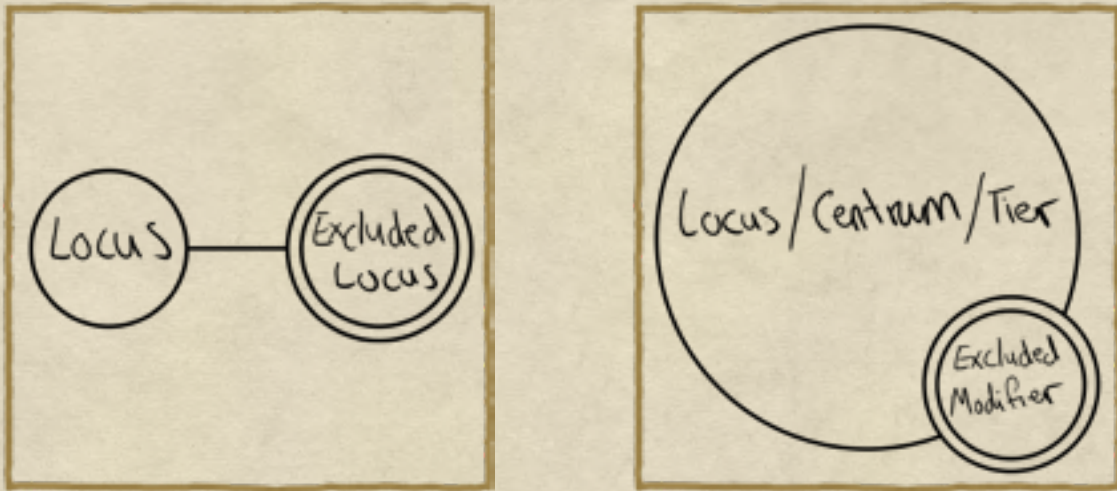
The second method to manipulate runes is through Modification. To modify a Locus, Centrum or Tier, overlap it with a smaller circle and put inside it the rune that will do the Modification.

Modifying a rune inside a Locus, Centrum or Tier tells the runic array to alter an aspect of the rune, or to specify something unique about the rune. Size and Shape runes are mostly used as modifiers to tell the runic array what shape or size the magical affect will be; and you can use certain Target runes to specify others (e.g.: modifying a Blood rune with a Human rune to specify that you are only targeting human blood and not all types of blood).



We now add a Contain rune as a modification to the Create locus, which means that the creation part of the runic array is contained inside where the array drawn, meaning that no fire can be created outside the array. The runic array is now much safer to use. We could have made the Contain rune it's own locus that affects the Creation locus, but this way looks far neater and it does the same job.

EXCLUSION



A runic array can be told to exclude elements from the magical effect that it creates. To do this, a Locus, Centrum or Tier must be chosen to perform the exclusion. Then draw a line to the elements that will be excluded and draw a second line around the Locus that is being excluded.

If a Target rune is excluding an element, it tells the runic array that the element cannot enter or exist within the same space as that Target (e.g.: a Containment field that excludes Humans means that people cannot exist or enter that containment field). If an Action rune is excluding an element, it tells the runic array not to apply that Action's effects to the element (e.g.: a Heat rune Commanding an Animal rune, but also excluding Humans means that all animals except humans will be heated).

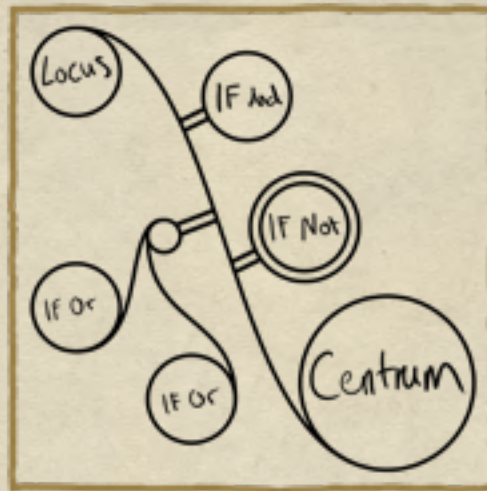
Modifiers can also be excluded, and this will tell the array to specify all types of that rune except for the modifier that is being excluded. Excluding a modifier is shown by just having a second circle around the modifier that is overlapping the Locus. You can have both a regular modifier and an excluded modifier on the same Locus/Centrum/Tier if you want; it isn't just one or the other.



The rune being excluded here is the Water rune, and this means that water and fire cannot touch each other while there is still energy in the array. With this, we've effectively made waterproof fire.



## CONDITIONALS



A Conditional acts like a trigger, telling the runic array only to do an Action if the specific Conditions are met. Conditionals are shown by a Locus intercepting a Command line with two parallel straight lines. This tells the array only to activate that Command if the elements in the Locus is present. If you put a second circle around that Conditional Locus, it tells the array only to activate that Command if the elements in the Locus is not present.

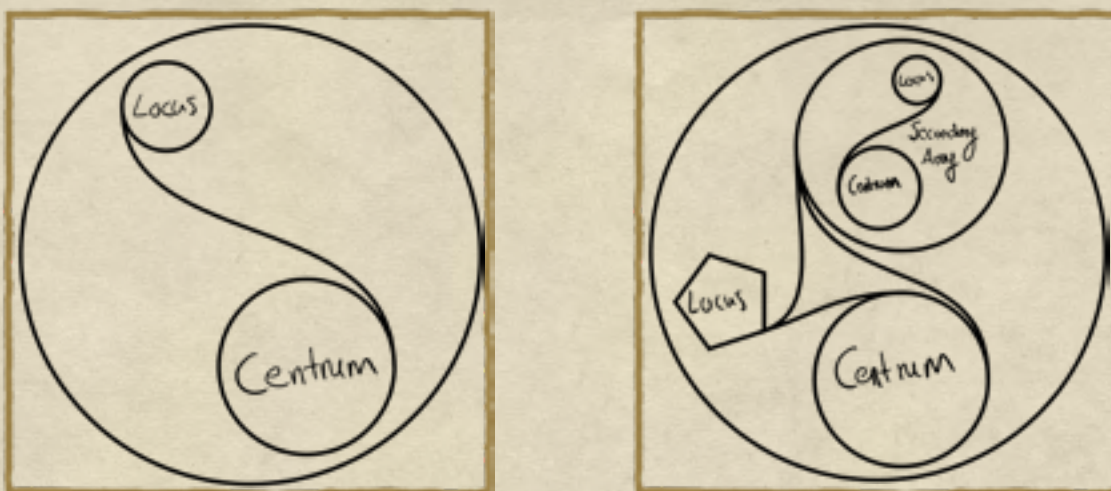
The third type of Conditional uses a blank Placeholder Locus with several Loci linked to it with their own Command lines. This tells the runic array to only activate the Command if any of the elements in those Loci are present. Only one of the elements in the Loci Commanding the Placeholder needs to be present for the Action to be activated.



You can have as few or as many Conditionals of all three types on a single Command line. If you do this, then all the Conditions must be met before that Command line is activated.

With our three Conditionals here, we've told the runic array to only create fire if there is Air \*and\* if there isn't Human \*or\* Wood present. We need the air of course for the fire to work, because the runic array will only provide the energy to fuel it, and of course we don't want to accidentally set a person on fire, so we can't have humans present in the array when it starts up. Similarly, we don't want the fire to get out of control by spreading somewhere else, so we don't want anything wooden in the array that could get set alight by our runic fire.

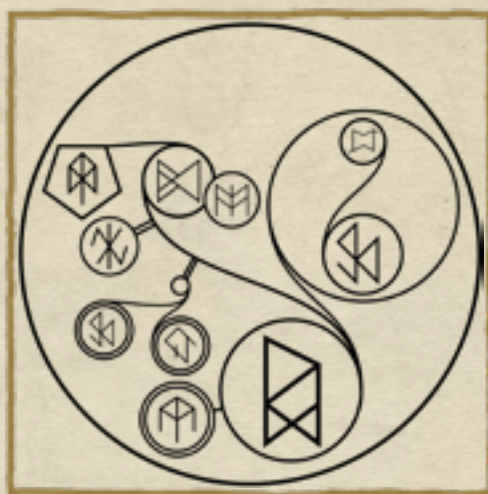
COMPLEX ARRAYS



Just like how you can have multiple tiers in a runic array, you can have entire smaller runic arrays inside larger ones. A Complex Array simply means that there is a secondary, smaller runic array inside it that takes the place of a Locus.

When a Secondary Array acts as a Locus, it is treated as if it was an Action rune and so it has to follow all the rules of Loci. This means that it has to show Operational order, it can be modified by other runes, and have Conditionals placed on the Command line between it and whatever it may be Commanding. More importantly, if it Excludes anything, it tells the runic array not to apply that Secondary Array's effects to the element it is excluding.

Complex Arrays are called "complex" for a reason. Because the Secondary Array acts as a single Action Locus, only the final effect that the Secondary Array creates has any influence on the larger Complex Array. You need to "read" the Secondary Array first to determine what it does, and then apply the result of that Secondary Array as a Locus by itself.



In the smaller, secondary array, you will recognise the rune for Humans as the centrum, and the rune in the locus is Push. This very simple array does exactly what it sounds like it: it pushes humans away. By affecting the Fire centrum with this array, every little bit of the fire will push humans away. Luckily, that won't actually happen because of the third law of motion which says every action has an opposite reaction. Since a human weighs more than fire, it's the fire that's going to be moving. What all of this means is that if a person gets too close to the fire, the fire will move away, and if the person moves over the runic array, the earlier Conditional we put in will cut off the fire.

# Known Runes and Their Uses

# COMMAND

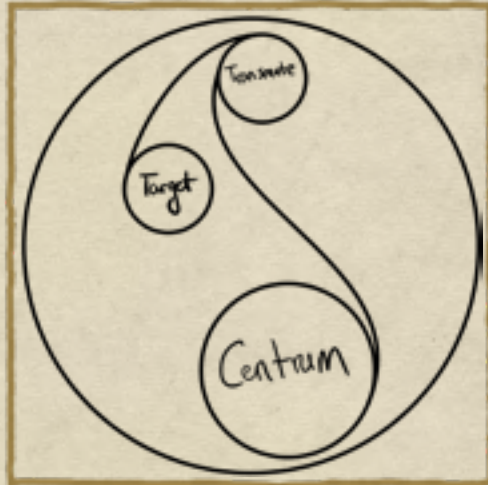
## TRANSMUTE



Transmute

(Ferformyr) [Fur-for-meer]

Transforms a Target rune(s) into another Target rune(s). Can only be used as a Command rune.



To Transmute means to change one thing into another. In a runic array, you can link two Loci with a Transmute rune to tell the runic array to turn one into the other. These Loci must either be Target Runes or Secondary Arrays. In other words, you can only Transmute tangible things. You can't Transmute an insubstantial Shape Rune or a non-existing Action rune.

Because Transmute links two Target Loci or Secondary Arrays, showing Operation order works a little differently. The Targets or Secondary Arrays that are being Transmuted do not have to show Operational order. Only other Command Loci need to show which comes first.



We've removed the Create rune and replaced it with the Transmute rune, and then linked it to the Stone rune. Now we're no longer making Fire out of nothing; instead we're turning earth into fire. This uses less energy, and there's dirt and rock everywhere, so we're not going to run out of fuel anytime soon.

## TRANSPORTATION



Receive

(Ontkery) [Ont-cur-ay]

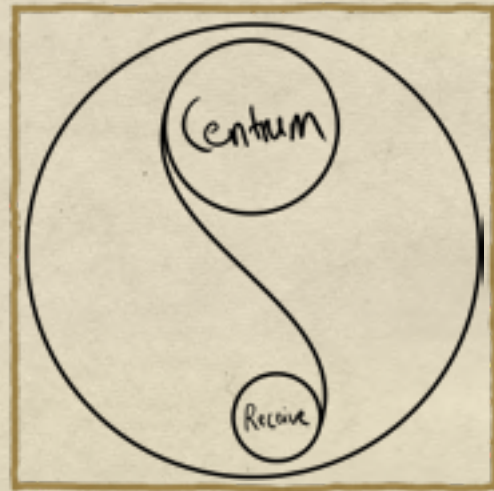
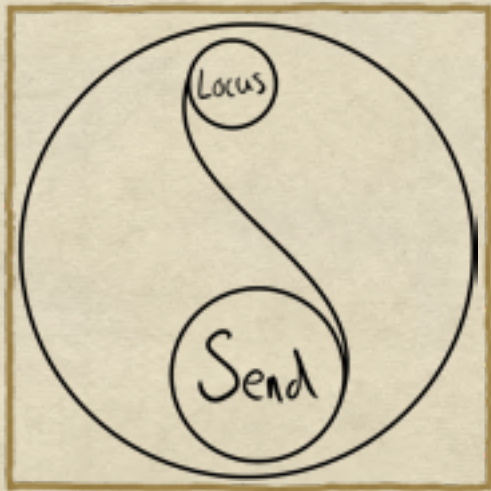
Receives transported effects of from an array with the Send rune.



Send

(Ztür) [Ztoor]

Transports all effects to an array with the Receive rune. Can only be used as a centrum.



Runic arrays can teleport targets and effects from one array to another through the Send and Receive runes. We call this Runic Transportation.

The Send rune will always be the Centrum of its array, and so everything in that array (whether individual target runes in Loci, or a whole construct magical effect) will be sent to the next array. The Receive rune in the next array can be either a Centrum (if you just want to do a straight Transport from one runic array to another) or a Locus (if you want to use the Transported material in the array you are designing).


Modifying either, or both, the Send and Receive runes with Size runes will dictate over how great a distance they can Send or Receive material. A Send array will transport its array's effects to all Receive arrays within range, but it will only send an equal share of its effects to all Receive arrays within range; it will not duplicate its effects. The same applies to the Receive arrays.


To specify which Send and Receive array is Transporting the material, you can modify the Send and Receive runes with Air, Fire, Stone, and Water runes. Send and Receive runes will only Transport material and effects to each other if they have the same number of each elemental rune on them. To make them even more specific, you can modify the elemental runes on a Send or Receive rune with more elemental runes, creating a chain of modifications that both Send and Receive runes must match in order to Transport the material and effects.




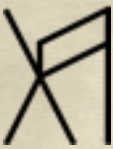
In order to get the Transportation to work we need a second array. You can see that we've replaced the Stone rune with the Receive rune, and moved the Stone rune to the second array. The only thing the second array does is Transport the stone, which then goes to the Receive rune to be transmuted into fire. So we haven't really changed how the array works; all we've done is change how the stone gets to the array. You don't need to put it on the primary array anymore, which means the array can work even if there isn't any stone around.

**ACTIONS**

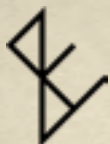
- 

Contain  
(Hohd) [Hoat]  
Keeps the objects/effects of the rune(s) it Commands within the field of the array.
- 

Cool  
(Afkoht) [Ahf-coat]  
Reduces the temperature of the target rune(s) at a rate of 1°C per second.
- 

Create  
(Môk) [Mawk]  
Spontaneously and near-instantaneously generates target rune(s). Can only be used as a Command rune.
- 

Destroy  
(Nîtuch) [Neat-uhg]  
Spontaneously and near-instantaneously annihilates target rune(s). Can only be used as a Command rune.



Float

(Dryffel) [Dray-fill]

Cancels out the effect of gravity for the rune(s) it Commands. If used to modify a rune, it specifies a target that is no longer under the effects of gravity.



Heat

(Watze) [Vaht-zuh]

Increases the temperature of the target rune(s) at a rate of 1°C per second.



Invert

(Omkîrîdi) [Om-keyr-dee]

Inverts the intended purpose of the target rune (s). When Commanding or Modifying a Command rune, that rune does the opposite of what its description states. When Modifying a Target rune, it specifies the opposite of the Target's description.



Pull

(Trekæn) [Track-hen]

Draws target rune(s) towards the centrum of the array at a speed of 1 metre per second, regardless of the target's mass. The effect is subject to the third law of motion. If used to modify a rune, it specifies a target that is already under the effect of a Pull rune.



Push

(Druch) [Druh-g]

Propels target rune(s) away from the centrum of the array at a speed of 1 metre per second, regardless of the target's mass. The effect is subject to the third law of motion. If used to modify a rune, it specifies a target that is already under the effect of a Push rune.



Rotate

(Drahaî) [Drah-high]

Moves target rune(s) clockwise around the centrum of the array at a speed of 1 metre per second, regardless of the target's mass or its distance from the centrum. The effect is subject to the third law of motion. If used to modify a rune, it specifies a target that is already under the effect of a Rotate rune.

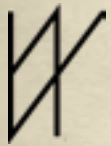


Sustain

(Anhal) [Aahn-hal]

Maintain target rune(s) current state and effects, prevents decay or degradation.

# SIZE



Tiny

(Mürklen) [Moor-clayn]

Specifies that the target is to be 0.01 times (1%) the size of the array.



Small

(Klen) [Clayn]

Specifies that the target is to be 0.1 times (10%) the size of the array.



Medium

(Gerittel) [Guh-rit-till]

Specifies that the target is to be 1 times (100%) the size of the array.



Large

(Grot) [Grot]

Specifies that the target is to be 10 times (1,000%) the size of the array.



Gargantuan

(Mürgrot) [Moor-grot]

Specifies that the target is to be 100 times (10,000%) the size of the array.



Shape runes are always used to Modify a Locus, Centrum or Tier and specify the size of that target or effect in relation to the area of the array. If more than one Size rune is Modifying the same Locus, Centrum or Tier then you add up all their sizes together. You can also Modify one Size rune with another one, which will multiply their sizes together. In this way you can get as specific a size as you require.

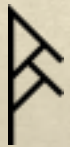
Always remember that it is the size of the array that ultimately determines the size of the magical effect, the Size runes just modifies and changes this.





There are three size runes added to our array, and all are the Medium rune. We have one modifying the Contain modifier, and this says that the fire will only be made as large as the array, no larger, no smaller. It's a good way to control the size, so that the fire doesn't get out of control. The two runes on the Push locus says that the array will push humans (or rather the fire as we have learnt) up to a distance twice the size of the array. This puts a limit on how close a person can get to the fire before the 'pushing' begins.

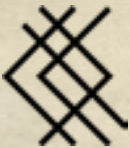
## SHAPE



Ball

(Bôl) [Bawl]

Specifies a spherical field across the diameter of the array, sitting flush against the array. If Modifying a rune, the shape is filled with target rune's effects.



Clean

(Sküan) [Skoo-ahn]

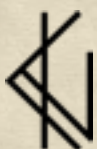
Explicitly specifies no shape or field.



Column

(Külôm) [Koo-lawm]

Specifies a columnar field across the area of the array, with a depth 10 times the array's diameter. Size runes increase the width and area of the shape, while putting a Contain rune (Modified by Size runes) will affect the depth of the shape. If Modifying a rune, the shape is filled with target rune's effects.



Cone

(Kienal) [Key-nahl]

Specifies a conical field across the area of the array, with a depth ten times that of the array's diameter and its sharpest point against the array. If Modifying a rune, the shape is filled with target rune's effects.



Contain

(Hohd) [Hoat]

Specifies a field across the array to the circumference of the runic array. If Modifying a rune, the shape is filled with target rune's effects.



Disk

(Rônde) [Rawn-duh]

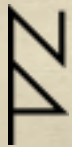
Specifies a flat field across the surface of the array, with a depth  $1/10$ th that of the array's diameter. Size runes increases the depth of the shape, while putting a Contain rune (modified by size runes) will affect the diameter and area of the shape. If Modifying a rune, the shape is filled with target rune's effects.



Dome

(Küp) [Coop]

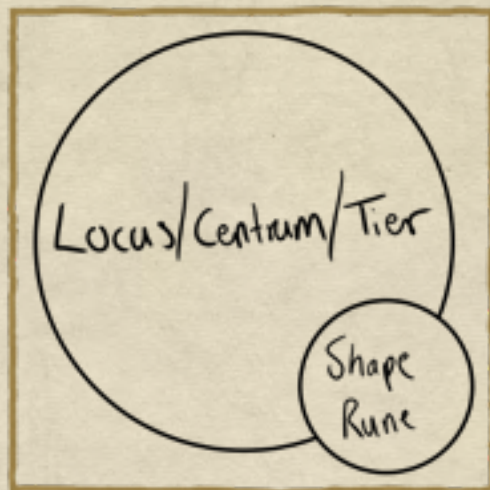
Specifies a half-spherical field across the diameter of the array, with its flat side against the array with the height of the dome equal to the radius of the array. If Modifying a rune, the shape is filled with target rune's effects.



Wall

(Skehrum) [Skeh-ruhm]

Specifies a field around the circumference of the array, with a thickness of  $1/10$ th of the array's diameter. If Modifying a rune, the shape is filled with target rune's effects.

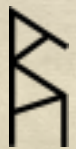


Like Size runes, Shape runes can only be used to Modify a Locus, Centrum or Tier. If one Shape rune is Modifying another Shape rune, the second Shape rune dictates the boundaries of the first.



We've modified the Transmute locus with a Ball rune, and this is purely ornamental and to give it a more 'magical' feeling. All it does it tell the array to create the fire in the shape of a ball. That's all, but it does make the appearance of it more elegant, seeing a ball of fire burning all by itself

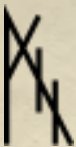
## TIME



Spur

(Haz) [Haahz]

Accelerates target's time by a factor of 0.1 (10%).



Quicken

(Schniv) [Shnuhv]

Accelerates target's time by a factor of 1 (100%).



Haste

(Finnich) [Fin-uhg]

Accelerates target's time by a factor of 10 (1,000%).



Stall

(Ztadik) [Ztah-dick]

Decelerates target's time by a factor of 0.01 (1%).



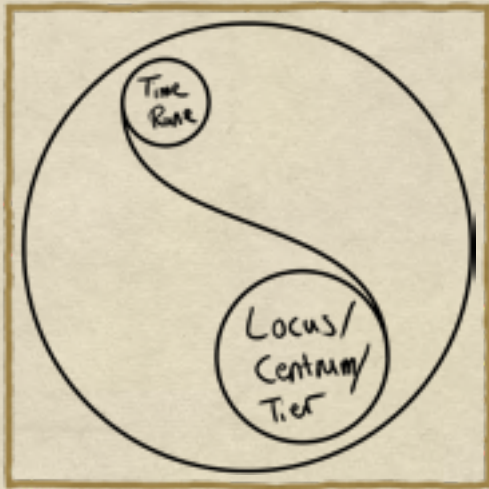
Slow

(Gidats) [Guh-dahts]

Decelerates target's time by a factor of 0.1 (10%).



Stop  
(Ztansil) [Ztahn-sill]  
Ceases time for the target.



Time runes accelerate or decelerate the Locus, Centrum or Tier they are Commanding. Multiple Time runes can Command the same target, adding all their time adjustments together to find the final acceleration or deceleration of the target. Time runes can also modify other Time runes which multiplies their effects together (like Size runes).

Some other Command runes already specify a speed at which they interact with a target (such as Push and Pull). If a Time rune modifies such a Command rune, then it is treated as if it is modifying another Time rune in that the time adjustment effects are multiplied together to come to a final total result.

Time can be sped up as much as is needed, however it can only be decelerated down by a factor of 1 (100% deceleration) as time will then completely stop.



Here is another feature added to the runic array to make it safer. Modifying the Push locus with the Haste rune means that the fire will now be pushed away from a person at a speed of 10 m/s. If your runic array isn't ludicrously large, this will be close enough to instantaneous as makes no difference. The runic array should (fingers crossed) now be completely safe to have around people without anyone burning themselves.

# TARGET

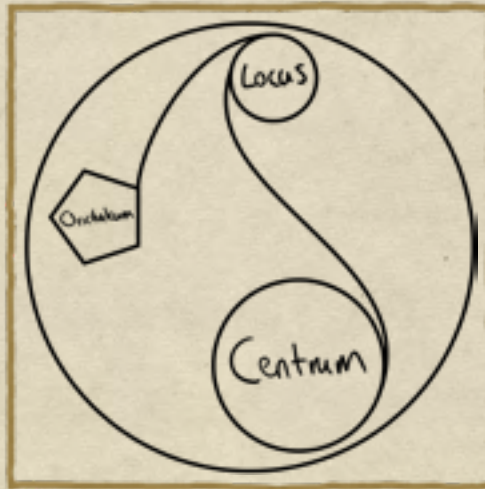
## ORICHALCUM



Orichalcum

(Brof) [Broff]

The rune that is required to be in the array as a Commanding Locus if orichalcum is to be used to power the array. Orichalcum cannot be Created or Transmuted.



There is only one thing that a runic array cannot create (or transmute other targets into): orichalcum. It is a mystical material that serves as the most powerful source of fuel for runic arrays.

A runic array must be set up to use Orichalcum. This is done by having Orichalcum Commanding another Locus, Centrum, or Tier. This tells the array that the Locus, Centrum or Tier that is being Commanded will not be activated unless there Orichalcum present within the runic array's field of effect. In this way, Orichalcum is both a fuel and a trigger for the runic array. Orichalcum can also be used more generally as a Target rune to be manipulated by the runic array, or to be transmuted into other substances.



There's a few ways we can add Orichalcum into the mix for this runic array. To make things as simple as possible, we'll kill two birds with one stone by replacing the Receive

rune above the Transmutation rune with the Orichalcum rune. This way it acts both as the trigger and fuel to start the runic array, and also as the material that gets transmuted into fire.

**MATERIALS**



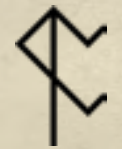
Air  
(Sürluch) [Suer-luhg]

The mixture of gases present in the planet's atmosphere. When Created / Transmuted, the array produces a mixture of gases based upon the average metric volume of atmospheric gases in the area closest to the centrum of the array.



Animal  
(Dyr) [Dear]

Any organism classified under the biological kingdom of Animalia. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species closest to the centrum of the array.



Antimony  
(Gihf) [Guhf]:

A lustrous gray metal that is crystalline and brittle. Chemical symbol is Sb.



Arsenic  
(Seenir) [Syeh-neer]

A grey crystalline metal. Chemical symbol is as.



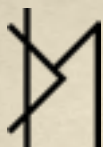
Bird  
(Vüal) [Foo-ahl]

Any organism classified under the biological class of Aves. When Created/ Transmuted, the array produces an androgynous, sexually mature corpse of the species of bird closest to the centrum of the array.



Blood (Roiatter)  
[Roy-ah-ter]

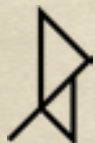
Red blood cells with hemoglobin suspended in plasma. When Created/ Transmuted, the array produces blood containing no antigens of the species closest to the centrum of the array. Use various animal runes to modify the Blood rune to specify which animal blood is to be used. Runically created human blood cannot power a runic array.



Bone

(Biun) [Bee-uhn]

Hard, whitish, calcified tissue making up the skeletons of vertebrates. When Created/Transmuted, the array produces bone of the species closest to the centrum of the array. Use various animal runes to modify the Bone rune to specify which animal bones is to be used.



Bovid

(Kui) [Koo-ee]

Any organism classified under the biological family of Bovidae. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the bovine breed or type closest to the centrum of the array.



Canid

(Holf) [Holf]

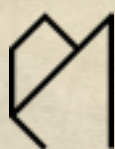
Any organism classified under the biological family of Canidae. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the canine breed or type closest to the centrum of the array.



Carbon

(Kôltos) [Cawl-tos]

Black, nonmetallic, tetravalent compound that is the basis for life as we understand it to be. Chemical symbol is C.



Cool

(Afkoht) [Ahf-coat]

Specifies any heat at a temperature lower than that of the surface of the array.



Copper

(Valoud) [Fahl-oat]

A ductile, soft, malleable, reddish-orange metal with very high thermal and electrical conductivity. Chemical symbol is Cu.



Felid

(Slehgat) [Sleh-gaht]

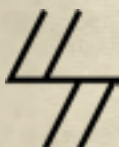
Any organism classified under the biological family of Felidae. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the feline breed or type closest to the centrum of the array.



Fire

(Vür) [Foor]

Flammable plasma discharge. If not given fuel and air, the fire will immediately go out once the energy in the array is depleted.



Fish

(Noglees) [Nog-lyee-uhs]

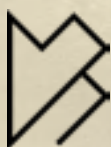
Any organism classified under the biological family of Pisces. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species of fish closest to the centrum of the array.



Flesh

(Bleis) [Blays]

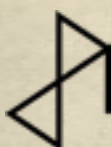
The soft substance consisting of muscle, tissue and fat that is found between the skin and bones of an animal. When Created/Transmuted, the array produces flesh of the species closest to the centrum of the array. Use various animal runes to modify the Flesh rune to specify which animal flesh is to be used.



Flowering plants

(Stiblom) [Stuh-blom]

Any organism classified under the biological clade of angiosperms. When Created/Transmuted, the array produces an androgynous, sexually mature organism of the species of flowering plant closest to the centrum of the array.



Gold

(Gelout) [Geh-loat]

A bright yellow, dense, soft, malleable, and ductile metal. It is one of the least reactive chemical elements. Chemical symbol is au.



Heat

(Watze) [Vaht-zuh]

Specifies any heat at a temperature higher than that of the surface of the array.

Human



(Mænsich) [Mehn-seech]

Homo Sapiens. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the ethnicity or race closest to the centrum of the array.





Iron

(Yst) [Ayst]

A hard, grey metal often used in fabrication. Used with carbon to create steel. Chemical symbol is Fe.



Lead

(Wapelôt) [Vaah-puh-lawt]

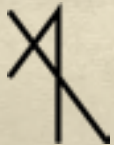
A soft, malleable, and heavy metal. Has a bluish-white color but tarnishes to a dull gray when exposed to air. Chemical symbol is Pb.



Life

(Leeva) [Lyee-vuh]

The difference and distinction between organic and inorganic matter; and being alive and dead. When Created/Transmuted, the array will create an androgynous, sexually mature corpse of the species, breed or type of organism that is closest to the centrum of the array. When Modifying another animal or plant rune, the Life rune specifies that the target is alive and not dead.



Light

(Jôcht) [Yawcht]

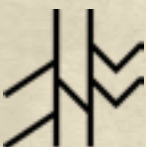
Electromagnetic radiation within a certain portion of the electromagnetic spectrum, most often used to refer to radiation within the visible spectrum. When Created/Transmuted, the array produces white light at an intensity of 1 lumen per 1cm<sup>2</sup>. If size or shape runes are used to modify the Light rune, the intensity would be 1 lumen per 1cm<sup>3</sup>. Intensity of the light can be changed by applying size runes to the Light rune itself, while applying size runes also to a Contain Rune which itself is modifying the Light rune.



Lightning

(Blikse) [Bleak-suh]

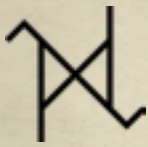
An electrostatic discharge. When Created/Transmuted, the array produces an electrostatic discharge of alternate current (AC).



Lizard

(Dyrakke) [Dear-ah-kuh]

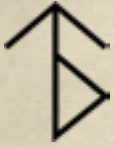
Any organism classified under the biological suborder of Lacertilia. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species of lizard closest to the centrum of the array..



Mammal

(Sôgdyr) [Sawg-dear]

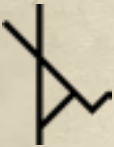
Any organism classified under the biological class of Mammalia. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species of mammal closest to the centrum of the array.



Mercury

(Kwikstal) [Kwuhk-staahl]

Also known as quicksilver. A silvery metal that is liquid at the freezing temperature of water. Chemical symbol is Hg.



Plant

(Stamkur) [Stahm-kuhr]

Any organism classified under the biological kingdom of Plantae. When Created/Transmuted, the array produces an androgynous, sexually mature organism of the species of plant closest to the centrum of the array.



Primate

(Apis) [Aah-piss]

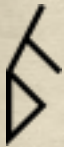
Any organism classified under the biological order of Primates. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species of primate closest to the centrum of the array.



Rodent

(Rôtas) [Raw-tahs]

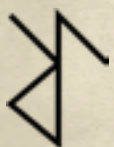
Any organism classified under the biological order of Rodentia. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the species of rodent closest to the centrum of the array.



Seed plants

(Zadeblom) [Zaah-duh-blom]

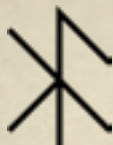
Any organism classified under the biological clade of Gymnosperms. When Created/Transmuted, the array produces an androgynous, sexually mature organism of the species of seed plant closest to the centrum of the array.



Silver

(Sulbîr) [Suhl-bee-r]

A soft, white metal that is both the most reflective metal known to man and the metal with the highest electrical conductivity. Chemical symbol is Ag.



Sound

(Keraus) [Keh-rows]

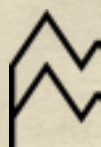
An audible wave of vibration and pressure that propagates through a medium. When Created/Transmuted, the array produces sound at 1kHz at an intensity of 1 decibel per 1cm<sup>2</sup>. If size or shape runes are used to modify the Sound rune, the intensity would be 1 decibel per 1cm<sup>3</sup>. Intensity of the sound can be changed by applying size runes to the Sound rune itself, while applying size runes also to a Contain Rune which itself is modifying the Sound rune. Time runes will alter the frequency of the sound produced.



Stone

(Klöp) [Cluep]

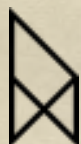
A solid aggregate of ground or soil. When Created/Transmuted, the array produces stone of the same variety as the closest stone, ground, or soil to the centrum of the array.



Sulphur

(Zwael) [Zwah-el]

A yellow, foul smelling, non-metallic compound. Chemical symbol is S.



Time

(Teie) [Tay-uh]

The fourth dimension perceivable by humans which can be used to order events into "past", "present" and "future".



Tin

(Klibbe) [Klee-buh]

A malleable, ductile and highly crystalline silvery-white metal. Chemical symbol is Sn.



Ursid

(Lenber) [Lehn-buhr]

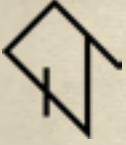
Any organism classified under the biological family of Ursidae. When Created/Transmuted, the array produces an androgynous, sexually mature corpse of the ursine breed or type closest to the centrum of the array.



Water

(Dôrs) [Dawrs]

A transparent liquid found in rain, lakes, rivers and seas that is central to life. Chemical symbol is  $H_2O$ . When Created/Transmuted, the array produces pure water.



Wood

(Kopihod) [Ko-pee-hoat]

A porous and fibrous structural tissue found in the stems and roots of trees and tree-like plants. When Created/Transmuted, the array produces wood of the same variety as the closest wood to the centrum of the array.

**Discussions on  
the Philosophy  
of the Runes**

# ON INVOKING THE POWERS OF RUNIC ARRAYS, A BRIEF EXPLORATION

By Rikard van der Burg, RPhD, Professor of Runic Studies, Middelburg University.

To my dearest readers,

It has come to my attention that our general populace here in Middelburg are woefully uneducated when it comes to the finer points of runic theory. Clearly, any man can draw a runic array and produce an effect, spectacular as it may seem. However, so few understand the powers with which they are dealing that their runic arrays are haphazard, inefficient, and most tragically inadequate. I have seen this time and time again with our new students this year, and also when the constabulary calls me to investigate yet another disastrous mishap due to poor runic array design.

So forgive a frustrated old professor this one opinionated article, which is not aimed at yourselves, you who have so consistently shown your aptitude at runic theory in all your many Letters to the Editor in this journal. No, this article is meant for those who are not avid readers, and thus I dearly hope that you, my fair readers, propagate this letter to your friends, family, and acquaintances so that the runic literacy in this grand city will increase. A runic array is only as strong as its weakest Locuss, they say, so let us help the less fortunate and make all our lives that much better!

## ON THE METHODS OF POWERING RUNIC ARRAYS

Runic arrays can be activated and powered through three separate means. The first, and most common by far, is by the direct application of energy. This may be the least powerful method to activate a runic array, but it is the most ubiquitous. Any sort of energy can be used: kinetic, thermal, radiative, etcetera. As energy in one form or another is all around us, it means that wherever you are and wherever you go, you can design and power a runic array with the energy you find there.

You must always remember that the array does not absorb the energy, it translates it. 'Translation' in this sense means that the array creates a copy of the energy that is used to power the array. This is crucial to note as any application of energy, especially a high amount in a relatively brief amount of time, may damage the runic array. It is for this reason that arrays intended to proof against musket and pistol rounds incorporate a metallic destruction code, in order to destroy the round before its impact can do excessive damage to the array. Even then, if you travel to the Military District you will find that all soldiers eventually retire a piece of armour as the blows and hits that their armour have taken will in due course wear away those runic arrays. Nothing lasts

forever, as the saying goes, and the same is true for runic arrays.

The second method by which a runic array can be activated is through the application of blood. Gruesome thought it may be, this is far more efficient than using energy and will produce a much greater effect. However, simply using any blood will not activate the array. Only human blood can do this. This was first discovered during the Great War and since then no other creature's blood has been able to activate an array. It is for this reason that most contemporary religions, faiths, and cults argue for the existence of a human soul, as no natural philosophical explanation have so far adequately explained why only human blood can activate an array. Of special note here is that the blood seems to be consumed by the array. Where the blood has gone has not yet been discovered, but it is the current thinking that the blood is transmuted into energy that is then used by the runic array.

Keep in mind that while it is indeed possible to construct a runic array which can create human blood, such artificial blood cannot activate runic arrays. This further fuels the unfounded yet popular religious claim of a human soul.

The last, yet most powerful, method to activate a runic array is by the application of Orichalcum. Per dry weight of human blood, orichalcum is sixteen and one fifth times more efficient than blood. As such, it is the most valuable substance in the known world. Orichalcum comes in two forms: raw and used. Raw orichalcum (sometimes called virgin orichalcum) is white pearlescent in colouration and as soft as gold. Compared with used orichalcum, raw orichalcum can activate runic arrays whereas used orichalcum cannot. Used orichalcum is also pearlescent, but its colour changes depending on what runes were used in the array. Fire runes impart a ruddy hue, Water runes a blue hue, Plant runes impart a green hue and so on and so forth. As used orichalcum cannot activate runic arrays, it is predominantly used for ornamental purposes such as jewellery and as currency.

## ON THE MATTER OF ENERGY THRESHOLDS

When energy is applied, and translated, to a runic array, the outcome of the array is directly proportional to the energy invested. In the simplest of terms: the more energy put into the array, the larger the effect will be. Thus, a large amount of energy invested will create a large fire, for example. This however can be circumvented by the use of Size runes.

When a Size rune is applied within a runic array it creates an energy threshold. This threshold must be reached, and then surpassed for the runic array to produce an outcome. If one wishes to create a large fire, a tiny amount of energy invested will have no perceivable outcome. It will in fact be stored within the runic array until the energy threshold is reached. In such a way, a runic array can be primed with energy until it nearly reaches, but not meets, the energy threshold. This can be done weeks if not months in advance. The final investment of energy can then be applied at the moment the outcome is desired for an instantaneous effect.

When deciding to prime a runic array in advance, always bear in mind that the energy accumulation will always steadily increase. The longer a runic array exists, the closer it will come to meeting its energy threshold. This is because of all the ambient

energy that exists around us. Sunlight, temperate, friction from the wind, anything and everything will impart a morsel of energy into the runic array. So do not base your calculations purely on the energy you can impart, but take into consideration what amount of energy the world will add on your behalf.

## ON THE EFFECTS ENERGY HAS ON RUNIC PRODUCTS

Without a Size rune, a runic array produces an effect whose width and height is equal to the diameter of the runic array. At least, that is the standard explanation that we teach to novices. In truth, the size of the effect is determined upon the amount of energy invested, as mentioned previously. Thus, the true size of an effect can be smaller or larger than the runic array's border. By careful examination of the energy invested into the runic array, it is possible to create a perfectly accurate result without the need of Size runes. Of course, even without Size runes, the diameter of the effect can still be constrained to the border of the array by the use of a Contain rune.

By controlling the energy invested into a runic array it is possible to "grow" an effect as the technical documents call it. This is done by investing a small amount of energy at the beginning and increasing the energy input until the desired size is achieved. This is most effective in achieving a high degree of accuracy when dealing with the various forms of energy outputs such as fire or electricity, or even with liquid products.

Be most careful when "growing" a runic effect, as creating a constant stream of any fluid product will require a consistent energy input. If you wish to create a constant fire, even a minuscule one, you will need to constantly invest energy to make that fire last. If you only give a second's worth of energy, and you will receive only a second's worth of fire. That is, of course, without using the Sustain rune.

The issue with "growing" become substantially more complicated when this method is attempted on solid objects. When a product is "grown", a new product at a larger size is produced at the moment the energy increases. This means that there is an overlap between the large and small product. This overlap lasts for only the merest moment, but as you will see, it can have devastating consequences. In liquid, gaseous and energy products this overlap is of no concern, as the new product will push away the old product fairly easily.

With solid objects this is a far more, shall we say, messy affair. As the philosophers tell us, two objects cannot occupy the same space, and solid objects cannot easily push each other out of the way when one is inside the other. The results can vary either from fractures, splitting, and deformation of the product to a violent explosion if the product proves to be too dense.

## ON THE PARADOX OF RUNIC FEEDBACK LOOPS

There is a curiosity about arrays that philosophers have yet to decipher. To be more frank, there are many curiosities surrounding runic arrays that the philosophers have yet to decipher, but we shall focus on but one here. It is not an apparent curiosity, mind you, but rather one that comes to mind late in the evening when the day is done and you fill your pipe to relax. Once it enters your mind, you cannot think of anything



else. To say it can take over your mind is no mere understatement.

As we have established, energy that passes through a runic array is not used, but rather copied. The energy is still there and continues on. This is why you can still be shot clean through even if your silken tunic is runed, or why it is rather unwise to carve an array onto wood and activate it with fire. This we all know and have learnt when we drafted our first array, but it does bring up a rather peculiar paradox.

Say that one drafts an array to create fire onto a metal plate and then heated said plate over a naturally made fire. This natural fire's heat would invest the array with energy, thus activating and powering the array, creating artificial runic fire. All well and good so far, and precisely what we wanted. However, the newly created fire would also create heat, as fire is wont to do, which would in turn heat up the metal plate upon which it rests. Logically, this would mean that there is now more energy being invested into the runic array, and thus it should result in a larger fire being created which gives off even more heat, investing yet more energy into the runic array and so on and so forth. By all logic, we should see a fire that grows ever larger until it consumes the entire globe is a fiery maelstrom of death and destruction.

Yet here we are, alive and refreshingly free of blazing cataclysms. Surely, someone somewhere must have created fire on a metal plate before this letter was penned and published, so why does the world still turn? Do the runes not work as I have described? In short, no they do not, and this is something you, dear reader, can try for yourself.

There is something about a runic array that prevents a perpetually increasing energy investment caused by itself. The heat from that imaginary fire rune on the metal plate would not become invested in the runic array, neither would the ambient heat if you kept it in a box. Even if you send the heat to another array only to immediately send it back, it would still not affect the array. There is something about the runes, something we have yet to uncover, that prevents an array's expended energy from affecting itself.

While a runic array cannot invest itself with energy, it can invest a separate runic array. Thus, you can use one runic array to power another. Do not get ahead of yourself, however, as you cannot have two (or more) runic arrays power each other. Once energy has been created by a runic array, that energy can never power that self-same array ever again, regardless of how many arrays it has passed through. By all accounts it seems that the runes simply know what energy has been created by themselves, and what has come from elsewhere.

To put it most succinctly: energy created by a runic array can never invest that same runic array, regardless of how it is transformed. Perhaps one day we will crack this conundrum and be able to create an energy source that is self sustaining and never depletes.

## ON CREATION VERSUS TRANSMUTATION

There are only two documented ways thus far described in literature for how to produce materials by way of a runic array. The first is by use of the Create rune; the second by use of the Transmute rune. While the efficacies of both have been documented, discussed, and argued about for many years, the simple fact remains that if one wishes to produce any material in one's array, it must be through either of these two runes.

The Create rune is a simple and straightforward rune. Whatever it affects, it creates. This can range from any material, from arsenic to air, from lead to fire, and so on. It can also create intangibles, such as Create-Contain to create a containment field; and Create-Disk to create a flat ephemeral boundary to be used in conjunction with other runes in the array.

Create was one of the original set of runes that were granted to us by the great Būr nearly two thousand years ago. Since that moment, debate has raged over just exactly how it can create anything. Being one of the most often used runes, especially in war time when entire mountains worth of material is created, there has never been any record of all this excess material having any effect upon our world. Philosophers have deduced that with all of the material produced through arrays in the last two thousand years, our world must have gotten significantly larger. Yet it has not. The distance between Alfresia and Gaelland remains exactly the same as it was when first measured. There is the argument, of course, that runic arrays can also exclude and thus destroy materials, yet mathematical calculations have shown that any destruction is not on the scale of creation.

This in turn begets the question of where do the materials come from? We know that through the Send and Receive runes we can teleport materials across vast distances. Is this then too how runic creation works? Is it merely a transportation of materials from one area to the runic array? Perhaps, but if so, then the question again needs to be asked: where do the materials come from? Fifty-nine years ago Professor Hans von Kriek at the university of Velich in the H.E.M. pondered this very question, and set out to resolve it. Through various colleagues in the known world, he sent out explorers and surveyors to find out just where the materials come from, if at all. When the good professor passed away seventeen years ago, he still did not have his answer. No one that was asked could ever remember any objects, or parts thereof, of their estates suddenly disappearing. No site was found where large amounts of raw materials could have been transported from. No trace could be discovered of any missing material. It remained a mystery.

Having heard of Professor von Kriek's experiment, a certain Jottelandish philosopher by the name of Lars Osson set out, through the financial backing of several wealthy bourgeois statesmen, to conduct a five year long "Runic Census". In this census he documented nearly every instance of an activated runic array in the Jotteland capital. His purpose was to discover the exact rate at which creation surpasses destruction. His results confirmed previous philosophical calculations that our world must be gaining mass by the day. Yet nothing untoward has happened, and to this day, no one can say why. No philosopher in all the known world has devised a sensible solution to where rune-created material comes from. I personally doubt that I will ever see the day when that discovery is made.

On the other side of creation stands Transmutation, a much more elementary process to understand. The Transmute rune takes one object and transforms it into another. Lead can be turned into gold, lightning turned into a fish, or sound turned into light. The Transmute rune was discovered much later than the Creation rune but from its inception has become far more used. This is for the simple reason that it requires less energy to transmute one material to another than it does to create a material wholecloth. Whilst this differs depending on which material and quantity thereof is used, on average creation

is ten times as costly as transmutation. Philosophers postulate that this could be because there is energy trapped within all material, that could be fuelling the transmutation. This trapped energy is particularly evident when solid material is transmuted into a form of energy such as fire or lightning. A single stone block can be transmuted into a blaze as large as a house!

## ON THE USE OF IRREGULAR RUNES

Most of the contemporary known runes are self explanatory. The Fire rune has to do with flames, mostly in its creation. The Human rune deals with any humans, mostly to affect them in esoteric ways. We have been charmingly unimaginative when it comes to naming the runes. Thus the same goes for most runes, barring those that we call Irregular Runes.

And the ones that most confuses novice runewrights are the Shape runes. Unlike the other modification-based runes, the Size runes, Shape runes can be used as the Centrum of a runic array, but doing so accomplishes nothing. A Shape rune is much like architectural plans. The plans themselves are not the structure, they are merely instructions for creating that structure. Create only a shape and you won't see any effect. You must either have that Shape rune modify a Centrum in order to build that structure, or like the famous Middelburg Standard array, have the Shape rune exclude certain targets in order to create a containment field. And unlike Size runes, only one Shape rune is required to achieve the necessary effect.

The most commonly used Shape rune is the Disk rune. Used on its own to affect or modify a rune, Disk creates a flat disc spanning the entire area of the array. The area it covers can be changed by affecting the Disk rune with a Contain rune which itself is modified by a Size rune. This is the way it is mostly used and can be seen to great effect in the elevating platforms shuttling visitors between the stories of the Middleburg University library.

Size runes work differently on the Disk rune, as the Disk has no fixed edge other than what the array's border or a containment field sets for it. As such, a Size rune that modifies a Disk rune increases or decreases its thickness. With no Size runes modifying it, a Disk thickness is always a tenth of its diameter. After that, Size runes affect it just as they affect other runes. So a Tiny rune would make the thickness of a Disk one percent its normal thickness.

One can immediately see how a Shape rune can offer the rune-crafter a greater degree of technical accuracy and freedom in crafting their runes. Nevertheless it comes at the cost of being quite more difficult to understand and manage.

A second Shape rune discovered thus far is the Dome rune. This rune creates a perfect half sphere on the array. Unlike the Disk rune, the Dome rune is affected by Size rune in the normal manner that other runes are, as there is no depth to trouble oneself about. However, like the Disk rune, it cannot be the Centrum.

To complement the Dome rune, we have discovered the aptly named Cone rune. This rune is nearly the exact opposite of the Dome rune. Cone creates a sharpened cone, with its sharpened point resting in the centre of the array and its base twice as far away from the array as the array's circumference.

The last and most challenging is the Wall rune, otherwise known as the Shell rune. The reason for the confusion because how radically different the rune acts when it is modifying a regular rune or a Shape rune. When modifying a regular rune such as Contain or Fire, Wall creates a wall of that rune's effect along the edge of the array, such a wall of fire should the Fire rune be used. If it affects a Shape rune (Disk and Dome) then it creates a wall at the borders of those shapes. To explain more plainly: should a Wall rune modify a Dome rune, then the effect would be a wall across the array in the shape of a dome, in contrast to the filled half sphere that Dome ordinarily creates. Similarly, with the Disk rune the Wall rune will create a wall along the edges of the disc that Disk creates, creating an enclosed container.

The Orichalcum rune is another irregular rune that bears mentioning. It has only one purpose and function, namely to be the receptacle for orichalcum. Orichalcum is required to be in contact with an array bearing the Orichalcum rune in order to activate the runic array. With such a specific function, more so than any other rune, it is not unsurprising to know that this was not a rune discovered after the Great War. Rather it was one given to us by the enigmatic Būr when he gave humanity runic magic.

When orichalcum is placed on an array, the Orichalcum rune will only activate whatever rune it is linked to. Therefore, if you have several Loci on your array, and you wish them all to be activated with orichalcum, you had best be certain to link an Orichalcum rune to all of them. This has led to a perhaps unintended consequence: you could have certain Loci linked to a Orichalcum rune and others not. This means that the same runic array will respond in a different manner depending on whether it is activated through orichalcum or other means.

## ON SENDING AND RECEIVING THROUGH RUNIC ARRAYS

**W**hilst the Send and Receive runes are both quite irregular indeed, they deserve their own section because of the unique and strange way in which they function.

The concept of the Send and Receive runes are fairly unambiguous: the Send rune transports matter and energy from its runic array to the Receive's runic array without travelling through the intervening space and time. How this is accomplished has baffled philosophers for centuries.

The theories and questions surround the Send and Receive runes could fill several tomes by themselves, and I highly recommend finding and reading those. However we will only be asking, and answering, the most pertinent ones in this small section.

The first question I have often been asked by enthusiastic young runewrights is how does the Receive rune know which Send rune is transporting the matter, and vice versa. After all, if you have several runic arrays, each with a Receive rune, are they all receiving the same matter from the same Send rune? In a word? Yes, but the horrifying result of that will come later.

In order to specify which Send rune is transporting the matter, and which Receive accepts said matter, a key is required, and both the arrays on either end of the transport chain requires the same key to operate successfully. The characters of the key are runes that modify the Send and Receive runes. It might come as a surprise to the uninitiated that the characters of this key are the runes of the natural elements: Air, Fire, Lightning, Stone,

and Water. They do not impart any of their elemental properties to the transportation, merely acting as a runic postal address. It is not important in which order these runes are placed, but each character can further be modified by other elemental runes in order to increase the complexity of the key.

There is no limit to the number of elemental runes that can be used in this runic postal address. Therefore, a runewright can make their transport arrays as unique and safe as he wishes.

Size runes modifying the transport runes are not part of this key. They merely specify over which distance the transportation occurs. As such, a Size rune is necessary, otherwise the transport would only occur within the array, defeating the entire purpose.

Of course, it is still possible for multiple Receive arrays to have the same key and thus we are back to the initial problem. It is for this reason that such transportation should be carefully planned, using intricate keys. In all cases, transportation should never be used over any distance longer than what is strictly required.

As such, it is necessary to conclude this section with the dangers of using Send and Receive. Hypothetically speaking, if you were to construct two Receive arrays each with an identical key to a single Send array and then transport, let us say, a simple wooden chair, that chair would then appear in both Receive arrays. Unfortunately, the chair would not have been copied and you would not have two chairs. Life is not that easy. Half the chair would have gone to one array and the other half to the other array. You would not be able to tell this at first glance as there would not be a cut across the chair. It would appear that both chairs are whole, until an instant later when they would crumble under their own weight and collapse into particles finer than Valerish sand. This is because each alternate speck and iota of the chair would have been sent to either array. Now imagine for a moment the gruesome horror were this done to a living creature.

The reverse can be equally horrific. If there was one Receive array and two Send arrays all with an identical key and two objects were transported to the same array at the exact same time. This is a far more difficult task as the transportation is instantaneous, but say it were to happen? You would then be staring at a ghastly amalgamation of both objects, not being able to determine where one begins and the other ends. In nearly all cases where living creatures were involved, this has proved to be fatal. Inside the macabre creation, the organs would have fused with whatever was transported along.

One last item to note about the Send and Receive runes is their ability to act as storage. When one adds a Size rune to an array, one creates an energy threshold which can be used to store energy as mentioned previously. In a similar vein, Send and Receive runes can not only store energy but matter itself. The reason for this is that both the Send array and the Receive array must be powered in order to transport the matter from the former to the latter. If only the Send array is powered and not the Receive array then the matter will still be sent across time and space but will not reappear until the Receive array is powered. This effectively allows one to store matter inside the array, carry it somewhere else and then release it.

Many a thief have believed this to be the most secure of all vaults. You can store as much matter inside a Send array as you choose, turning untold kilograms of mass into

something as small as plate. After all, if you cannot access a safe, how can you steal from it? There is a logic to this fictional thief's train of thought, but only partly so. It is true, the contents of a Send array cannot be accessed until the Receive array is powered, this does not mean the contents are safe. Should the Receive array become damaged, the contents will be lost forever. If the lost material found their way elsewhere, none can say, so bear this in mind before you attempt to transport a living creature in your pocket.

## ON THE SPECIFICITY OF RUNES

There are many things in life that we take for granted, and when it comes to runes this is no exception. Many of my students and even colleagues forget that runes are not merely symbols that produce a desired effect, but a series of specific instructions in and of themselves. And when pressed, many are dumbfounded as to why a rune does, or does not, do what we have always accepted it does.

Confused? Let me elaborate and explain with an example.

The natural philosophers have deduced that we humans are comprised of only two parts flesh and bone and eight parts water. It is marvellous, and slightly macabre, to think that within me lies enough water to quench a family's thirst for days. However, if we are indeed comprised mostly of water, why then does a Water rune not affect us? Surely there is more water in my body than in this glass sitting next to me, yet it is affected but not I.

The answer comes back to the assumptions we make when dealing with runes. The Water, and any other targeting rune for that matter, does not actually target water. Confusing perhaps, but true. What the Water does instead is target an object comprised of at least ninety one percent water. A distinct difference. This rule applies whether you are dealing with a target rune such as Air, Iron, Copper, Stone, etcetera.

This was first discovered by a brilliant young philosopher in the west called Kaín Selim Seylan nearly seven centuries ago. Young Selim was working with bronze when he became curious about the Copper rune. After all, bronze is nothing more than a mixture of copper and tin, but neither the Copper or Tin runes would recognise it. Kaín Selim proceeded to smelt a minuscule bit of tin into pure copper at a time and note down at what point the Copper rune would cease to recognise the mixture as copper.

Exactly ninety one and one quarter percent. He repeated the experiment on every rune he knew and this seemingly magical number would not change. Whether it be iron or stone, human or plant, if it is at least ninety one percent pure, it is recognised by the runes. If an object is only a fraction of a percent below the Selim number, the corresponding rune would cease to act upon it. Intriguingly enough, when transmuting or creating an object whole cloth from a runic array, it is always created at one hundred percent purity.

## ON THE ORIGIN OF AN ARRAY'S EFFECTS

As I remarked earlier in this article, we often wonder from where does an array's effects come? From where does the fire and stone and water we create come? An utter and complete mystery. There is a similar but yet altogether different question to

which we already know the answer, but which took humanity centuries to even ask.

Every so often, a student of mine approaches me with a look of consternation on their face and asks me this question; and every time I must demonstrate it for them to believe. They ask me: "From where does the effect an array create start? Or does the array create the effect in its entirety instantaneously?"

The answer, as they often do, can be found somewhere in the middle. The effect an array creates is not instantaneous, although it does appear to us mere mortals to be so. This is because the arrays create their effects at the speed of light and it does have a starting point: the Centrum. Impossible, do I hear you say? No, not at all. Once you can wrap your head around the fact that light indeed has a speed, you can start to unravel this puzzle. This has been tested time and time again. The most famous of which is the Table Rabbit experiment, which also shows the limitations of an effect which had a starting point.

Imagine there is a table with a rabbit sitting quietly and peacefully on it. Beneath the table is an array which creates a containment field in the shape of a cylinder large enough to encompass the rabbit on top of the table, but not so large as to be wider than the table itself. The containment field does only one thing and that is to Exclude Animals. One would perhaps think that the rabbit would be destroyed as it is inside the range of the containment field designed to exclude it.

One would be wrong. The containment field is first created at the array itself before the rest of it is created in a wave radiating outwards from the Centrum. As such, the containment field will strike the table before it does the rabbit on top of the table. As luck, fate, or the gods, would have it, an array's effects cannot pass through solid matter. It will attempt to, of course, but it cannot until the solid matter is removed. In order to pass through solid matter, a runic array must first target it. If the containment field designed to destroy the rabbit also excluded wood, then both would have been destroyed as the part of the table blocking the array would also have been removed.

If the rabbit destroying containment field had been wider than the table, it would also have destroyed the rabbit. This is for the simple fact that there was space around the table's edges that the containment field could move around and crash back upon itself like an ocean wave to fill up any untouched spaces. All at the speed of light, of course. As long as there is space for the array's effects to move through, it will do so and fill in any space that is within the area of effect the scribe of the array determined. It is best to think of an array as a jug of water being poured out. The effects of the array, invisible though they sometimes may seem, will flow out and crash in on itself, and fill any open container it can find.

## ON THE ACCURACY OF RUNIC DRAFTING

To say that the runic arrays are a hundred percent efficient when copying the energy invested into them is not entirely the truth. In theory, yes they are, but this is highly dependent on how well they are drafted. If they are drafted exactly right, then they are indeed a hundred percent efficient. However, this is practically impossible, and so the more imprecise they are drafted, the less efficient they become. This is why all students in runology are constantly drilled in their penmanship, and why so many of the

uneducated people's arrays produce so little and cost so much. Not only must be circles be perfect, and the runes be drawn with utmost precision, scholars have deduced that the arrangement of the runes inside the array also has a significant effect on the efficiency of the array. Philosophers are still investigating the perfect arrangements and designs, but what we already know is that the Golden Ratio, that darling of mathematicians, and its Golden Spirals have perhaps the most considerable effect on how efficient a runic array can be.

There is also a danger involved when drawing runes poorly. This is due to how runes are discovered, which is nothing more than a trial and error affair. There is no philosophy or mathematics involved, contrary to what charlatans may tell you. There is no rhyme nor reason to how the runes are shaped, no pattern we are able to discern. So we guess, and that is all there is to it. Never let any man tell you any differently. Before the Lightning rune was discovered, it was centuries earlier, four hundred and thirty eight years to be precise, when the previous rune, the Sulphur rune, was discovered. In that time, countless thousands have tried and failed to discover the shape of a new rune.

Nearly all the time, nothing happens when they try and activate a new rune, just as it would if you drew a picture of a heart instead. Sometimes, however, when the shape they drew comes very close to the true shape of the rune, something spectacular happens. Spectacularly disastrous to be precise. The array explodes violently, almost always injuring or killing those nearby. Why does this occur? Current speculation amongst philosophers is that it is caused by a highly inefficient flow of energy through the rune. Whatever the cause may be, this too could happen with known runes. Draft a rune too inaccurately and it will also violently explode. Take care, my friends, that this does not happen to you or your loved ones! None of us would like to be an arm or leg short, now would we?

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I hope that this short article, penned in ever hopefulness, has provided some illumination to the more basic concepts of runic design that so many of our fellow countrymen seem to have such trouble with. It is up to us, my dear readers, you and I, to ensure that the uneducated do not remain so for long. You hold in your hands now the tool with which you will be able to teach others. So I charge you, avid reader, to go out and be that mentor that our city so desperately needs.

Should you prove successful in your quests of knowledge, do not be afraid to pen me a letter telling me all that occurred, so that I may in turn pen another article so that our successes build upon one another until the runic literacy of our glorious city is the envy of the world.

Ever your faithful and diligent writer,  
Rikard van der Burg



# List of Runic Array Designs

# ANGEL WINGS

## NOTATION

Float a Human and Push said Human at a speed of 1 m/s, contain both the Float and Push effects to the circumference of the array.

## DESCRIPTION

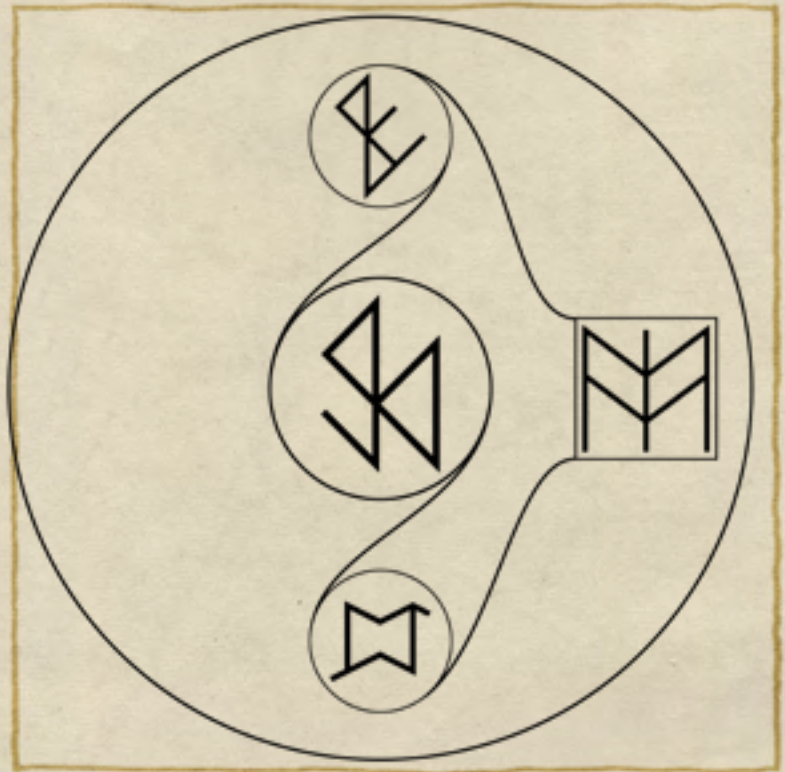
It's straightforward and simple to draw, and this is for a very good reason: the Angel Wings array is used most often by criminals to escape pursuit. Whether you're going up or down, the Angel Wings is there to make sure you do so safely.

The array works quite simply, it removes the effect of gravity from a human (only a human, not their clothes or equipment or anything else they're carrying) and pushes said person at a speed of one metre per second away from the array. To make sure this 'pushing' is only in one direction, the effect is contained, along with the gravity nullification, to the array's circumference; so it can't affect anything outside the array.

In short, this works like a lift or elevator, and a gentle one at that. One metre per second isn't very quick, it's only a slow walking pace, but that is all part of the plan. The Angel Wings is not meant only take someone up, but bring them down again too. Anything falls at a rate of 10 metres per second squared, so if you happen to fall over this array it will slow you down at one metre per second so you can, hopefully, hit the ground running.

To help you go up quicker if you are in any hurry, the Float rune negates gravity from humans. This means that (excluding any clothing or equipment you're wearing) you are weightless, so you can easily pull yourself up along any building you're trying to scale with that added push from the Push rune.

Also note that the Contain rune is not linked the Human rune, only the Push and Float runes. This means that you can "get off the elevator" whenever you want to.



# ARMOUR OF LIGHT

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into a Gargantuan amount of Light and Contain the transmutation to the array. Sustain the Light.

## DESCRIPTION

This is a derivative of the Middelburg Standard array, although instead of disintegrating and then preventing materials from penetrating the array, this array transmutes materials into light. The end result is the same: materials can't penetrate the array, but this is more of a risky gambit. As the energy from an impact is not "taken" by the array, but merely "copied", it means that there will still be a significant amount of energy hitting the array. Not all the energy, as the transmutation will be nigh instantaneous, but enough that repeated hits will damage whatever the array is made from.

There are a few things to note. While the transmutation is contained, the light itself is not. This means that the light will still originate only from within the array boundary, even though there is a gargantuan amount of light being created. If you would contain the light, it will contain all light and not just what is being created, meaning no light would be able to escape and you would just see blackness. By using the Contain rune in this way, you are getting around this problem.

The amount of light that is produced will vary depending on the size of the array since the Light rune creates 1 lumen per cm<sup>2</sup>. 1 lumen is roughly the amount of light produced by a candle in a straight line. For practical purposes, assume that the clothing and armour worn by the enemies you meet are completely covered in Armour of Light arrays that are 1cm in diameter. This means that each array has a surface area of 0.79cm<sup>2</sup> which equates to 0.79 lumens that a Light rune would normally produce. However, as a Gargantuan rune increased the effect a 100 fold, it would be the equivalent of an area size of 7,853.98cm<sup>2</sup> or ~7,854 lumen confined to that 1cm diameter array. To give you an idea of how bright that is, a normal household 100 watt incandescent light bulb from Earth gives off 1,600 lumens. The Armour of Light effectively creates a spotlight.

This is where the other part of the array's defence mechanism comes in. Not only will the array physically protect you from incoming hits, but it can also disorient and temporarily blind your opponents, making you even harder to hit the next time. Using this array will definitely give away your position, but if you know you're going to be in a fight (especially at night) then it's worth the risk.



# ASPECT OF WOULDAS

## NOTATION

Apply the effect of a Created, Sustained Fire that excludes Heat onto Humans within an area 100 times greater than the area of the array.

## DESCRIPTION

The Aspect of Woudas array is an instructional array far more than it is a practically useful one. After all, how many times will you need to encase people in fire that don't give off heat? However, what it can do is show folks how you can use complex arrays in order to achieve a goal you may not have thought possible. It also serves a secondary purpose in that it can be used as a template for other complex arrays you might have in mind.

The key thing to remember about complex arrays is that the Secondary Array (the one inside the main array) takes the place of any normal rune in a Locus and is treated as such. This means that you can use other runes to affect or even modify the Secondary Array. Here we used a Contain and Gargantuan rune to specify the size over which the effect must happen, but you could easily have used size runes to modify (rather than affect) the Secondary Array to increase or decrease the amount of fire you wanted, or time runes to speed up or slow down the flames. You could even have been much ambitious and use a Transmute rune to transmute a material(s) into the entire effect.

The bottom line is that if you can do it with a normal rune in a normal Locus, you can do it with a Secondary Array.

The other useful thing to remember is that it is the effect of a Secondary Array that is affecting the Centrum (or other Locus), not the runes inside. In other words, work out what the Secondary Array does first and then apply that to what it is affecting. In this case, the Secondary Array creates a continuous fire that produces no heat. So if you apply that to humans, it means that all humans within the area specified by the array are on fire but the flames produce no heat. This is important, because if it were the runes, and not the effect, that affected the humans in the array's area then the Create, Sustain and Exclude Heat would all have been applied to humans which would have meant this array created frozen human popsicles.

Lastly for this little master-class, you can swap out the Secondary Array here for any array you want and have the array do all sorts of things. Arrays are, by their very nature, quite flexible, so the only limit is your imagination.



# BLACK DEATH

## NOTATION

Sustain the Creation of a disk of Carbon in the shape of a ring 100 times as large as the array, and 10 times as wide, and with a height 0.001 times the array's circumference. Push that Carbon at a speed of 1 m/s and Rotate it anticlockwise at a speed of 20 m/s and apply the effect of the Destruction of Humans to the Carbon.

## DESCRIPTION

It's not a pretty array, nor an easily digestible notation, but what it lacks in elegance and simplicity, it more than makes up for it in power, spectacle, and unadulterated evil.

The Black Death is and does exactly what its name implies. When activated, this array creates a flat disk in a ring around the array that is immediately broken up in the tiniest fragments and sent flying around the array at the gale-force speed of 75 kilometres per hour and slowly pushed outwards at the gentle pace of 1 meter per second. The intent is to break up the thin ring of carbon into a ring of smoke.

If any of this smoke tornado touches a human, it vaporises them. Even a whiff of this smoke can cut straight through the stoutest man. If that isn't bad enough, the creation of this smoke is sustained, meaning it will continue for as long as there is energy in the array. With this single array, a villain can create a tornado large enough to rip roofs from houses, break windows, tip cars and kill an entire town.

As to the mechanics of how a flat doughnut of carbon could become this monstrosity? That relies on two inbuilt mechanisms of the runes and arrays. Firstly is what the Carbon rune actually is. When it is used in an array to simply push and pull and contain it, the rune affects all types of carbon, from coal to graphite to diamonds. However, when created, the rune can only create one sort of carbon: amorphous carbon, otherwise known as simple coal.

Now for a bit of calculation. Imagine a dastardly and depraved man creates the array with a diameter of around 30 cm, this means that the created carbon ring has a diameter of 30 meters and is 3 meters wide but only 3 mm thick. That is one fragile disk doughnut. As soon as it is created it is pulled violently to one side and pushed outward, ripping it apart. But that may not be enough to create smoke, but would probably only create a tornado of coal pieces.

What helps the smoke process along is the fact that the creation of the carbon is sustained, meaning every millisecond a new ring is formed, again and again, over and over. As physics tells us, no two objects can occupy the same space at the same time, but that is exactly what this array is trying to do. What is the result? A ring that is constantly exploding and destroying itself as millions of rings try and occupy the same space. This is what turns it to smoke and is also the reason for the Push rune in order to keep the smoke from harming whomever is standing over the array activating it in the continual explosions that are occurring.



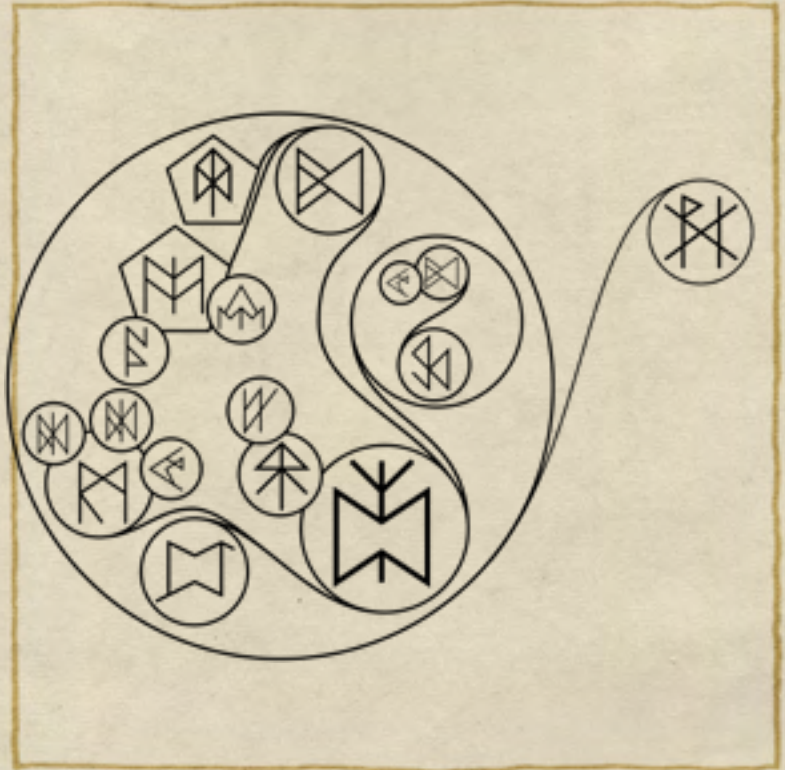
# BLACK DEATH INCANTATION

## NOTATION

Sustain the Creation of a disk of Carbon in the shape of a ring 100 times as large as the array, and 10 times as wide, and with a height 0.001 times the array's circumference. Push that Carbon at a speed of 1 m/s and Rotate it anticlockwise at a speed of 20 m/s and apply the effect of the Destruction of Humans to the Carbon. Cast from Waist

## INCANTATION

Behg Ob Kôltos Ant Rônde Ant Mürklen  
Cob Dün Ydruch Non Ob Drahaii Ant  
Omkirdi Non Finnich Durî Cob Non Fîti  
Meing Dün Ob Môk Ant Omkirdi Cob  
Kîti Non Môk Dün Anhal Non Ob Hohd  
Ant Mürgrot Non Skehrem Cob Ent Fin  
Gorbehl



## DESCRIPTION

It's certainly a tongue twister, and a long one at that. So if you are going to cast this incantation, you better hope you have it well memorised and you aren't in the heat of battle, because it will take all your concentration and a fair bit of time to finish the incantation.

This incantation shows how simple it is to take the most difficult and complex of runic arrays and transform them into an incantation that you can cast. It does exactly the same thing as the normal Black Death runic array, but instead of working from a drawn array on a working surface, it takes the circumference of the caster's waist to base all its calculations from.

Since everyone has their own unique waist circumference, it does mean that the size of the black, smoky ring of death will be different for each caster. However, there are more benefits than drawbacks from using the incantation instead. Firstly, the mechanics of the incantation still works the same as the array version. Secondly, since the smoke of death is being pushed away from the array (the caster's waist), it means that the tornado of destruction will move with you. If you want to wreak havoc throughout a town, you can cast this incantation and then walk through the town, and the Black Death will continue with you.

As long as you can keep your will focussed and mind concentrated on the incantation's power, there should be very little that can stop you (or even reach you inside the eye of this hellish storm).

# BLESSED SOLITUDE

## NOTATION

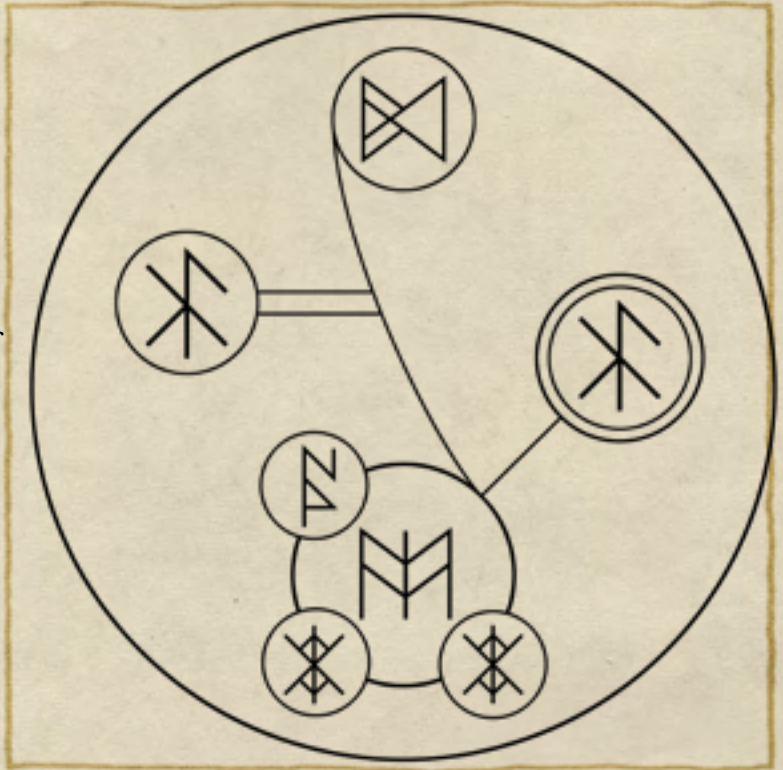
Create a Containment Field in the shape of a Wall 20 times as Large as the array's diameter that excludes Sound if there is Sound present.

## DESCRIPTION

The Middelburg version of the Cone of Silence. All you need is a little disk (say about 10cm in diameter) inscribed with this array on the floor, or table, between you and whomever you are sharing your secret plots and plans; and then no one will be able to eavesdrop on you. And better still, you won't hear a thing from the outside, making this the perfect way to have a nice quiet conversation. Needless to say, many in the criminal underworld, and politicians (as if there is a difference), use this as often as they use any other array.

One thing to note is that this array only excludes sound if there is sound. You might think "well there is always sound, so it will always be on" and to a degree you will be right. However, if it simply excluded all sound all the time, it would simply be as if you are in a soundproofed room. No sound would be able to enter through the containment field, but the sound created inside would simply bounce off the invisible wall around you, echoing endlessly inside. By making the containment field appear only when there is sound means that it will constantly flicker on and off faster than the eye could see (if the eye could see an invisible, intangible wall) destroying each little bit of sound as it passes through. So no more echoes and a much more pleasant conversation.

Always remember to keep a good eye on your surroundings when using this array. No one can hear you, but you also can't hear anyone else. It's all too easy to sneak up on someone using this array, so be careful.



# BLOOD DRINKER

## NOTATION

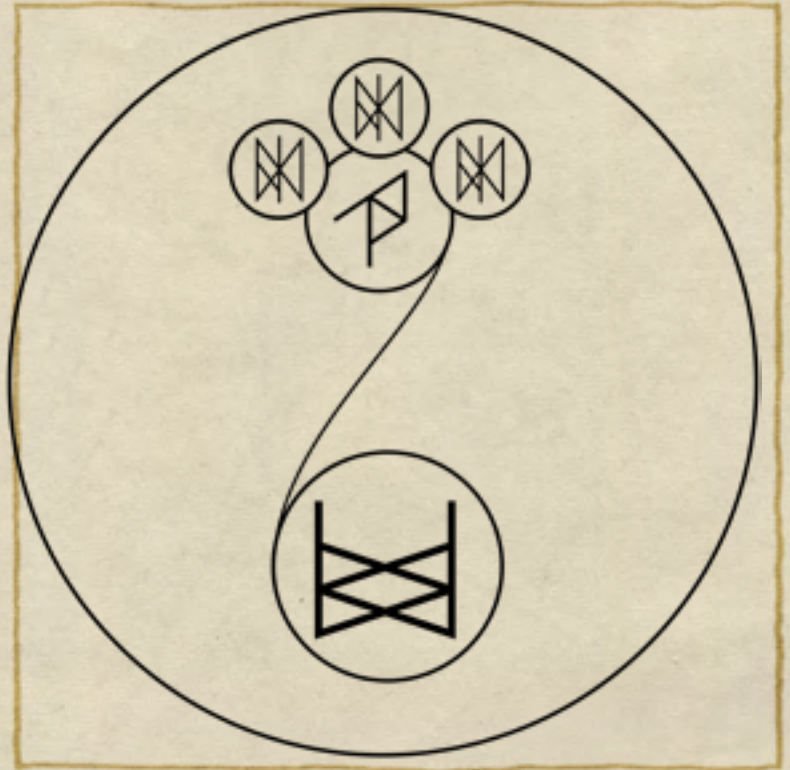
Pull Blood at a speed of 30m/s.

## DESCRIPTION

This array does only thing, it pulls blood towards the array at a speed of 30 metres per second, or 108 kilometres per hour. As with most offensive arrays, this array is intended to be applied to weapons, although in this case, mostly to blades.

Once inside the body, this array will pull the blood so quickly towards the array that it will cause a vacuum in the body's veins and arteries which in turn will pull more blood behind it. As more blood comes into contact with the array and activates it, it will mean a stronger effect for a longer period of time. As the speed is constant, the extra energy from more blood will go into increasing the area of the array's effects (since no size runes have been applied to the array). This will also apply even when the blade has been removed from the body, meaning that any blood leaking from a wound will be swiftly drawn to the array to continue powering the array and increasing the area of its effect. A horrifying positive-feedback loop.

Unimaginative in name, unimaginative in design. The Blood Drinker is a brutal, cruel and crass weapon, quite at home in the underbelly of Middelburg. It is clean, though, that must be said for it. Unnervingly clean, in fact. When you don't want to leave behind evidence, this is the array to use. There will never be any blood splatter or blood trails to indicate that there something is afoot. Because of this, the Blood Drinker is a common tool of hired killers who wish to remain anonymous. In an age before forensic science, a little cleanliness goes a long way to staying out of gaol and away from the gallows. Underground fighters are also fond of this array as its blood draining effects sap the stamina and strength of their opponents.





# BLOODHOUND

## NOTATION

Pull Blood at a speed of 1m/s and Transmute that blood into Light.

## DESCRIPTION

A fairly straightforward design that transmutes blood into light. It goes the extra step, however, in pulling blood as well, ensuring it will have a constantly supply of material to transmute. As Blood is the key component in this array, it is clearly intended as a weapon to penetrate the body.

Note, however, that any blood that is pulled into the array will be transmuted into light before they can activate the array (depending of course on the angle they enter the array's sphere of influence). This is because as soon as they enter the array's sphere of influence, they will be transmuted. This means that the effect will be a stuttered, stop-start effect as blood will activate it ensuring no further blood can activate it, but as the energy from the original blood fades, blood will be able to reach the array to activate it and start the cycle over again.

It is a favourite array of the military, especially when fighting at night, as then the Bloodhound truly lives up to its name. Once it enters the body it produces a great amount of light in a distinctive strobing pattern that shows everyone in the vicinity exactly where to aim. For this reason, the Bloodhound was nearly exclusive used on ammunition until the Monarchists started using it not only for their ammunition but also on their blades. The Bloodhound compliments the Armour of Light and the "Light from Shadows" motif that the Monarchists are so fond of. The aura of light that surrounds their blades when it touches blood is also the sort of spectacle the Monarchists approve of, and such a performance has swayed more than one prospective members into believing the Monarchists follow a holy cause.



# BLUE ROSE'S KISS

## NOTATION

Create Air of a volume ten times that of the array's area if Water is present and Cool Air at a rate of 20 degrees Celsius per second.

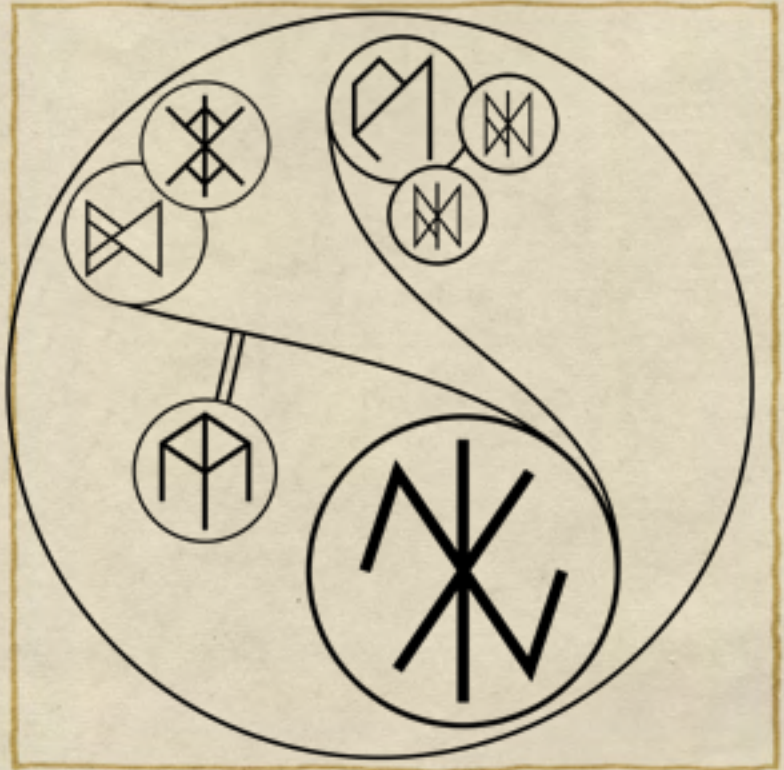
## DESCRIPTION

It is a beautiful and charming name for an array often used to commit the greatest of atrocities. The Blue Rose's Kiss was designed to create fog for pirate vessels to hide in, but more often than not, to create a smokescreen to hide their approach to far flung villages and ports in order to pillage, rape, burn, steal and destroy what they could.

For an array this barbaric, and created by a barbarian, it has a touch of ingenuity to it. This is because the array does not create the fog itself, rather it creates the conditions necessary to naturally create fog. Fog, much like clouds, spawn when water in the air condenses. The higher the humidity and the cooler the air, the greater the chance of fog and the more there would be. That is why this array cools air so rapidly and only produces air when water is present. This last bit is important as the Blue Rose's Kiss is meant to be inscribed on cannonballs and shot into the distance. Thus, when the cannonball is facing towards the water, it will create air, kicking up as much water as possible in order to increase the humidity.

For air to condense, it needs something to cling to. Sea salt is fantastic for this job, and as the array kicks up a great amount of air, it also kicks up sea salt into the air to start the condensation process. This means that wherever these cannonballs are shot to, fog and violence soon follow.

The array is named after the ancient Alfresian pagan goddess of the oceans: The Blue Rose. She was a cruel mistress who expected obedience and sacrifice, and it was said she would come upon the morning fogs to claim what was hers if she was not pleased with the humans' offerings. As she came to reap her harvest, so the pirates come to reap theirs. The only way to know if it is a natural fog or a kiss from the Blue Rose is the whispers in the fogs, the susurrations caused by the cannonballs writhing around in the water kicking up air and salt. However, this could simply be the Blue Rose herself, whispering the names of the men she has come to claim for her watery deaths.



# BÜR'S GRACE

## NOTATION

Create a Large Containment field that excludes Humans if Humans are present within a tenth of the array.

## DESCRIPTION

Named after the legendary figure who gave humanity the runes and arrays, this array is the last mercy that many criminals will be given in this life. That is because this array is the preferred method of execution Middelburg and most of its surrounding nations.

It is called merciful because it results in an instantaneous death and is thus by all accounts painless. It takes an especially heinous crime or a particularly sadistic ruler to inflict any other method of execution.

The traditional method of execution for traitors to the state is beheading followed by the head being kept alive with the arrays for a minimum of an hour. Similarly, the mad king Markus VI ordered that all executions be performed by burning the convicted alive.

The reason why this array is so merciful in comparison is because how it is set up. If you exclude anything within a containment field, that object is instantly disintegrated into nothingness. However, once that containment field has been set up, the object it is excluding cannot enter it. This is how defensive arrays work. So the trick is to have the target inside the array before setting up the containment field.

That is where the conditional in this array comes in. Only once a human has reached the centre of the array (a tenth of the array's size across) does the array activate. The containment field of the Bür's Grace array is also large enough that, once in the centre, it will take care of any human of any size and shape.

It may be a morbid array, but this harsh world you take any small mercies that you can.



# CARTRIDGE IGNITION

## NOTATION

Top array: Create Fire if Copper is present and Send the Fire. Contain the Sending.

Bottom array: Receive the Fire and Push it at a speed of 1 m/s

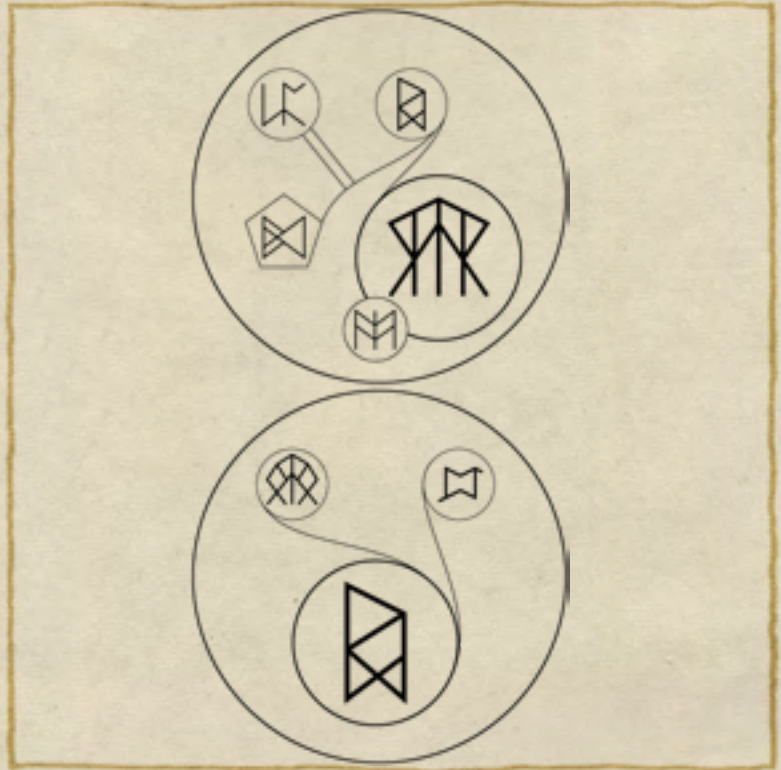
## DESCRIPTION

If the array's notation didn't give it away, the name most definitely did. These arrays can be found on firearm cartridges and are responsible for igniting the black powder in those cartridges, thereby propelling the pistol or musket balls out of the barrel at a, hopefully, terminal velocity. You will find these arrays on nearly every cartridge in Middelburg, it's cheap and reliable and will therefore be staying around for quite a long time.

Because of the runes and arrays, the people in Alfresia and other nations never needed to develop percussion or priming caps. Because of this, they had to get creative with how they ignited black powder. The earliest runic primers were simple arrays of Create-Fire, but merely the act of carrying these around would impart enough energy into the arrays to activate them. Fire was always a constant risk.

It was never that big of a concern until a century ago when the cartridge bullet was invented. No longer would you have to load the musket/pistol ball, black powder and runic primer separately. Now you can carry "preloaded shots" in your pocket for quick and easy reloading. Now that the primers were always attached to the black powder, they had to come up with a safety mechanism so the bullets don't ignite in your back pocket.

The Send & Receive arrays were the answer. By putting the Send array on the back of the cartridge and activating it only when copper (the firing pin) was in contact with it, there was no longer any risk of accidental ignition. The Send array would then send the fire through time and space to the Receive array on the inside of the cartridge where it would be pushed through the black powder, ensuring an even ignition.



# CIRCLE OF LIFE

## NOTATION

Create a Containment Field that excludes Dead Humans if any are present.

## DESCRIPTION

The most basic of anti-zombie arrays you can make, and also the one that will save your life more times than you will be able to count. The Circle of Life destroys dead (and thus undead) humans when they enter the array's field of effect. It's simple, it's clean, but it shows an often forgotten element of runic array design and that is the concept of the exclusionary modification.

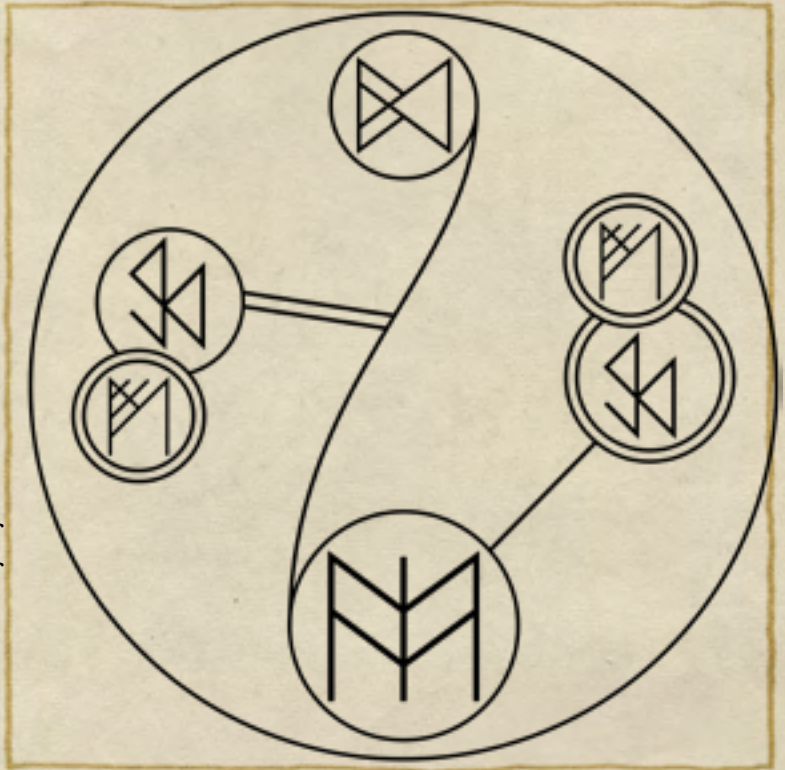
Exclusionary modification works in much the same way as a normal modification. Whatever rune you put as the modifier tells the array what specific sort of material to target. Modify a Blood rune with a Human rune and you tell the array not to target any other

sort of blood, except to target human blood specifically; modify the Human rune with a Life rune and the array will specifically target living humans only. It all sounds straightforward and very familiar, but what if you don't want to target living humans or all humans, but specifically dead (or undead) humans?

Well there are two ways to do this. First is to make an array that targets all humans, then use that array as a Secondary Array inside a larger one and exclude living humans from the effect of that Secondary Array. It does the same thing as the Circle of Life, but you can easily skip all those steps and simply use the Life rune as an exclusionary modification to tell the array to target humans that are not living.

As you can see in the array above, to make an exclusionary modification is quite simply. All you do is add an extra ring around the rune to show it is being excluded just like you would do with a negative Conditional or an exclusionary Locus that the Circle of Life also has. And there you go, now you have far more flexibility in your runic array designs. Remember you can also use an exclusionary modifications when it comes to speed and size runes to be able to better hone the accuracy of your arrays.

So when the undead hordes rise from their graves, you now know that you can be protected from them.



# COACH EXPRESS

## NOTATION

Cool (at a rate of 1 degree Celsius every 10 second) and increase the speed (by 100%) of Animals.

## DESCRIPTION

In the age of electricity, technology in Alfresia and beyond is moving faster than ever before. The ability of electricity to quickly and conveniently transfer energy to runic arrays, which can then store this energy, has revolutionised every technology under the sun. Unfortunately, those left behind in this technological race are quickly forgotten.

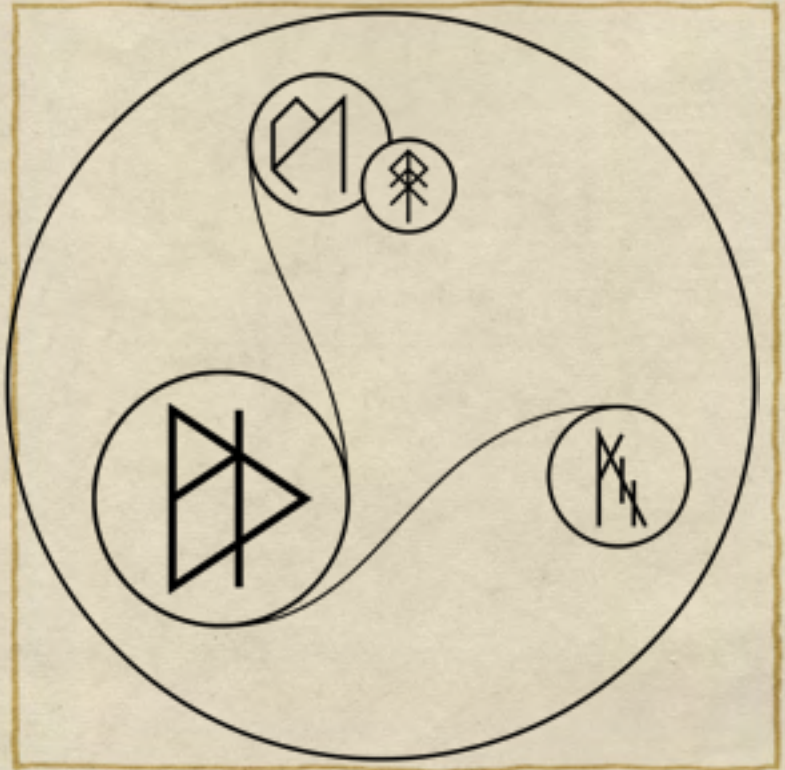
In a world with airships and electrically driven trains, carriages and coaches are quickly becoming yesterday's news. The coaches and carriages have decided to fight back with an ancient array that has had some new life breathed into it.

The Coach Express has been in use for centuries, albeit sparingly as storing energy in an array was a time consuming affair before the advent of electricity. Now, however, you would rarely see a professional coach or carriage without one.

To put it simply, this array increases the speed of animals (most often horses) by 100%, meaning they move at twice their normal speed. This means that a horse at full gallop can now average 80-100 km/h. This is utterly fantastic if you are delivering goods and passengers between cities, or if you are running away from the constabulary, but it isn't so good on the horses.

On a good day, a horse at a gallop can overheat within 20 minutes. At double speed that is only exacerbated. It is for this reason that the array also cools down the horses. If your horse dies on you because of heat exhaustion then no amount of speed will save you.

This array is also rife for modification. You can easily change the speed that is commanding the Animal rune as well as the rate at which the Cool rune cools the animals. This array is meant to be changed played with to match what you expect you will be facing.



# CONSTABLE'S FRIEND

## NOTATION

Create Lightning only if a Human is within an area as wide across as the array and with a depth 1% of the array's diameter.

## DESCRIPTION

The main part of this array is the most simplest array: Create an effect. The "trick" with this array lies in the trigger for activation.

The array will only activate if there is a human contained within a small disk at the array's base. The height of a circle that a Disk rune creates is always 10% that of the array's diameter. With the Small rune, this means that a human must get to a distance of 1% the array's diameter for this array to activate.

If the array is small enough then it is possible to touch the array with gloves on and not activate as the gloves will be thick enough not to trigger it. That part is entirely intentional.

"Our first priority is the well-being of our citizens!" With these words, the new chief constable of Middelburg forbade the constabulary to use any arrays designed to cause lethal damage to humans. The criminal underworld was delighted at this news, but the constables were less so as their work had suddenly become much more difficult. The Lightning rune was their saving grace as the effect of electricity on humans is as unmistakable as it is effective. While the fatalities caused by the constables have decreased in recent times thanks to the Constable's Friend, the constables still use muskets, pistols and billy-clubs meaning that there are still numerous fatalities caused by the weapons themselves. This, however, seems to be an acceptable compromise between the constables and their new chief.



# COURTEOUS UMBRELLA

## NOTATION

Create a Containment Field in the shape of a Half-Sphere 100 times larger than the array that excludes Water if Water occupies the same space.

## DESCRIPTION

A common theme among the runic arrays, especially so in the grand city of Middelburg, is that is not the array itself which is remarkable, nor the effects it creates. Rather it is the use of the array that makes it remarkable; the way that it is blended with technology and engineering in order to create something greater than the sum of its parts.

The Courteous Umbrella is a stellar example of this.

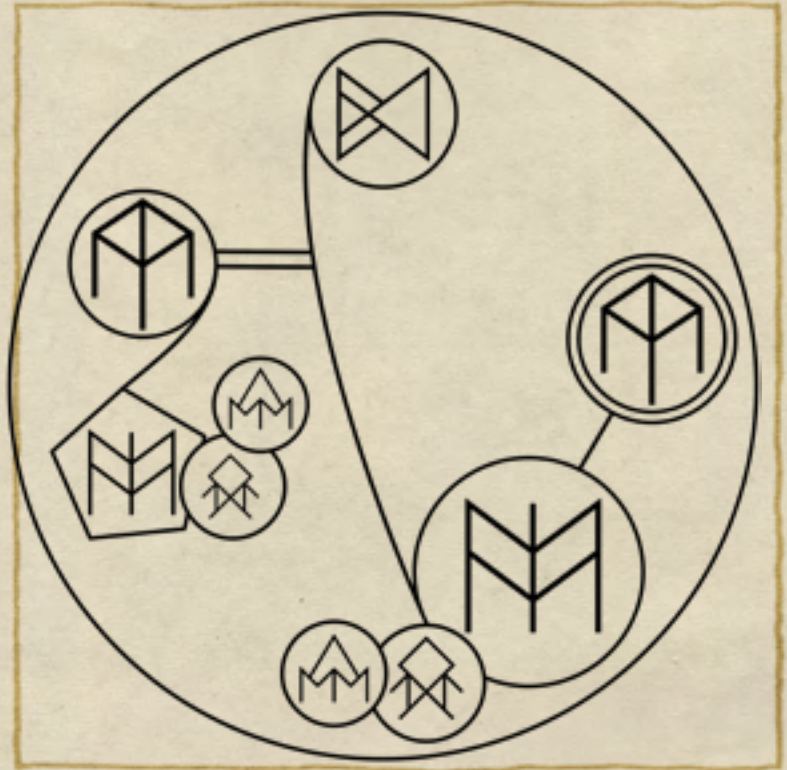
At first glance, it is an entirely unremarkable and mundane array that simply acts as an umbrella normally would, by preventing you getting wet in the rain. At best, from just looking at this array, it is a very convenient array as the Conditional means it activates automatically should it detect water.

But when you think about, really think about it, that's when it becomes remarkable.

Because it is a simple drawing, it isn't actually an umbrella, it replaces an umbrella. You don't need to lug around an umbrella wherever you go in the hopes of one day needing it only to not carry it with you when it does start raining. You can inscribe this array on the top or bottom of a walking stick and simply hold it up when it starts to rain. You can put this small array on your hat and never again have to think about it or even worry about rain. If you aren't a hat person, then simply put the array on the shoulders of your shirts and jackets and it will still work the same. Wanting to open up a small cafe outside? Just put this array in the centre of any table and your customers would never get wet while enjoying a romantic rainy day coffee.

And then of course there is a reason this is called the "courteous" umbrella. In a crowded city like Middelburg, on the rare times the city's government allows it to rain, can you imagine how even more crowded it would become when a million people start opening umbrellas in those narrow streets? You won't even be able to move for lack of trying. But with this array, that same crowd will move as if it was a sunny day and with all the overlapping containment fields from all the arrays, water would barely even touch the ground.

Remember that arrays are not just for combat, they can be useful in even the most mundane of situations.





# CRYPT'S BREATH

## NOTATION

Create Arsenic if Stone is present and Heat Arsenic at a rate of 1000 degrees Centigrade per second.

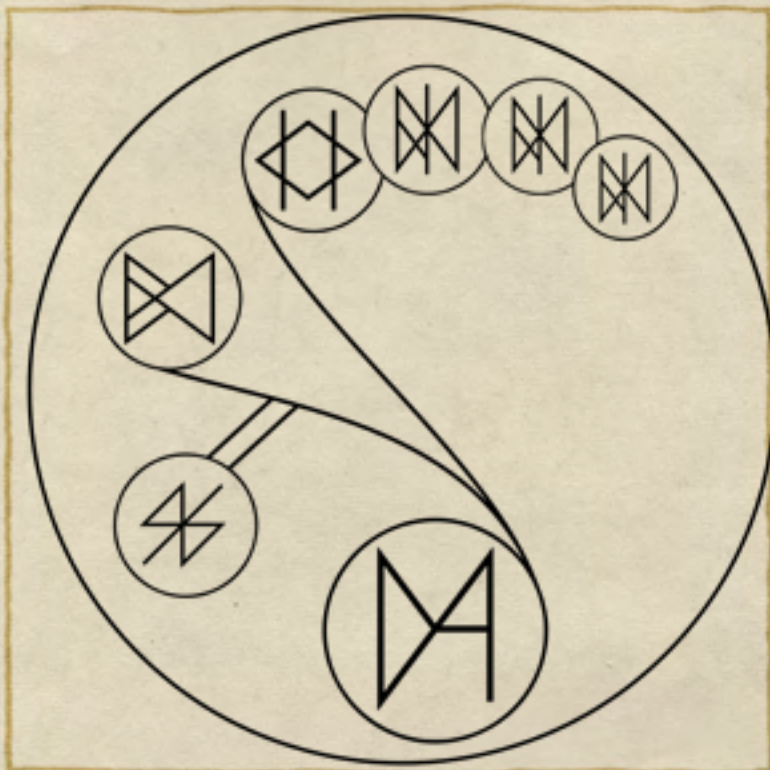
## DESCRIPTION

Much like the Peace of Mind array, this array deals with arsenic as an offensive weapon, and much like the Peace of Mind this array gives a cruel death to all those it meets. 300 milligrams of arsenic in the blood is a lethal dose. At such doses and beyond, symptoms can appear within 30 minutes and include confusion, dizziness, vomiting and diarrhoea. Then comes the convulsions, cramps, pigmentation colouring, blood in the urine, hair loss, troubled breathing, immense pain all before collapsing into a coma less than 24 hours later and dying soon after.

This array can provide doses of arsenic that merely being in its presence is a death sentence only a few hours after exposure.

Arsenic in its natural form is a dull grey metallic crystal. However when heated to above 887 degrees Centigrade, it can sublime and turn into a gas. It takes less than a second for this array to reach that temperature and that is its purpose: to create an arsenic gas that the enemy will inhale and then succumb to arsenic poisoning. Throw this into a crowded room and you won't even have to get your hands dirty. Arsenic gas smells faintly of garlic and that is the only warning your enemies will have.

The trigger for this array is Stone, but that can be changed to whatever you need. It's purpose is only to make sure the array can build up the required energy it needs. Heating something up at the rate of 1000 degrees Centigrade per second requires a lot of energy after all. This array is most often inscribed on a metal ball and either thrown or shot by a cannon where it needs to go, so you can think of this as a poison grenade.



# CYNIC

## NOTATION

Create Light if Human Blood is present.

## DESCRIPTION

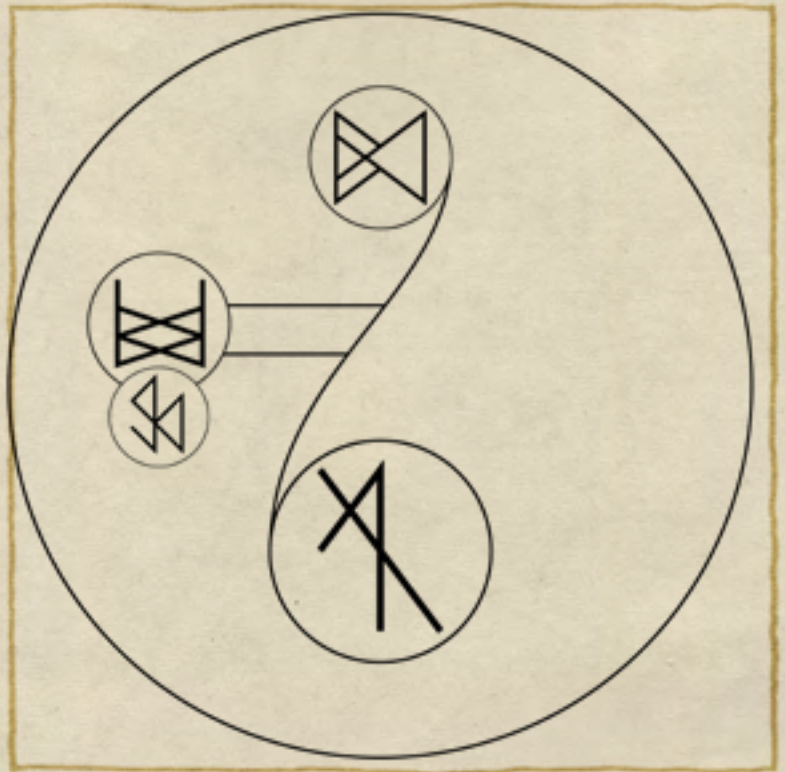
Energy may be the most ubiquitous source of fuel for the arrays and orichalcum may be the most powerful source of fuel for them, but it is blood that is the simplest. More powerful than energy and far easier to obtain that orichalcum, blood has always been the go-to option for activating arrays quickly.

It should come as no surprise then that blood is the most commonly used fuel source used by criminals, and where there is a demand there will always be a market. Blood dealers prowl dark alleys and dimly lit taverns, hawking their ill gotten wares:

human blood in glass vials. Everyone knows where this blood comes from, the poor and unfortunate, but if you are the type to go to a blood dealer your only thought is that at least it's not your blood.

But where there is a market, there will always be those wishing to get all the money yet do none of the work. Human blood is easy to create with the arrays but such artificially created human blood can't power the arrays, and neither can animal blood. Only pure and true human blood can. Blood with a soul. That is where the Cynic comes into its own. It creates light if there is human blood on it. Only natural human blood can activate an array, so if you put artificial or animal blood on it, it won't work.

It's simple and straightforward, and very quick to see if you have real blood with you. You don't want to be caught between a rock and a hard place, wanting to use an array to save your life, only to find you bought pig's blood. It's safe to say then that this is an array most criminals have, most often tattooed somewhere on their arms or hands, in easy reach to sample the blood dealer's wares.



# DANCING LIGHTS

## NOTATION

Secondary Arrays: Create Copper in the shape of a Disk as wide as the array and as thick as  $1/1000$ th the array's diameter. Primary Array: Rotate Copper at a speed of 4 m/s if Copper is present, Push Copper at a speed of 1 m/s and Contain it to the width of the array and as deep as  $1/10$ th the array's diameter.

## DESCRIPTION

An array that is perfect for a shield, and also one that turns that shield into a weapon itself.

The Dancing Lights can be called an array of arrays. While it does have Secondary Arrays inside it, it isn't a complex array because, if you look closely, you'll see that these Secondary Arrays do not actually connect to anything. And they don't have to. Any open space within an array is fair game for another, completely unrelated array. As long as there is an outer boundary around each array to isolate it, you can have as many arrays inside a larger array as you want.

This is an excellent way to tie several arrays together into one compact space, especially if those arrays normally can't work with each other.

Take the Dancing Lights as an example. It create two flat copper disks and spins them around the centre of the array. With a single array, this is impossible, because any copper disk created would be created in the centre of the array and rotating it would just rotate it around its own centre axis. By putting these two secondary, and unconnected, arrays inside the larger array you can create those copper disks at any specific spot inside the array that you want.

So these two copper disks won't be rotating around their own axes, but will be flung around the larger array's axis like moons around a planet. Two completely (well almost) unrelated arrays working together to create an effect that is greater than the sum of its parts.

As to how to practically use this array? Well you just let it do its job and focus on the battle you have found yourself in. Copper is a highly reflective material, so whomever is facing your shield will see, as the array's name implies, bright spinning and dancing lights in front of them. These copper disks also serve as a further level of protection, by being able to deflect incoming blades and projectiles. And since they are so thin (and made of metal) they are effectively blades in and of themselves, able to cut open flesh and bone as good as anything else.

It really is the complete package, if a little gaudy.



# DARK FOLLY

## NOTATION

Contain Human and apply the effect of Inverted Time.

## DESCRIPTION

Conquest is no easy thing. The Mekadians and Bythikans doing their best to colonise the southern continent have quickly found that out. In a world where every man has access to the power of the gods, conquest and colonisation is a struggle at the best of days. When the Mekadians discovered the southern continent they thought to find simple savages that they could do away with in a day or two. What they found instead were legions of the undead armed and armoured with the arrays and ready to fight. They may not have had the muskets and cannons of the north, but they had the power of death itself.

And so for near on a century, Death and Conquest have waged war.

The Dark Folly is one of the few arrays brought back to the continent exactly as the dark southerners designed it. It was also the first array that gave the Jytohans the clue as to what the Invert rune actually did. As powerful as the Invert rune is, by affecting time it becomes perhaps the most powerful of all runes, because inverting time does exactly what it sounds like: it makes time run backwards.

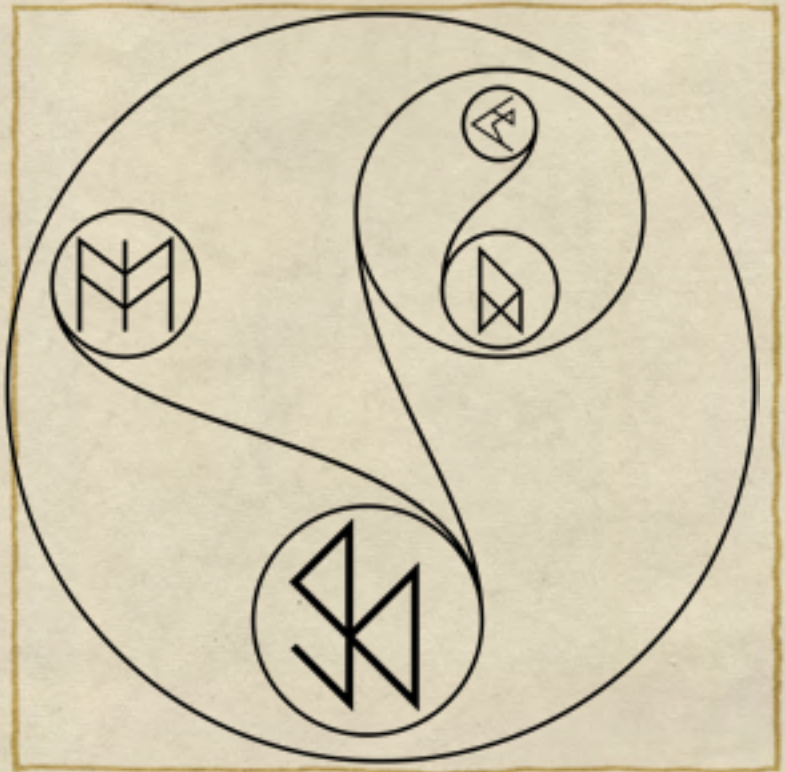
Playing around with time is about as expensive as it gets when it comes to powering the arrays, and that is why it is so seldom done, but the southerners have found a way around this issue. They only invert time on and inside the human body targeted by this array. It still costs more energy than turning a man to gold, but far less than inverting time entirely within the containment field.

The effect of this is that the human inside moves backwards and any wounds start to knit themselves as time flows backwards. Even musket and pistol rounds extract themselves as they are caught up inside this time distortion.

While you can use this to heal cuts and scrapes, the dark southerners use this to bring the dead back to life. That is why the containment field exist, because long after a battle has finished, the southern dead are collected and brought back behind safe lines where they are revived. Since time will flow backwards with this array, the dead would naturally move back to the battlefield before any wound closes, but with the containment field they are kept in place.

The result is that it is common practice for the southern kingdoms and empires to have legions they call "the Immortals", consisting of men brought back to life more times than you've had hot meals. These men are killed time and time again, only to be brought back to life in a different place with no memory of the event. Their lives are spent cheaply, but with great effect against the Neoist and Bythikan conquests.

Those brought back are changed by the event. They are different now, more distant with less ties to friends and family. To call them soulless may not merely be a metaphor.



# DEATH'S WHISPER

## NOTATION

Create a Containment Field that excludes Light and Sound if Sound exceeding 140 Decibels is present in the array's area of effect.

## DESCRIPTION

They say that discretion is the better part of valour and nowhere is that more true than in the metropolis of Middelburg. The city is packed to the rafters with nearly a million people crowding its streets and alleys, so any noise that anyone makes is quickly heard by the masses. If you fire off a gun, you can be sure that hundreds, if not thousands now know where you can be found. And that means the military and constabulary will not be far behind.

You have two options to get around this. The first thing you can do is to use a bow and arrows, but that is so last century. This is the modern age, isn't it? We have electric airships now, after all. No, what you need is a sound suppressed firearm. That is where the Death's Whisper array steps onto the stage. This array is designed to be engraved inside the barrel, at the tail end, of a firearm and when activated it destroys all sound and light that passes through it. While there may still be a loud 'thud' coming from your firearm due to the sound reverberating through the metal of the barrel, the gunshot itself will be silenced and there will be no muzzle flare that can give you away in the dark.

The Conditional in the array is highly specific, it only activates the array if the sound passing over the array exceeds 140 Decibels. This is for a very good reason: it means that the array can absorb energy throughout the time it is not being used so that it is always on and working when you need to it. It takes a good deal of energy to produce 140 Decibels and nothing short of a gunshot or explosion will set it off. Remember that the Size runes are thresholds, meaning that anything that exceeds it will also set it off. So if a sound at 160 Decibels passes through the array it will set it off just as a sound of 140 Decibels would.

With this array in your firearms, no one will see or hear you coming. The perfect tool for the streets of Middelburg whether you are a trained sniper or a back alley mugger.



# DIVINE JUDGEMENT

## NOTATION

Heat humans by 1000 Degrees Celsius and apply the effect of Creating 100 Lumens per cm<sup>2</sup> to humans. Cast from the mouth.

## INCANTATION

Behg Mænsich Dün Ob Watze Ant Finnich  
Durî Cob Non Fîti Ob Jôcht Ant Mürgröt  
Cob Dün Ob Môk Ant Hohd Cob Kîti Ent  
Fin Bek

## DESCRIPTION

Contrary to what many fire-and-brimstone priests would have you believe, not all spellcasters are godless heathens who love little better than profaning the holy act of creation. In fact, many spellcasters are as devout as any monk, and more holy

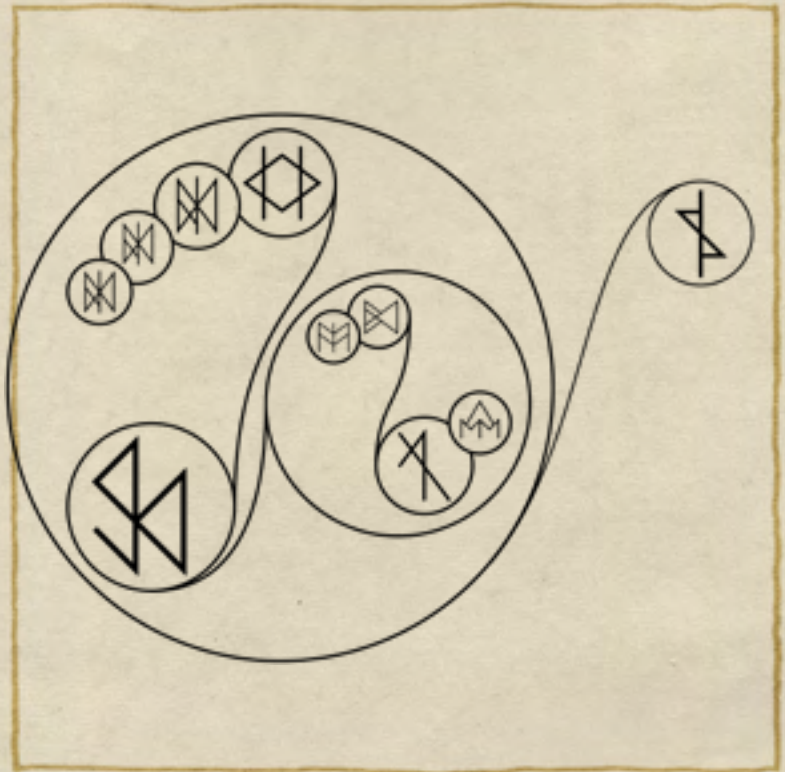
warriors pick up an incantation or two than the priests would like. Magic is all around us, it infuses the whole world, and not taking advantage of that would be an insult to the creator.

One particular incantation that has become popular amongst wandering holy warriors and self-proclaimed crusaders is the Divine Judgement. It's a powerful spell, however it isn't meant for combat. The sheer length of the incantation means its usefulness in a heated battle is fairly limited. No, it meant to send a message. It was designed for when the battle is done and you want to make a point. For when you have a (sometimes literal) captive audience and you want to show the might of the creator in the awesome power of destruction.

The incantation does two somewhat separate things. First it makes a human glow like a bonfire even during daylight, and secondly it instantly burns that person to a crisp as if he was in said bonfire. The death is instantaneous, and so the incantation isn't meant for the victim, but for the onlookers. For everyone seeing the execution, they will see the victim glow fiercely for a split second, and when that light is gone the victim will slump to ground, charred to near ashes, steam rising from the all the water that was superheated within him.

Most people are unaware of how spells are cast or what to look out, thinking more of witches and their brews. For these people, the Divine Judgement would look exactly like what it sounds like: judgement from the divine. It would seem as if it was a miracle, a proclamation from the creator above through his vassal in this life. This reaction is exactly what the crusaders are looking for, and will preface their executions with passages of scripture and prayers to the divine.

It might be a cheap ploy to impress the peasantry, but it most definitely works.



# DRAGON'S BREATH

## NOTATION

Contain the Creation of Fire to the boundary of the array and Push the Fire at a speed of 10 m/s. Cast from the Mouth.

## INCANTATION

Behg Vür Dün Ob Ydruch Ant Finnich Cob  
Non Môk Dün Hohd Ent Fin Bek

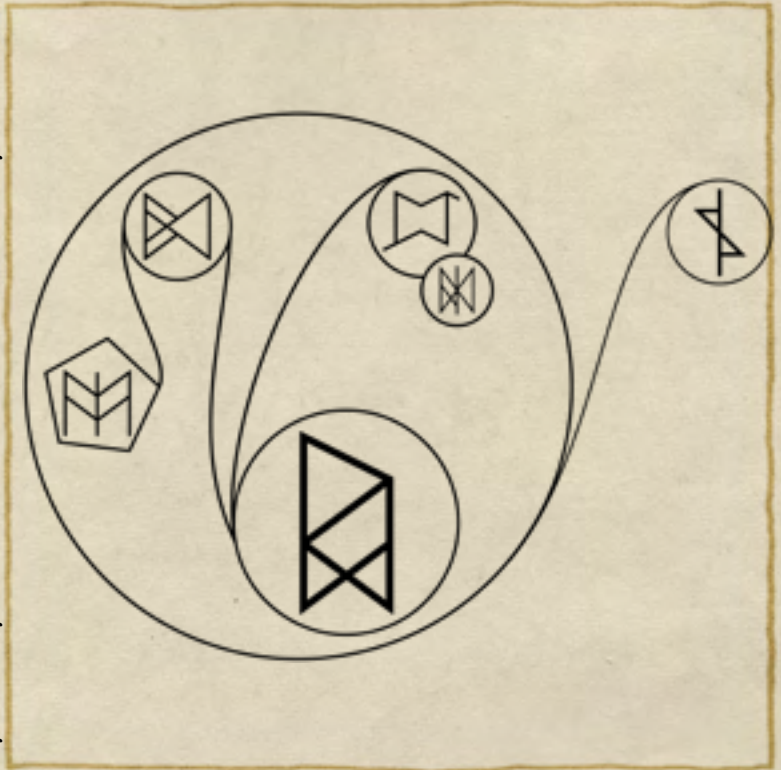
## DESCRIPTION

A classical spell straight from the repertoires of every great mage throughout all the various worlds and realms of creation. In fact, some would say you can't call yourself a great mage, wizard, magus or warlock without knowing this spell. To be able to breathe fire like a dragon can put the fear of any gods into your enemies and puts you a step above the petty hedge wizards and adventuring sorcerers.

The Dragon's Breath incantation is certainly a powerful spell, capable of covering everything within eight metres of you in fire in a second, but you must take great caution with such power. The incantation places no limitation on exactly where the fire goes other than away from the array (or in this case, your mouth); the only containment is where it begins and that is only within the array. The reason for this is because the incantation is already a somewhat lengthy one and you don't want to give a whole monologue before breathing fire.

So while you can be confident your mouth won't catch on fire, everything after that is fair game. The Push rune only moves whatever it targets away from the array, whether that is up or down or left or right is based entirely on chance and luck and where precisely that tiny bit of fire is in relation to the exact centre of the array. This means that any part of you (like your arms) happens to be in front of you while you say the last word of the incantation, it could very well catch fire as well.

Much like a real dragon's breath, the Dragon's Breath is as explosive and dangerous as it is powerful. Use it wisely.



# DYING LIGHT

## NOTATION

Create, if there is Stone present, 1000 Lumens of Light per cubic centimetre in an area 1000 times greater than the array and Contain all Light to this area.

## DESCRIPTION

This is the sister to the Swan Song array and is intended to be just as cruel and brutal. The only real difference is that where the Swan Song deafens you, the Dying Light blinds you.

It does this by creating a light twice as bright as the sun all around the victim. The fact that this array creates light within every cubic centimetre of the containment field is important. With sound, it doesn't matter which way you are facing, the sound from the Swan Song will rip your ears apart all the same, and that's why the sound of that array can come solely from the metal "bomb". With light it's different. If you're not facing the right way or if there is something in between you and the bomb, then you would probably only get temporary flash blindness. That issue is solved by the Dying Light array. It doesn't matter which way you turn or what is in between you and the "bomb", as long as you are within the containment field (a good ten metres based of a one centimetre array, so it's no laughing matter) you will feel as if you are standing inside the sun.

It won't even help closing your eyes (if you can in time) as pressed right up against your eyelids will be, yes again, a light twice as intense as the sun. Even through your eyelids, this is will be a painful experience, and seeing as this array can be precharged with as much energy as needed, you would have no idea how long to keep your eyes pressed shut. Eventually you will have to open them and when you do the last thing you will ever see is the brightest light in the world.

Lucky for everyone not caught in the containment field as all light is contained within, meaning everyone outside will just see a solid black sphere and presumably hear the agonising shouts coming from within.





# EFFECTIVE SOLUTION

## NOTATION

Invert the Creation, in an area 10 times the size of the array, of Humans if a Human is present.

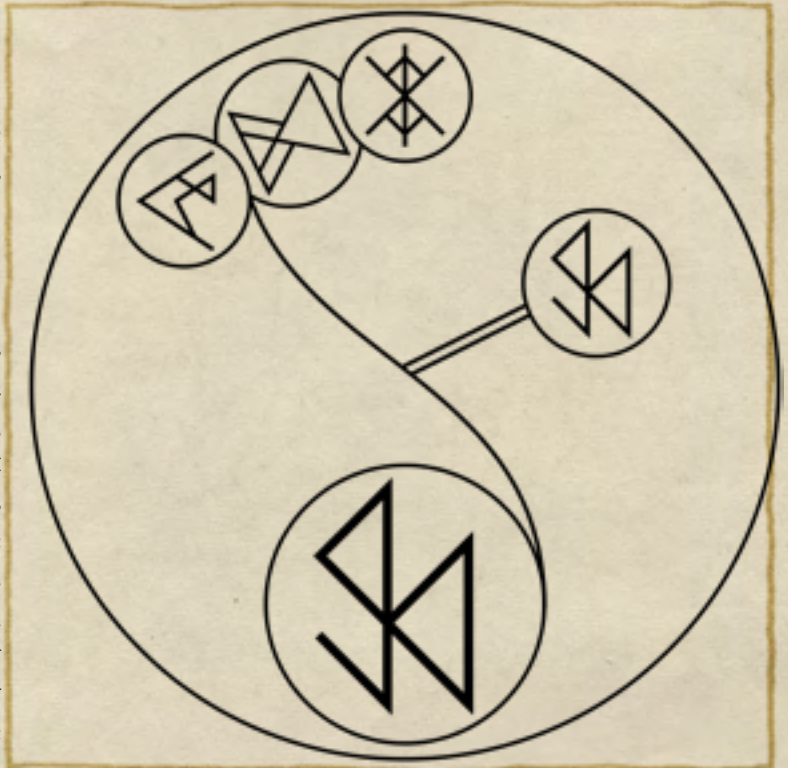
## DESCRIPTION

The opposite of create is destroy and this is all the Effective Solution does. When a human is present, it destroys humans. Simple, clean and an effective solution. It says a lot about humanity that when the Alfresians first learnt of this new and strange rune discovered among the warring kingdoms of the dark, Southern Continent... they did not think of all the good they could do, they instead created this array. The very first array created on Alfresian soil with the Invert rune was created to kill.

Of course, slowly, but surely new arrays are being created to better the greater communal good of humanity, but in the month since the rune's arrival in Middelburg there has already been thousands of new offensive arrays intended to hurt, maim and kill. As with the Rotate rune, the Middelburg authorities are looking to regulate it, but how can you regulate a concept, an idea, a thought? Between the Rotate and Invert runes, the city seems ready to tear itself apart all over again when it hasn't even finished rebuilding.

How the people of the Southern Continent even survived with such a rune in their midst, the Alfresians will never know, but it has had the greatest impact on their differing cultures than anything else. All the various nations of Jytoh, including Alfresia, had struggled long and hard to find common ground with the people of this dark continent, but nothing has ever worked. War was always the result, and now that the Alfresians have their hand on the Invert rune, they know why.

The concept of inversion is in everything the dark southerners say and do. A hello can be a goodbye, a peace treaty a declaration of war, an insult can be a compliment and so much more. That a single rune can have so much impact on a whole continent is staggering to think of, but with the power of this rune it isn't too surprising.



# EIGHTFOLD PATH

## NOTATION

Transmute Air into Fire that excludes Heat if a Human are not present and Contain, Sustain, Rotate and Slow the Fire.

## DESCRIPTION

The array's true name is not actually the Eightfold Path, but the Alfresians could not easily pronounce the Uttosian name for it and so simply called it for the Uttosian spiritual philosophy in which it is used. In one of the many Uttosian faiths, the Eightfold Path is the way of reaching spiritual and mental enlightenment. The last of the eight paths to enlightenment is to master the art of meditation, and for this the Uttosian monks use this specific array as a useful tool.

For all practical uses and purposes, this array has none. While it falls under the "Utility" heading, it is more of an ornamental array. The fire it creates is as cold as ice and thus no good to anyone, the array requires far more energy than it rightly should by having to spend it on slowing, rotating and sustaining the fire. It may look pretty, but that's about it. To any practical minded and serious runic scribe, this array would frustrate him to no end... which is precisely its point.

The Uttosian monks inscribe this array onto small wooden disks that can fit in the palm of your hand. Wood, of course, is an insulator and not a conductor, and that's why you find a footman's arrays inscribed onto copper or silver. There is a reason for this, however, and that is because this array uses body heat as it's main source of energy and using copper and silver would allow it to gain too much energy too quickly.

To master the art of meditation, a monk simply places the wooden disk inscribed with the Eightfold Path onto one palm and then closes his other hand over it. And so he sits, hands clasped together until his body heat has leached enough energy into the disk to sustain a fire. If he doesn't meditate long enough, the fire he creates will last only a few seconds and the Eightfold Path requires eight hours of a dancing, ice cold flame. So the monk sits, hour after hour, day after day, week after week, until he is confident there is enough energy in the array. If he is wrong, if he hasn't waited long enough, the flame will not burn for eight hours and the monk will have to start all over again.

In Middelburg, there are precious few Uttosian monks, but the Runist monks of the Monastery in Runedal have taken a liking to this array and have started using it as a test of patience and fortitude, often assigning ill tempered apprentices to produce an eight hour flame if and when they become too insubordinate.



# FALSE DOOR

## NOTATION

Sustain the Receiving of Light if no Humans are present.

## DESCRIPTION

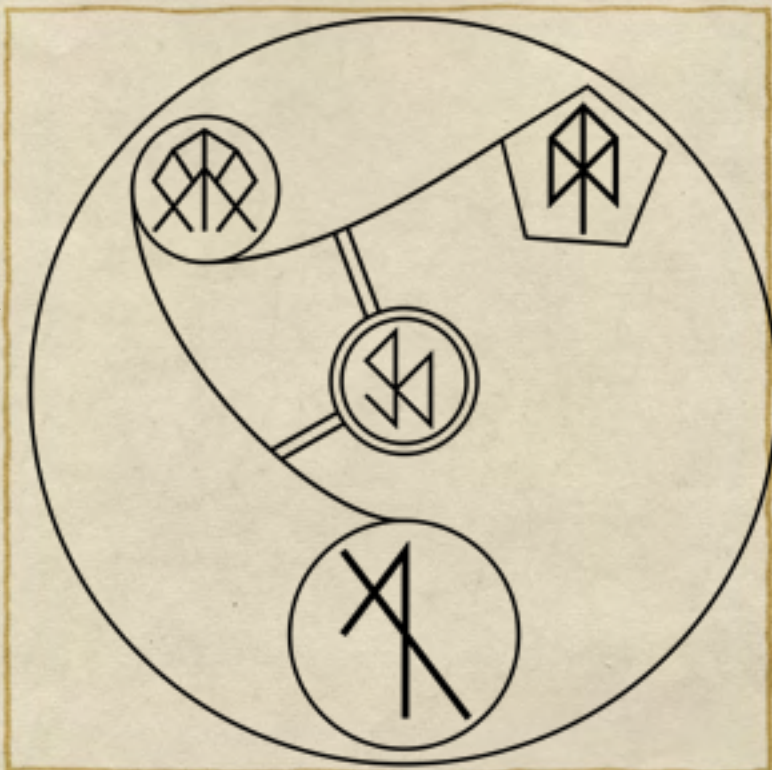
The False Door array is a must have for any spy, secret society or just plain anyone who wants a secret hideout and doesn't want it to be discovered. The False Door, as its name implies, creates the illusion of a solid surface where there isn't any, and vanishes when someone approaches.

It does this quite simply. The array you see here is only one half of the process, the receiving end. Another array that simply says Send Light is placed facing a wall. Any light that comes through that array's field of effect is then Sent to this array. That light would include any light bouncing off the wall. That light, that image of a wall, would go straight through the first array and come out of this array, making it appear as if there was a wall where the False Door array is.

There are two things you need to worry about. First is how the receiving array is positioned so that the wall doesn't appear upside down or at an angle. You might have to re-position and play with it for a while until you get it just right, but if you do, you can make a doorway, or alleyway completely disappear into the walls around it. The second is finding a patch of wall (or whatever you are using to disguise the entrance to your secret hideout) that matches where the entrance is. You don't want someone to be walking down an inner city alleyway and suddenly seeing a section of fancy marble wall.

After all this, you might be asking yourself why there is a need for this illusion to disappear if a person gets close enough to it. The answer is twofold: Firstly, if the only people allowed inside this secret hideaway already knows about it, then it is for pure convenience. Remember that all light that enters the Sending array will come out of this one. So after you step through the fake wall, you will see the rest of all the light from the first array. You would rather see the door you have to open or the passageway you want to walk through and not blindly having to make your way through, so by shutting off the light, it allows for an easier access. Of course, if you want people (the right sort of people, of course) to find your secret hideaway, then having the illusion disappear when they are close makes everyone's life so much more simple.

In either event, it will probably pay good dividends to have an extra array hidden away behind the illusion, perhaps some sort of offensive array that must be disarmed so you can keep undesirables out.



# FATHOMER

## NOTATION

Create 100 lumens of Light per cm<sup>2</sup> if Stone is within a distance of 1000 times the array's circumference.

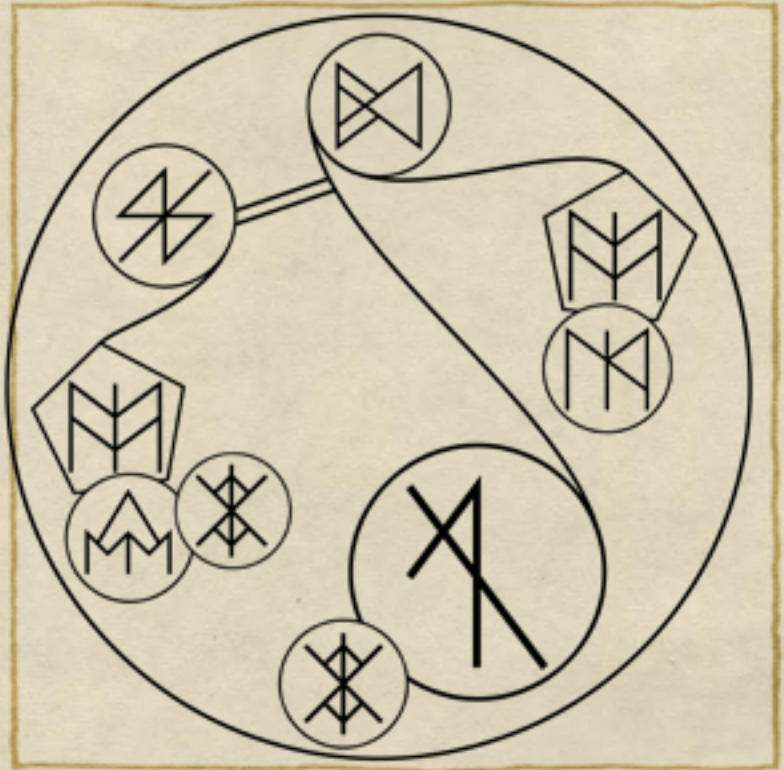
## DESCRIPTION

While the Fathomer can't help you swash your buckles, it can help you continue to do so by ensuring you stay alive. The Fathomer is one of those arrays that you will see wherever you go, yet will rarely pay attention to. These arrays are the silent heroes of the world, keeping us alive and comfortable from the shadows. Noticing a Fathomer is much like noticing the railing on an elevated walkway: you never pay attention to it unless you either need it or it just saved your life.

The Fathomer's role is to warn whomever is helming the ship of approaching rocks. It unfortunately does not fathom as its name implies, but the fathom of the water can be indirectly determined by the size and shape of the rocks surrounding a vessel and so the mostly-incorrect name stuck. The array does this by creating an intensely bright light whenever a rock comes within a distance of 1000 times the array's circumference. Normally the array is carved onto the railings right round the ship at a size of 10cm, so if the ship comes within 100m of a rock sticking out of the water, the arrays will light up. And because the arrays are drawn all around the ship, their fields of effect will overlap meaning more than one will light up if the ship comes too close to a rock. This means that the helmsman can accurately keep track of which direction the rocks lay.

If that isn't smart enough, the way the sailors have used the Fathomer is. While knowing that you are within a 100m of a rock is very valuable, after the light turns on, what then? Are you within 80m of that rock, or 20m? This is very important as the rock jutting out from the water is only the tip, and it could be much larger under the waves, spelling doom for any vessel coming too close. For this reason, sailors have made variants of the Fathomer, lighting only up if the ship is within 50m, 25m and finally 10m of a rock. To differentiate these arrays, they have fixed coloured lenses over the arrays, with each colour representing a different distance.

Now, no matter how deep the fog is, how dark the night is, or how terrible the storm is, any helmsman can accurately tell the distance and position of any piece of land close to him, making sailing that much safer.



# FIRE EXTINGUISHER

## NOTATION

Pull Heat and Transmute, if Fire is present, this into Water that is Contained within an area twice the size of the array.

## DESCRIPTION

One of the many arrays that are everywhere and nowhere at once. It is an array that you will look at and then immediately forget, because it is simply part of the backdrop of the city, the world and life in general.

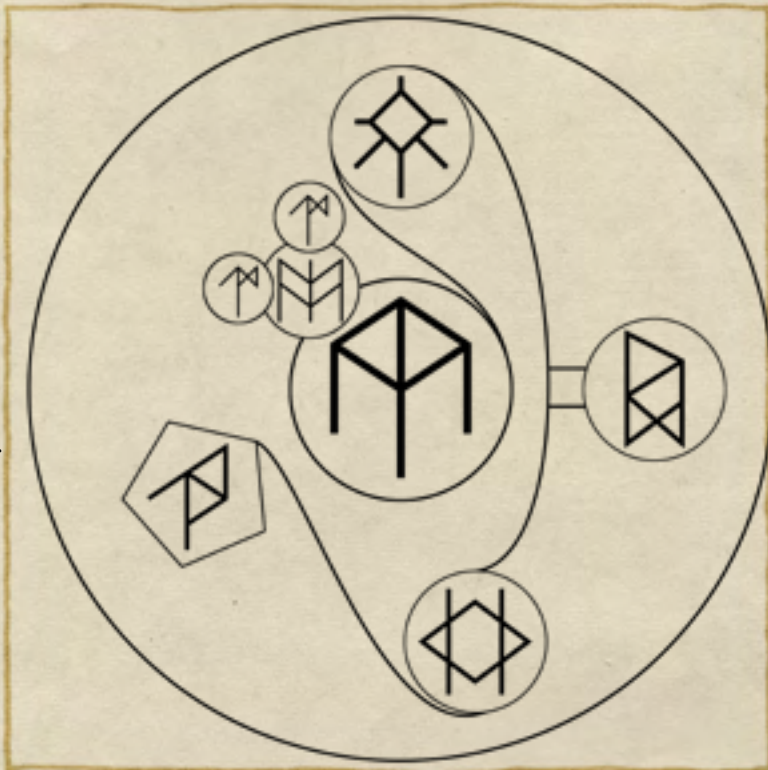
The Fire Extinguisher does exactly what it says, it extinguishes fire. During its everyday life, it will slowly but surely absorb energy from its surroundings and store it due to the Conditional in the array. Then, when it senses fire it will transmute the heat from that fire into water that is contained in a fixed size.

There is a reason for everything in this array. The Conditional as said above is there so the array can store energy before it is needed, so that when a fire erupts it can instantly douse it before it spreads.

The reason for containing the water that is being created is so that there is less of a mess to clean up afterwards but also to form a barrier to stop the fire spreading back into areas already doused. The columns of water will also serve as continual heat sinks.

If you think that by containing the water this array is limiting itself to a very small area, you would be correct. That is why you will often find these arrays completely covering the ceilings of buildings, often etched quite thinly or painted in a slightly different shade to the ceiling itself. With so many arrays on the ceiling, the entire room will be covered should any fire erupt in there or spread to it.

The reason for transmuting water instead of simply creating it is to instantaneously reduce the heat in the surrounding area, so that while the water will douse the fire in the immediate area, the fire around it will not be as fierce. Remember that the Contain rune is only modifying the Water rune, not the Heat or Pull rune, meaning that the heat that is transmuted will come from as far away as necessary.



# FIREBALL

## NOTATION

Create and Contain a Ball of Fire and Push it at a speed of 20 m/s. Cast from the Right Hand.

## INCANTATION

Behg Ob Vür Ant Ból Cob Dün Mok Non  
Hohd Non Ob Druch Ant Finnich Tüwe  
Cob Ent Fin Regahnd

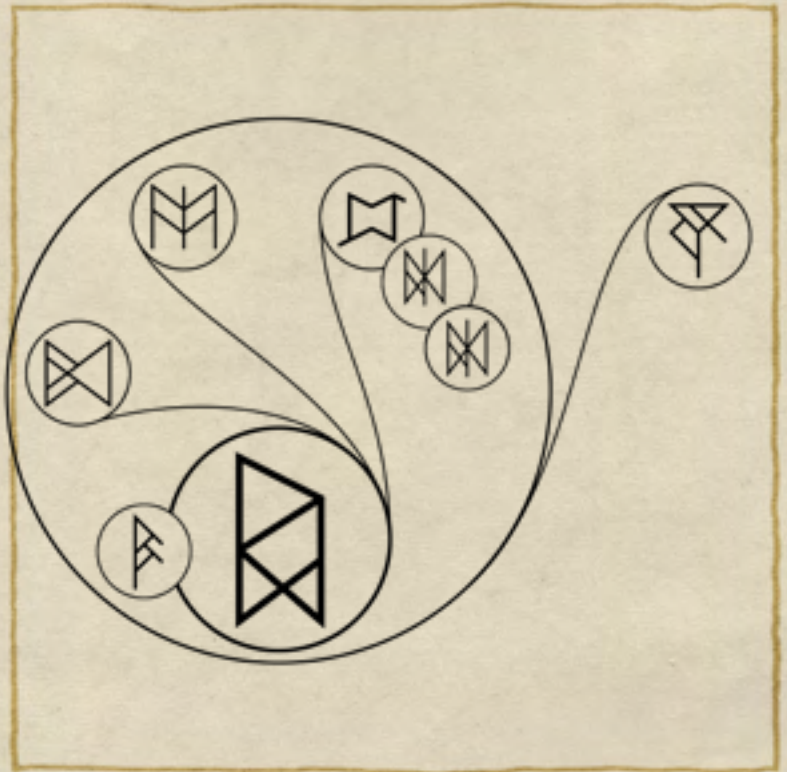
## DESCRIPTION

The very first incantation anyone ever thought to put to paper. Whether this speaks of the ever-present human desire to inflict damage and destruction, or merely a wizard's paranoia that someone will come get him, we will never know. All we know is that this has become the most traditional of incantations.

The Fireball does exactly what you think it does: it shoots a ball of fire at whatever you are pointing at. There is no subtlety or charm in it, just good old destructive force. That's why every mage that wanders outside his lair, and any wizard that goes on an adventure learns this incantation off by heart, just in case some vagabond tries to take advantage of them.

Just be careful with this incantation, as it isn't the cure-all most apprentice wizards think it is. Firstly, you are literally just shooting a ball of fire at someone. Fire has little to no mass, which means this isn't a cannonball hitting someone. They will barely even feel it. The point of this incantation is to set something on fire, not harm it directly. The best you can hope for its to set your enemy's clothes on fire, rather than knocking him off his feet.

Secondly, and even more important, this is an incantation meant for long range, not up and close fighting. You can see that it is a long incantation, and getting it all out while trying to avoid getting your head cut off will be next to impossible. So don't think you can go toe-to-toe with an experienced fighter with this incantation.



# FIRESTARTER

## NOTATION

Create and Sustain Fire if Wood is not present, and Contain that Fire to the boundary of the array.

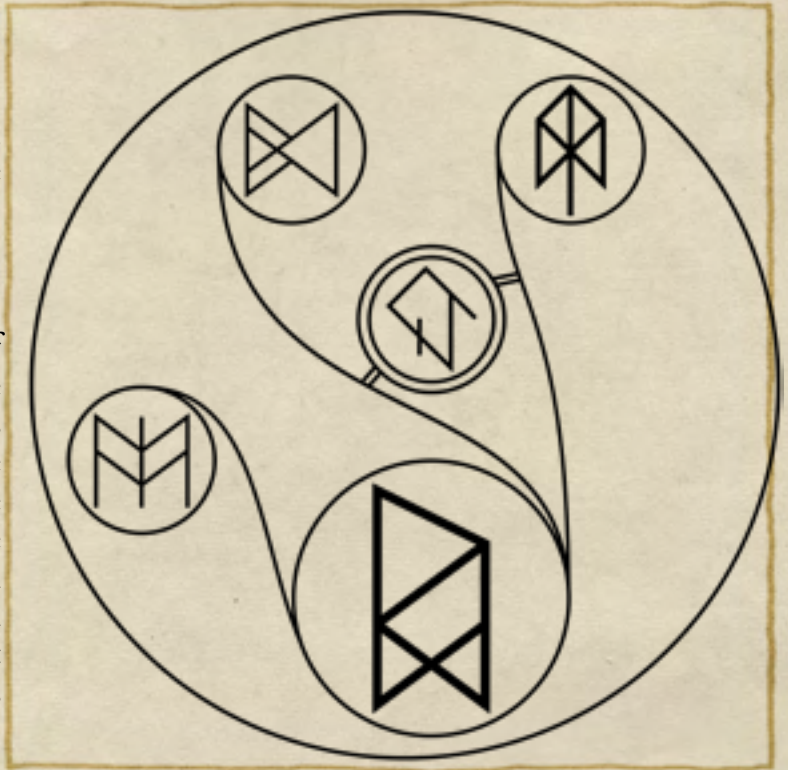
## DESCRIPTION

A wise man once said that the greatest of magics could be found in the most mundane aspects of life. Like most idioms and sayings it is truer than we would like to think. One could talk all day about the immeasurable work that goes into hand crafting a single glass, or all the inventions that were needed before our homes were so comfortably heated that we never give it a second's thought. But this is about arrays, not engineering, so let's take for example the Firestarter array.

There is not a single gentleman in Middelburg that has a Firestarter array more than a minute's frantic search away from him. Most men keep one tidily tucked away in a pocket and ask any barkeep, or even a priest and they would be quick to produce one. This is not because most men in Middelburg are raving arsonists, but rather that the Firestarter array is used to light pipes, hookahs, candles and even a stubborn hearth or two.

A firestarter, the contraption not the array, is a small wooden cylinder with hinged wooden cap that can be tightly closed. On top of the cylinder, and enclosed by the cap, is the Firestarter array. Needless to say, that is all there is to this array. Flick open the cap, and the array is activated, creating a small and manageable flame. Close the cap and the presence of the wood will deactivate the array. Because of this Conditional, the array absorbs energy throughout the day while it is not in use and then expends it when it is. The movement inside a man's pocket is more than enough to charge an array that you only need for a few seconds at a time.

Of course, a firestarter can be made of many materials and the wealthier a man becomes, the richer his firestarter is. When this is the case, the Wood rune in the centre is simply replaced by whatever material the firestarter's cap is made from.



# FIRST STEPS

## NOTATION

Create a Containment field ten times as wide as the array with a depth a tenth of the array's circumference that excludes Air if Air is present. Apply the effect of negating gravity on Wood to this Containment field.

## DESCRIPTION

Its notation is quite a mouthful and it certainly isn't the most elegant thing around, but then the most practical of things never are. The First Steps array is counted among the oldest of arrays still in use in Alfresia and around the world and for very good reason: it works remarkably well. Runesmiths and Runecrafters predominantly follow the philosophy of "if it isn't broken, don't fix it" and while this may stifle innovation, it has meant the First Steps has served humanity well for over fifteen centuries. In saying that, it is only in the last two years that this array has come into its own and went from a half forgotten dream to one of the most valuable arrays in the world.

The reason for this is simple: First Steps require a phenomenal amount of energy. What it does is create a containment field around the ship's hull that negates the effect of gravity on it (or at least the wooden parts of it) making it nearly as light as a feather as well as destroying all air that comes close. All of this means is, when this runic containment field is active, that the airship floats through the air almost as if through the vacuum of space. There is nearly no weight to it and there is no drag and air resistance. It makes airship travel quick and efficient (and therefore desirable), but it takes a monumental amount of energy negate the effect of gravity on nearly an entire ship for the whole duration of a flight as well as destroying how many thousands kilolitres of air that the ship passes through.

For the fifteen centuries this array existed, it has worked... technically speaking. It did, as still does, exactly what it is meant to, however there has never been a reliable enough power source to feed this array until the discovery of the Lightning rune and the invention of the runic batteries. Before this, folks had to precharge these arrays with heat and light and hope that the arrays held enough energy for the entire trip. More often than not, they didn't, and so the proto-airships fell from the sky one by one until it was unanimously, and unspokenly, decided by everyone with more than two braincells that airtravel was too dangerous... until the Lightning rune changed all that. Now, the race to conquer the skies has begun and already there are dozens of airships sailing on the clouds above Alfresia.





# FLAME WARD

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into Fire and Push the Fire at a speed of 10m/s. The Fire excludes Water.

## DESCRIPTION

An unsubtle name for an unsubtle array. The Flame Ward array takes the idiom of "a best defence is a good offence" to heart and makes every attack on the bearer of this array a lethal risk.

At its core, it is a very simple array. It transmutes a variety of materials (those most often used to create weapons and projectiles) into fire. As a defensive array, this is par of the course. You can have the array transmute the materials into air, light, sound, water and it will protect you just as well. The Flame

Ward, as its name implies, has a specific use for the fire and that is to fling it back at the enemy.

After the materials have been transmuted into fire, this fire is then pushed away from the array at a speed of ten metres per second. This shows how this array was meant to be used on shields for melee combat, since if you are within striking distance of a person, you are definitely within ten metres and that means a ball of flame will take less than a second to make it back to you.

For ranged combat, this array is less than ideal. Over any significant range, the fire will take far too long and will die out before it hits the attacker, although a skilled user might be able to angle to fire to a closer enemy. At the very least, the array will still protect you from incoming projectiles.

The other unique bit about this array is that the fire excludes water. This means that while the fire is inside the array's area of effect, it cannot touch water. Not useful until you remember that this means that water cannot touch it either, meaning it is unquenchable as long as the fire remains inside the array's area of effect.



# FOOTMEN'S SIGNET

## NOTATION

Create ?????? if Human is present within a space the diameter of the array and 1% as deep.

## DESCRIPTION

Just like with the Remote Trap array, the Footmen's Signet is meant for you to add in whatever array you want to the Centrum and thus change the effect, but not the purpose, of the array. Built with variety in mind, this array can accommodate a wide range of arrays, however as it only activates in the presence if a human (nearly) touches it, one can see how the purpose of this array if firmly fixed.

The name does give it away: the Footmen's Signet is meant to be engraved onto a signet ring to be worn by footmen and other assorted criminals. Each thief, burglar and killer will of course choose their own arrays to go into the Centrum, but it will almost always be activated the same way: by punching someone. As such, the arrays most often put into the Centrum tend to be more offensive in nature than utilitarian, and defensive arrays are a rare sight.

And of course the potential variety of the array increases tremendously once you realise you can wear multiple signet rings on one hand, each with their own unique array in the centre, so if you can't see how to get the right effect you want from a single array, simply create two and have two Footmen's Signet rings on a hand.

One might argue that putting a potentially lethal array on a ring that activates on contact would be quite dangerous to whomever is wearing it, and the answer would be both yes and no. Yes, when you start wearing such a ring, you need to make sure you never accidentally touch yourself with it, but the fact that you need to nearly touch it (and bearing in mind a signet ring is most commonly 1-1.5 cm across, meaning you would have to come within 0.1-0.15mm of the array to activate it) means as long as you are wearing semi-thick gloves you can easily touch it without activating it. Or you can wear gloves over the ring to hide it until you need it.

One thing to keep in mind as you peruse the array is that, while the Create rune is a fixed part of this array, you can still transmute materials. As you are putting an entire array into the Centrum, the Create rune is not affecting any and every rune inside, but is rather creating the effect of the array. For example, let's say you put the Sculptor array in the Centrum, then the Create rune would simply be creating the Sculptor effect, rather than trying to create a transmutation. A subtle distinction, but an important one.



# FORGOTTEN MEMORY

## NOTATION

Invert the flow of Time over an area 100 times greater than the array if Humans are within the area of the array and Sustain this effect if Humans are within an area 10 times greater than the array.

## DESCRIPTION

They say the best criminal leaves no trace of what they've done. Of course you can always incapacitate and/or kill any witnesses to your crime, but then you are simply creating more loose threads and more mysteries that will lead the keen of eye and sharp of mind to your trail. It would be far better if it appears that you had simply never been there, that you had come and gone like the proverbial thief in the night.

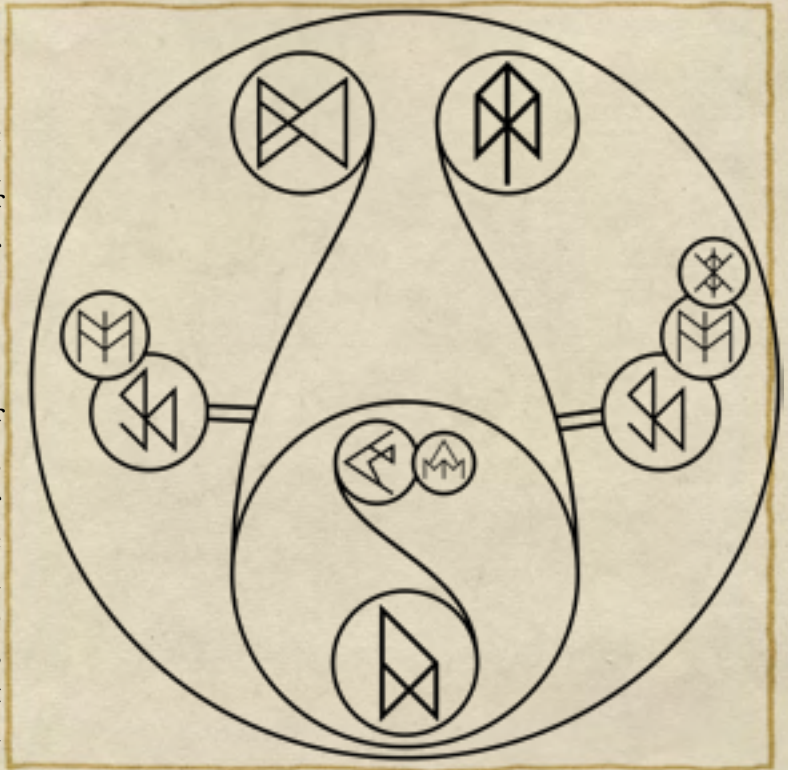
This array helps you do just that.

This array's core principle is to create a short time loop that the unsuspecting victim would fall into when they trigger it and fall out of when the array's energy has run out, completely unaware that anything is amiss. As soon as the victims step over the array it activates and starts inverting time, but if not for the Sustain rune it would stop doing so as soon as the person is back outside the array (leading to a split second time loop as the person hovers over the array). The Sustain rune then takes over and keeps time flowing backwards until the person is well away from the array.

This allows for a significant time inversion and puts the person back outside the triggering area, meaning the array isn't constantly using up its reserve of energy. The person then, with the same frame of mind as a few seconds ago, will most likely again step over the array, trigger the effect again.

The only clue they would have that not everything is as it seems is that if there is sufficient energy in the array and the time loop goes for long enough, then the day would turn to night (or vice versa) and the people inside would notice that the time outside is not the same as inside. This could then prevent them from, again, triggering the array and resetting the time loop. The same, of course, would be true for anything that moved into or out of the victim's line of sight during any of the time resets as it would not be there for the next reset, looking to the victim as if it disappeared into thin air. The way to fix this is to use this array in an area where line of sight and sound is limited. Indoors, for example, or an alleyway at night.

With the victims stuck in a time loop, they would have no clue of the world outside changing, and that will give you more than enough time to get into wherever you aren't supposed to be, do whatever you aren't supposed to be doing and get back out again. Do it quickly enough, and give the array as little energy as needed, and no one will ever be the wiser.



# FRIENDLY WARNING

## NOTATION

Create 1000 Lumens of Light per square centimetre if a Human is within ten times the size of the array's diameter.

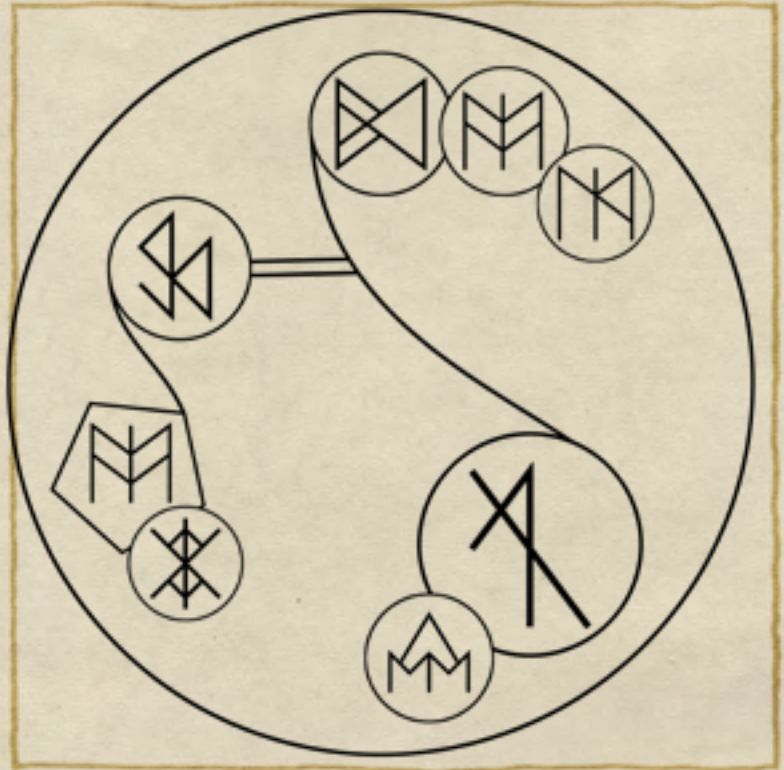
## DESCRIPTION

Not every trap has to be lethal, or even harmful. Sometimes a trap is just there as a warning. Much like "Beware of Dog" signs on the fence around a person's home, the Friendly Warning array was created in order warn passer-bys that the area they are walking into is perhaps not the safest one to be in and it would be best if they moved along quickly. Whether there is in fact any danger is best left to the imagination, but the warning has been given and so the person entering is doing so at their own risk.

The Friendly Warning is usually placed in alleyways belonging to gangs, around areas being investigated by constables or even out in the wilderness where the military is busy with their wargames. Because of the Conditional in the array, the array can be placed and forgotten as it will absorb energy from its surroundings, slowly but surely, and expel them only when it has been triggered by a passing human.

While the array is fairly common in Middelburg, it comes as quite a surprise to even those looking for it because a 1000 lumens per square centimetre is a like a flare going off against your eyeballs. That is half the point, because should anyone come with any nefarious intentions, the array will momentarily blind them and leave them open for attack. Anyone with half a mind will quickly take cover and hope they are still in one piece. If they came at night, then surely everyone within a 100 metres saw that sudden flash of light and will know where it came from, meaning any element of surprise has been lost. Hopefully this will mean the attackers withdraw and no blood has to be shed this night.

However, the use of the Friendly Warning array comes down to the morality of a person. Because it is a trap, because it suddenly blinds a person, and because it will light them up like a full moon on a cloudless night, it is far too easy to take advantage of the situation. More than one killer has placed this array in narrow street and alleyways, waiting for a person to trigger the array, become stunned and then shoot the poor unfortunate sot lit up like a noon day sun.



# FURIOUS BREATH

## NOTATION

Rotate Air at a speed of 100 m/s and Contain this rotating to the border of the array.

## DESCRIPTION

In the Uttosian language of the far eastern continent, this array is technically called "The Furious Breath of the Four Divine Winds", however that is such a mouthful when translated into Alfresian, that the locals here simply call it the Furious Breath array and then promptly banned its usage under penalty of death. You see, the Rotate rune and this array was only discovered by the Gaelish colonial forces in Uttosia a few months back after years of the Uttosians hiding it from them, yet still using it against them to wreak great havoc. While the more

mathematical among us might see great usage for the Rotate rune in an engineering capacity, it can cause death and destruction on the likes few have ever seen, and that is why the Alfresian government immediately regulated the use of the rune and banned the use of any array using it which can cause harm.

On the vast stepped plains of Utossia that the Gaelish forces have been battling for the past few decades to carve out a small spot for them, the Furious Breath works at its very best. The array is often carved of solid gold to be easier seen from a distance, and is usually activated by an additional Conditional.

The Furious Breath rotates air at a speed of 100 meters per second, or 360 kilometers per hour, enough for those on Earth to classify it as an EF<sub>5</sub> Tornado. With the warm climate of the steppes, the array only needs to start the tornado before the environment will keep it going for as long as it needs to decimate an entire colonial army, town or even a city. When the Gealish first came to Uttosia to set up their colony, it didn't take long for them to start calling it the Land of Storms and never has a month had gone past where there hasn't been an incredible tornado destroying everything the Gaelish had been trying to set up.

On this side of the ocean, the nations and kingdoms and states are doing their best to keep this array and the rune well regulated but they know it is a futile effort. Already there has been a horrific tornado in the Heavenly Empire of Man that killed thousands and they say that a mammoth waterspout destroyed a Wesfresian fishing fleet. The kings, princes and presidents hope that the people will come to fear and respect such a rune... before it is too late.



# FURNACE FIST

## NOTATION

Create Fire if Animal or Wood or Stone or Iron is present.

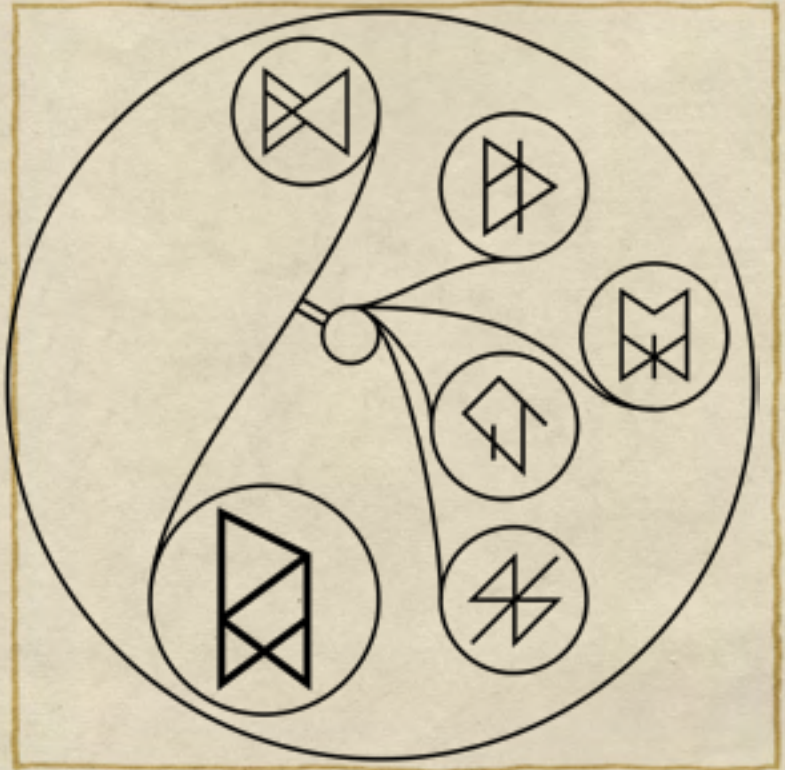
## DESCRIPTION

It's notation is short, it's simple to draw, and it's easy to understand. What more could you want from an array? The name immediately gives away the purpose of this array, furnace and fist can mean only thing: fire punches!

Arrays like these are often found on knuckledusters, gauntlets, or even tattooed onto a person's knuckles. The key to this array, and others like it, is not what is created or even what triggers, but how it is triggered.

The Placeholder Locus here in the Conditional means that you set this array to be trigger by anything and everything that you want, and that's the key to using it. Each user of this array will have a different environment in which he operates, and come up against different foes. What works in one area, doesn't work in another, so each runewright can make this array unique to them and their uses. The triggering runes in the array above merely serve as an example of common targets that you can use in your array, and ones that the scoundrels of Middelburg often put in their Furnace Fist arrays.

Like all arrays with Conditionals and triggers, the Furnace Fist array gets its effectiveness from the triggers. Until one of the triggers is activated, this array will continually absorb energy from wherever it can find it: heat, light, kinetic energy, etc. So that means when you do punch someone with this, it's not just the energy from your punch which determines how much fire is created, but all the energy it has stored up until that punch.



# GEARBOX

## NOTATION

Push Iron at a speed of 1 m/s if Copper is present, at 2 m/s if Copper and Gold is present, at 4 m/s if Copper, Gold and Silver is present, or at 8 m/s if Copper, Gold, Silver and Tin is present. Pull Iron at a speed of 1 m/s if Wood is present. Stop Iron if Lead is present.

## DESCRIPTION

It's a good old five speed gearbox, just made of magic rather than steel. It even comes with a built in braking system.

This array works in a easy to understand manner in that it increases the speed at which the iron is being pushed if more material is added. By using all the Conditionals, you can get much more control than if you did multiple arrays or tried to use the Quicken runes as modifications rather than as commanding runes.

Remember that because each Quicken rune is chained to another, and ultimately to the Push rune, you must have all the materials inside the array's field of effect for that rune to activate.

For example, if you had Copper, Silver and Tin but no Gold then only the Push rune would activate. This is where the control comes in as you can limit which rune activates at what time. You can even chain different runes, or even entire arrays, this way to create a sort of runic algorithm.

As to how this array works in practice? Well it function as the gearbox for all the trains in Middelburg, and indeed the entire island nation of Alfresia. Inside the engine of each train, these arrays are placed around huge teathed wheels that connect to the train's wheels on the track. As these arrays push the teathed cogs, they turn the train's wheels and off it goes. However, between the cogs and these arrays are six levers, each made of one of the materials in the array. Moving the train then becomes very simple, you just pull each lever into position between cog and array and it activates the array to push the cog that pushes the wheels.

And if an emergency should happen, you can always pull the lever made of lead to freeze the cogs in place, stopping the train as quickly as anything could. Of course, remember that 8 meters per second is almost 30 kilometres per hour, so stopping a fully laden train at that speed in an instant will almost definitely result in damage to the engine (and not to mention the passengers behind it), but that is why they call it an emergency.



# GILDED TOUCH

## NOTATION

Transmute Animals and Plants into Gold and Contain this transmutation to the circumference of the array and as deep as 1/100th the diameter of the array. Cast this from the Right Hand.

## INCANTATION

Behg Gelout Dün Ferformyr Dün Dyr Non  
Stamkur Ent Hohd Ant Rõnde Ant Klen  
Ent Fin Regahnd

## DESCRIPTION

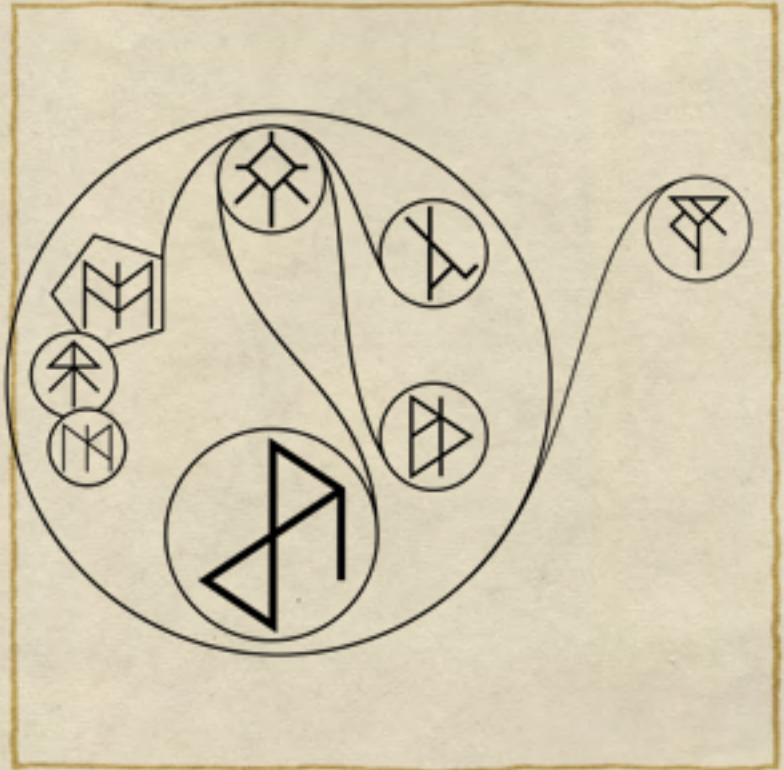
Recorded incantations may be few and far between these days as the magi become even more insular, but this one surely makes up for lost time. It is an incantation meant for

the narcissistic, the artistic, the sadistic or those who are just plain bored. At its heart, one can call this a whimsical sort of incantation. There is clearly no practical purpose for this incantation that a dozen others couldn't do quicker or more efficiently. However, this array is far more satisfying in that it adds a personal touch.

In essence, this incantation turns things into gold. Unlike the Midas of other worlds' legends, however, this only turns living things (or things that once lived) into gold. Only plants and animals are included in this incantation although it is very easy to swap out the Animal and Plant runes for whatever materials you wish to transmute. There is also a secondary restriction to this golden touch in that it has to come from the right hand (or which ever location you specify in your incantation). This way, you have at least one free hand to use while your other one creates golden statues.

In fairness, the Contain and Disk runes which restricts the effects of this incantation to a near direct touch by the right hand is not just there for the dramatic symbolism of a simply touch turning the living into cold, dead, immortal gold; it also acts a safety feature. Remember that humans too are animals and if this effect was not contained to such a degree, a mere wave your right hand in the direction of your body could turn you to gold as well. With this feature you would have to deliberately touch yourself in order to turn yourself to gold.

For those wishing to use this as a runic array and not an incantation, simply remove the external Right Hand rune and Locus and this array is well suited for a blade that could literally slice gold ribbons out of a person. Put this array on a firearms' rounds, replace the Contain rune with an Animal or Plant Conditional and you have a golden version of the Sculptor array. Always keep in mind how you can change and adapt arrays and incantations to your needs.





# GOD'S RAZOR

## NOTATION

Create a Containment field Twice as large as the array, with a depth 1/100th the array's diameter, that Excludes Human if a Human is present within the same area.

## DESCRIPTION

At first glance it seems like a fairly standard exclusion array that targets humans, until you know it's application. The God's Razor, aptly named, is meant to be applied onto blades, and this is where the magic happens. Assume the arrays on the sword or dagger is only two centimetres across, that would mean the exclusion field is only a fifth of a millimetre thick. If that's not a sharp razor, I don't know what is. Since the width of the effect is twice that of the array, it means that the exclusion field will be wider than the blade itself. If you apply the array to both flat sides of the blade, this means that the blade itself will never come into contact with flesh at all, since the array will destroy any before it even gets to the blade.

Unlike a normal containment field that excludes something that is always on as long as there is energy, this containment field only activates if there is a human in the same area as the containment field. This works in much the same way as the Blessed Solitude array. The reason for this is twofold. First off, it saves energy, since the array has a very specific trigger for activation, it can store up energy for a very long time before releasing it only for short bursts. This means that you will very rarely have to charge the array, as the kinetic energy from combat, or simply walking about, will do that for you.

The other reason for this specific trigger is so it will always destroy human flesh. If there trigger wasn't there, it would create a containment field that destroys what human flesh is inside it, but because will continue to be "on", it will simply act as a forcefield against any further human flesh, preventing it from entering the containment field. By adding this trigger, you are ensuring that it will always destroy flesh because it will only activate if there is indeed human flesh inside the containment field's area of effect.

While it may seem like a gruesome array, it is one blade you will never have to sharpen.



# GRAND ARMY

## NOTATION

Create Humans if no Humans are present,  
Push Humans at the speed of 1 m/s if  
Humans are present and apply the effect of  
the Lazarus array to Humans.

## DESCRIPTION

As can plainly be seen in the notation of  
the array, and in the array itself, the Grand  
Army array is based on the Lazarus array  
and uses the Lazarus array as its most  
critical part.

What this array does, in short, is to  
create its very own cloning production line.  
With this array, and as much energy as you  
can feed it, you can create as many artificial  
humans as you want. However, as with all  
arrays, the devil is in the details.

The Lazarus array transmutes non-living humans into live humans. The obvious use for this array is to resurrect the dead. We naturally presume the opposite of alive to be dead and think to have a dead human you must first have had a living human. This, however, is not always the case. Any plant and animal (including humans) created by an array comes out dead. Well, technically not dead since for the merest fraction of a second after its creation it is indeed alive, but within the time it takes you to blink the created "thing" will die. This is because the arrays cannot provide that spark of life to a newly created plant or animal. Everything an array creates is by its nature soulless. It can, however, create that plant or animal in a perfect condition which is why it will be alive for a heartbeat.

While the runes and arrays cannot provide that spark of life, what they can do, though, is change the state of something, i.e.: transmutation. It is the transmutation of something non-living to something living that allows the Lazarus and thus the Grand Army arrays to work.

Just one thing to note is that while this can be called a cloning machine, it can't actually create a copy of an existing person. All it does it create a "blank" human over and over again. "Blank" in this case meaning "an androgynous, sexually mature corpse of the ethnicity or race closest to the centrum of the array" as the description of the Human rune puts it. Also, remember that this is a brand new human and comes with all that entails, so if you want your army you will first have to train it how to speak and walk and use the toilet properly.

But if you have patience, you will get your army.



# HAMMER OF THE GODS

## NOTATION

Create Lightning in an array Contained to the circumference of the array and to a length 1 million times that of the array's diameter.

## DESCRIPTION

Never have so many thunderstorms graced the world of the Runed Age since the discovery of the Lightning rune two years ago. Once men learnt how to put ships up among the clouds, it did not take long for the megalomania to set in and for the airship captains to think they are as gods when the sail so high above the world. It was only a short hop, skip and a jump to the idea that the activity the gods like the most is to hurl down lightning at the unbelievers. History and legends are full of this very thing, and if man is so great as to fly among the clouds, why can't he hurl lightning like the vengeful gods above?



That is where the Hammer Cannons and the Hammer of the Gods array comes into the picture. The Hammer Cannons are simply wooden poles one metre long and twenty centimetres across, set on a swivel and having a trigger. At the front of this is the Hammer of the Gods array. It is slightly different to the array you see here as it includes a Conditional so that it can be charged with energy and fired upon command. The cannons are made of wood as it is the most non-conductive material airships have and this is much needed as when the cannons fire down at the world below the airships and the planet are connected (for just an instant) with a brilliant beam of lightning. It does not take many of these thunder shots for the Hammer Cannons to be burnt beyond recognition, but they are simple stumps of wood and are easily replaced.

This array and the cannons that use it are terror weapons, made to reduce the morale of whoever they are firing at. Lightning can easily kill, but it is the sound of the thunder and flash of light that can turn night into day that makes this array so valuable. More than any other weapon, these Hammer Cannons can drive the toughest and hardiest of men into buildings where they lie covering beneath tables. And when two airships battle it out amongst the clouds at night, the whole air seems electrified as they shoot dozens of lightning bolts at each other a minute, the light unbelievable and the sound monstrous to the ears.

# HATCHLING

## NOTATION

Create a cylinder of Iron as wide as the array's circumference and 100 times as tall if a Human is present within a distance 1/10th of the circumference of the array.

## DESCRIPTION

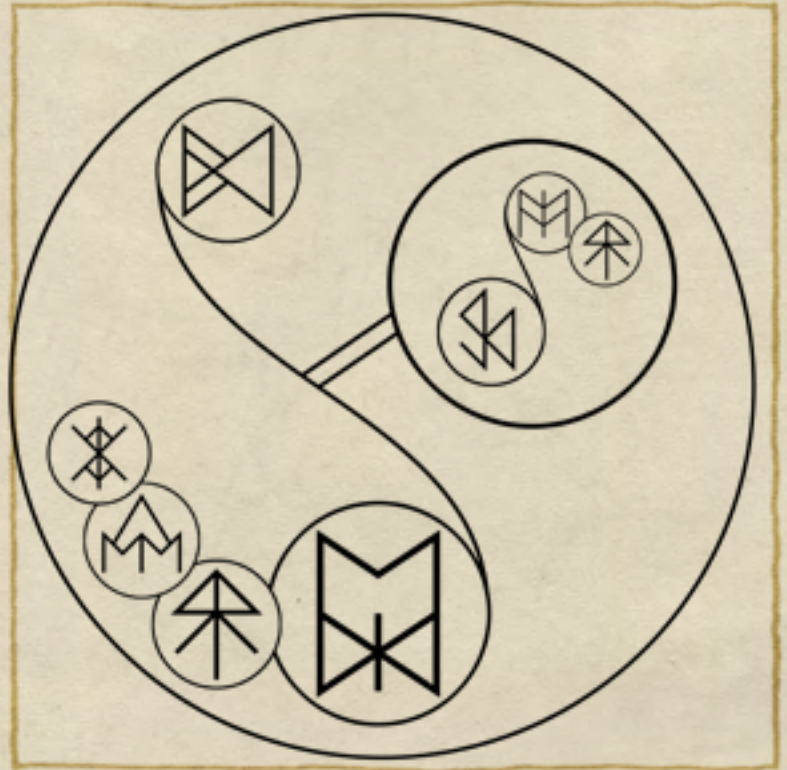
To understand what the Hatchling is, one must first understand how it is used. A Hatchling array is always carved onto a sphere and hurled at an enemy in some form or manner, whether it be thrown, catapulted or shot by cannon, pistol or musket. The array is always carved six times across the sphere for maximum effect (one on each front, rear, both sides and top and bottom of the sphere).

When it reaches an enemy, that enemy must then touch it. If thrown or catapulted, this usually happens because the enemy picked up the sphere not knowing what happens. The most desirable effect, however, is if the sphere is inside the enemy.

Once the enemy touches the sphere, a cylinder of iron erupts from the sphere, skewering everything in its path, first and foremost being the enemy. If it is on a musket or pistol round, then all six iron cylinders shoot out at once in all six directions, "hatching" from inside the enemy.

This is not however where the cruelty comes in. Hopefully, for the enemy's sake, they have died by this, but if they have not, then they have six iron cylinders sticking out them. If the array was inscribed on a musket or pistol round, these cylinders are more than a metre in length! Now that the enemy is looking like a porcupine, he will not be able to move nine times out of ten, meaning that the next shot to kill him will be far, far easier. And that is why this array was designed: to incapacitate enemies it could not kill outright.

The military and constabulary are often fond of using this array in urban situations when they are facing off against a large crowd packed tightly into alleyways and narrow streets. Shoot a Hatchling into one man, and those crowded around him could very well be skewered by the rods coming out of him. It's a very efficient method of crowd control.



# HEARTFIRE

## NOTATION

Transmute, within an area 100 times greater than the array, Blood into Fire if Human Blood is present and Sustain that Fire.

## DESCRIPTION

The sadistic footman who first came up with this array's design called it Heartburn in a dark attempt at humour. After seeing the horror that it can inflict upon the human body, everyone else in the city decided that this was one of those things best not joked about. And so the name Heartfire came about. Not as humorous nor as accurate anymore and when first heard, but iittt gets to the point.

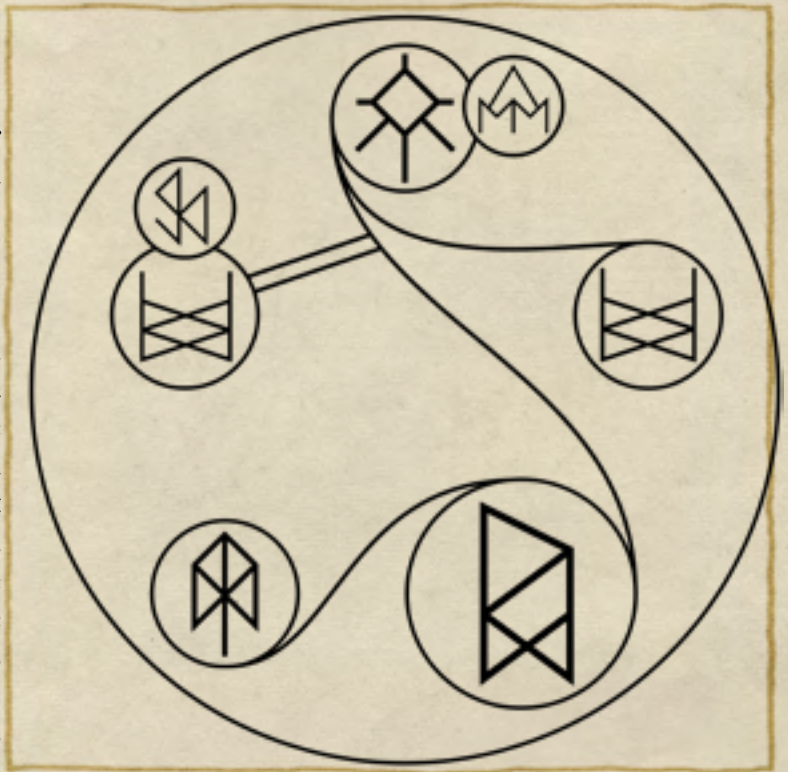
At first glance, the way this array works seems fairly straightforward: it transmutes blood to fire and sustains it; since this only happens in the presence of human blood, you can tell that it is intended to work inside the human body. With all of this, it is easy to work out that the intention of this array design is to create a fire within the human body, presumably in order to create as much pain and suffering as possible in order to keep an enemy occupied and distracted while you do what you do best.

If you followed along so far, you would have been entirely correct in your assumptions, however there is one thing you are missing: this array has an insidious nature that works within a loophole of the rules of the arrays, and more specifically the way that the array's field of effect works. An array's field of effect stretches out from the array in all directions facing forward from the Centrum. If there is no Contain rune or Size rune applied to the array, then the field of effect will equal the energy put into array.

This is all well and good, but there is a limitation to the field of effect. While it can flow around objects, it cannot move through them unless they are targeted by the array. Put a rabbit on top of a table, and an array below it with a array that says Create a Containment Field that Excludes Rodents and the nothing will happen to the rabbit. That is because the table is blocking the containment field. If the array said Create a Containment Field that Excludes Rodents and Wood then goodbye Mr. Rabbit, because now the field can move through the table.

Now back to the Heartfire. Ordinarily, blood inside a human cannot be targeted because your skin blocks the array's field of effect. But break through the skin, and then the blood is fair game. Mostly, the body is filled with small capillaries and veins that can be closed off by muscle movement and collapsed by sudden and severe trauma, like a bullet inscribed with this array for example, and so the blood that this array affects will only be that pooling around it. However, should you be lucky enough to strike a major artery (or even the heart itself) then this array's field of effect can flow into nearly every artery it can find, transmuting blood across the body into an everlasting fire.

That is why this array is so horrific, because it can destroy the body from within, and the fire it creates will last long after the soul has left the body. Truly an array that would make the mad king Markus VI 'the Incendiary' proud.



# HELL PLAIN

## NOTATION

Transmute, within an area 1 million times the size of the array, Stone into Carbon and apply the effect of Created and Sustained Fire to the Carbon.

## DESCRIPTION

Most people only have their imaginations to help them when it comes to picturing what hell looks like. Those who have seen the Hell Plain array in action don't need to imagine anymore, they have seen hell with their own eyes. The Hell Plain turns any stone, brick, soil, clay, pebble or bit of sand into amorphous carbon (i.e. coal) and sets it on fire. Keep coal burning long enough and it will sustain that fire all on its lonesome, so the fire part of this array is only intended to start that reaction.

The first thought at seeing this array might be that it is meant to incapacitate opponents by turning the ground they are standing on to burning coal, or perhaps it is a means of losing pursuers as they would want to get their hands on you somewhat fiercely if they are to cross burning coals voluntarily. One might even think that this array is meant to destroy buildings or entire towns (noting the size of the transmutation), and while it has been used for all of this and more, the purpose of this array is actually more sinister than any of that.

A scorched-earth campaign is when a military force denies its opponents the resources they need to survive and fight back. This can be any type of resources, but as the name implies, a lot of it comes down to literally scorching the earth and salting the lands afterwards in order to destroy farms and crops and ensuring nothing can be planted there again for the foreseeable future.

This is precisely what this array is meant to do, but it goes one step back and an intensity further. It doesn't salt the land, but you don't need to afterwards. A field of coal set alight will burn for weeks if not months and then for ages afterwards the soil will be far too hot to sustain plant life. All it takes is one primed cannonball to turn everything within 30 kilometres or so in a hellscape and starve the thousands around it who depended on that farmland. All it takes is one determined army to turn an entire country into a living hell. This is precisely what happened during the century long Delkan Holy Wars, and nearly half of the Delkan nations are now barren, black fields where nothing has grown in centuries.

Of course, you could simply go for the direct method and use it on the enemy armies and give them a taste of hell before escorting them there, and this is precisely what the mad king Markus VI did when the Heavenly Empire of Man invaded Fresland. The western marches of Wesfresia today is now called the Black Border with the Empire and if you go digging in there, you don't need to dig awfully far in order to find whole platoons of skeletons fused into their metal armour.



# HELLISH REBUKE

## NOTATION

Transmute, within an area 100 times greater than the array, Humans into Wood if Human Blood is present and apply the effect of a Created and Sustained Fire to Wood.

## DESCRIPTION

At a quick glance, you might be forgiven for mistaken this array for the Sculptor. They both work in a fairly similar fashion and, unbeknown to most, they have share an origin in the old Mekadian Neoist Empire. However, where the Sculptor was used to immortalise their emperors in stone, the Hellish Rebuke was used for its worst criminals.

In the Neoist faith, there is a specific punishment in the afterlife meted out to each type of sinner. For the violent and murderous among us, their punishment was to be turned into an olive tree and set alight for all eternity. The supposed irony of this punishment has been lost over the centuries, but not the method, and while there is no rune for olive trees, a simple wood rune suffices. From that time, and even today in the smaller towns and far flung villages, the Kaíns (the Neoist priests and judges) would use the Hellish Rebuke on the murderers in their midst.

The array transmutes the human into wood before setting him on fire, and so it is completely painless. This is hardly a cruel punishment, and it was never meant as such. The Hellish Rebuke is not meant for the condemned prisoner, but for the audience instead. This means of execution is a warning to those watching, a vision of what awaits them in the afterlife should they too follow down the violent path. By the time the fire has completely consumed the wooden statue, the message has sunk deeply into the minds of the audience and for a while at least the towns and villages would be free of crime. For a while.

In Middelburg, however, no amount of dire warnings and extravagant means of execution can stop crime. It's as much a part of the grand city as the bricks in its buildings. But it does serve well as a warning not to enter an area. Rather than a vision of eternal punishment, the Hellish Rebuke has become a grisly scarecrow used by the gangs of Middelburg to mark their territory. The few Neoists in the city has taken great umbrage at this, but the few who have tried to intervene merely became another burning effigy to the gangs' bloodlust.

Even the footmen, ever practical as can be, have taken a liking to the Hellish Rebuke. Not as any sort of warning, be it territorial or eternal, but for the sheer shock value. Working in the dark as they often do, having a comrade suddenly become a burning wooden statue would go a long way to demoralise you, and the sudden bright fire would expose your position and reveal you to your enemies. All in all, being on the receiving end of a musket round engraved with this array is not a terribly good thing. The one doing the shooting, however, would be more than cheerful at seeing his results.



# HIDE AND SEEK

## NOTATION

Create 10 Lumens of light per square centimetre and apply this affect to Humans.

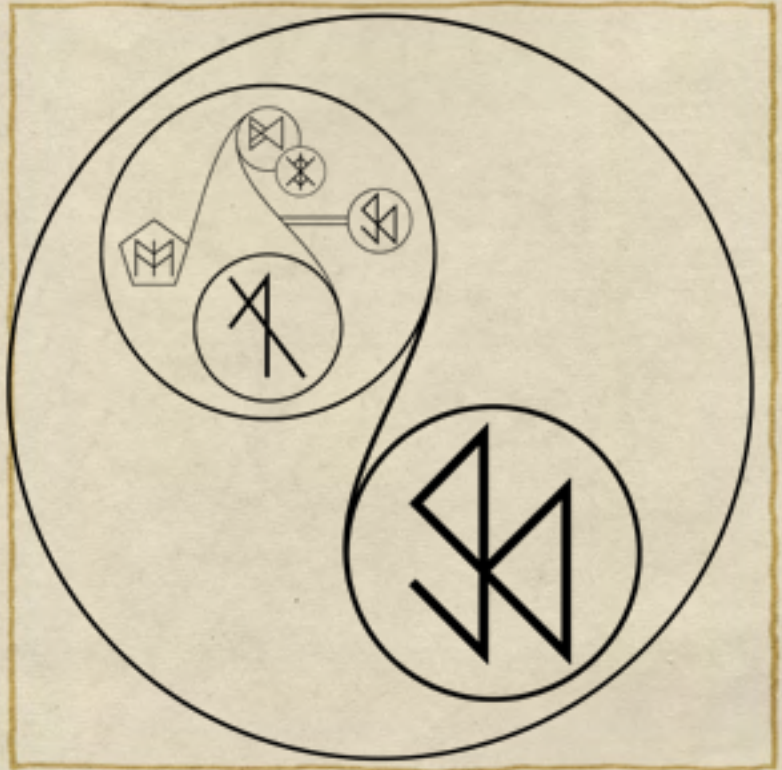
## DESCRIPTION

Other than showing the uses of array out of combat, this array also shows how the effects of an array can be applied to other Loci inside a larger array. The key to the workings of the Hide and Seek is to understand that the Loci (and their runes) inside the smaller array do not affect the Loci outside that array. It isn't the Create and Contain runes which are affecting the Human rune in the Centrum of the larger array. Instead it is the effect of that Secondary Array (creating a large amount of light in small area) which affects the Human rune in the Centrum of the main array. This is a key difference to understand as it will allow you to increase the scope and variety of what you can do with the arrays.

So what happens when you apply the effect of creating a large amount of light in small area onto a human? Well that human will then emit light wherever it comes into the range of the array. This means that this array works light a remote control spotlight. Instead of shining light at a human, this array makes that human shine the light itself. You might think that is an unnecessary step, but it does have its uses. Imagine it's night time, pitch black and you know that there are people close by, but if you were to shine a spotlight around, they would just go into hiding. Not to mention that you would give away your position.

So what do you do? You wave this array around and if there is human skin in front of it, that skin will start glowing. Now not only have you caught your opponent off guard, but you know exactly where he is. And if you are lucky, he will have shone a light on his companions nearby.

It is precisely for this purpose that the Hide and Seek array is often used by constable and criminal alike. When you are fighting at night, staying hidden from enemy sight will save your life. This array takes that away.





# HOPE'S FALL

## NOTATION

Float Human and apply the effect of Pulling Wood at a speed of 2 m/s to Human, both only if Humans are present.

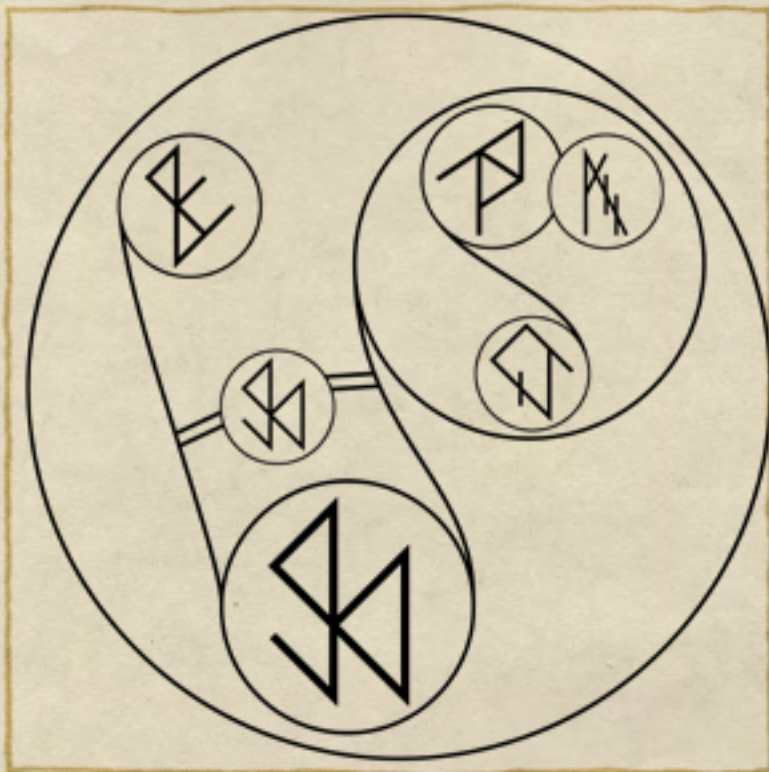
## DESCRIPTION

The Hope's Fall may seem confusing at first (after all, why would you want to turn a human into a floating magnet for wood?), but the picture will become so much more clear when you remember that there are not only ships on the water any more. No, since the advent of the Lightning rune and the runic batteries that followed, ships now fly through the air, even though they do make for quite cumbersome birds.

Airships provide a distinct challenge to sailing, and not for the reasons you may think. Yes, it is quite a feat to get a ship up into the air and keeping it there, but for once this is an occupational health and safety issue. You see, if someone falls overboard on a water-going ship, they fall into the water. Nice, safe, soft water (broadly speaking). You fish them out, give them a shot of rum and a pat on the back, and they are back on the job. However, when someone falls overboard on an airship, no amount of rum will help them.

When the umpteenth sailor met their grizzly end going at terminal velocity, the airship companies decided enough was enough and something had to be done about it. What they ended up with, after much deliberation and dubious testing, was the Hope's Fall array. This was to be carved and painted onto the outside of all airship hulls in order to stop the onslaught of accidental parachute-less parachuteers. The airship hulls are made of wood, and so when a human passes by this array, it would stop the effect of gravity on that person and turn them into a wood magnet, causing them to float towards the airship. If they are falling too quickly, there are more than enough of these arrays on the ships' hulls to slow their descent.

The Hope's Fall array can also be used for more malevolent purposes as well. The footmen in the dark alleys of Middelburg have often found use for making someone fly into a wall or straight into an ambush without their knowledge or consent. You can simply replace the Wood rune for Stone or Iron or anything really and this array suddenly becomes a person-mover array for you to use.



# HOSPITALLER'S RESPITE

## NOTATION

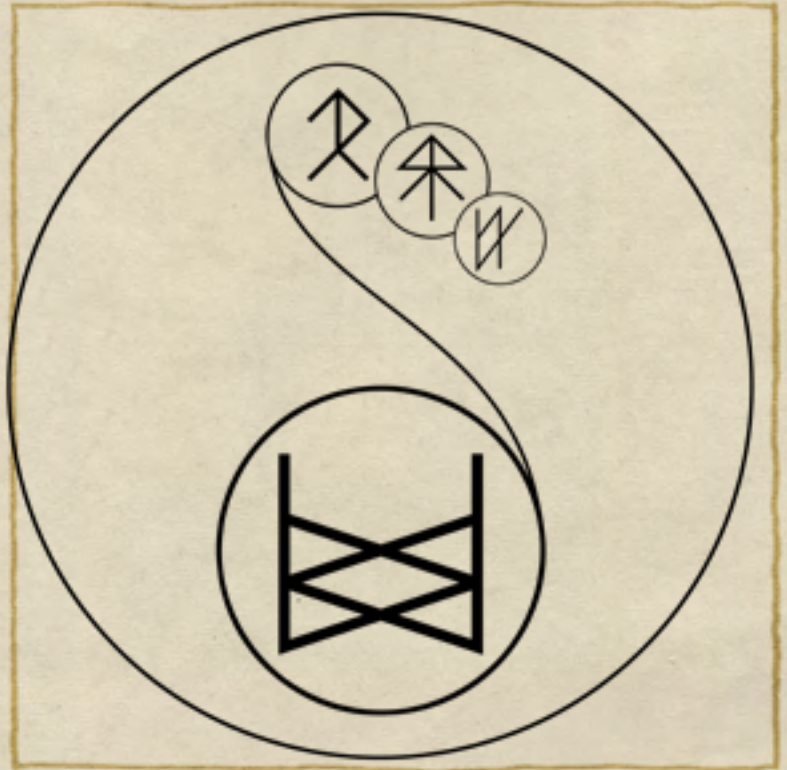
Stop Blood in an area size of the array with a depth 1/100th the diameter of the array.

## DESCRIPTION

Middelburg is a very lethal city for those that crawl around its alleyways and rooftops. There is very little chance that footmen will escape any combat without some sort of injury, even if its just a scratch. It is precisely for that reason that this array exists. On its own, it's a fairly useless array as the area of its effect is so limited. However, put this on a bandage and then it becomes one of the most useful arrays in existence.

The purpose of this array is to stop bleeding. Since blood can power the arrays, you will never have to worry about an energy source for this array as you will always be applying the bandages with this array on areas where there is blood. As soon as blood touches the array (and is absorbed to power it) the array will stop time for the blood immediately behind that initial outpouring blood. When the power is used up, the blood can flow again only to be immediately stopped again. Combined with the pressure that a wrapped bandage can apply to a wound, this array can completely stop the bleeding, or at least slow it down long enough for the unfortunate soul to get some proper medical treatment.

The reason why the Stop effect is limited to such a small area is because you don't want to stop all the blood this array can reach, and if you're speaking of an open wound that could mean a lot of your body's blood supply. You only want to effect the blood that can be leaking out, you don't want to cause more damage than has already been done.



# ICE BOMB

## NOTATION

Create Water in an area 200 times the size of the array and Cool it at a rate of 100 Degrees Celsius per second if either Wood or Stone is present.

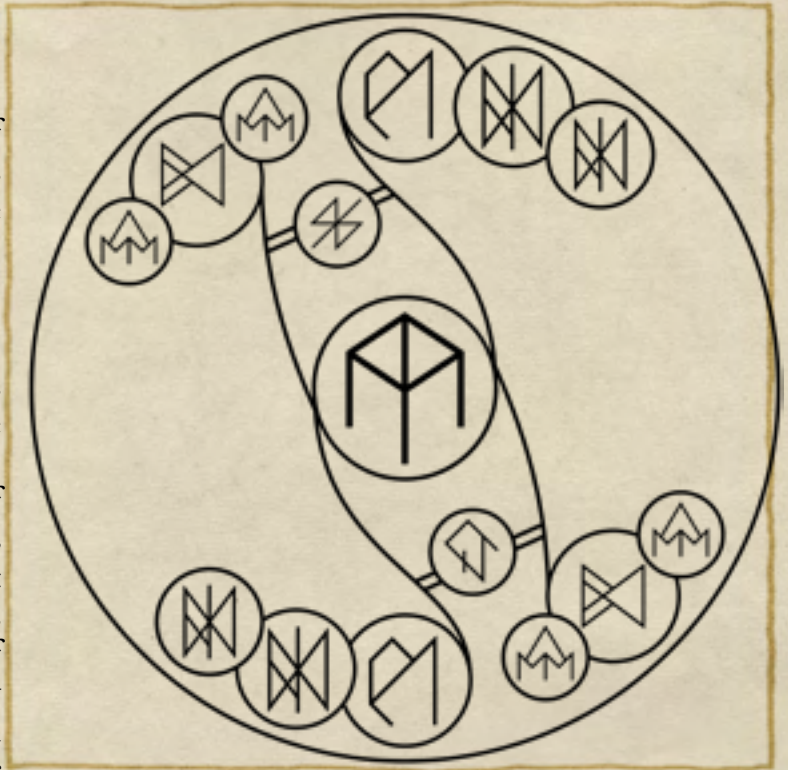
## DESCRIPTION

If you think this array looks and sounds anything like the Sound Bomb or Smoke Bomb arrays, then you are right on the money. The Ice Bomb array is another variation of “let’s inscribe an array on small metal balls and throw them around” type of array that seems to work so well in the cramped streets of Middelburg. And the cramped streets of Middelburg is exactly why this type of array works so well: when you don’t have much space in which to manoeuvre then whomever controls that space will undoubtedly walk away from the fight with (most of) his limbs intact.

As an ancient Uttosian general once said: “Control the battlefield you will surely have victory”

This array works very simply: it creates a lot of water and then near-instantly freezes it. Unlike the Ice Stone array, this one is not designed to trap opponents (although no one will be unhappy should that eventuate), instead the Ice Bomb is meant to obstruct and impede your opponents. If the array is only one centimetre across then the chunk of ice it will produce will be two metres in diameter. No imagine throwing half a dozen of these behind you in a cramped alleyway as you are running away from your pursuers (we would hate to imply the constables); the entire alleyway would be filled with rock hard ice that your pursuers will now have to clamber and scabble over if they want to reach you. You on the other hand have all the time in the world now to make your escape.

One design feature to note with this array is to show you that you can combine Conditionals and share them between two different Loci. As you can see, both the Create and the Cool Loci share a Conditional. It would make no difference to the effect of the array if you were to give them their own one each, however it will save you time and effort were you to simply combine them.



# ICE BREAKER

## NOTATION

Cool (at a speed of 100 degrees Celsius per second) a volume of Water 200 times the circumference of the array if a volume of Water 200 times the circumference of the array is present within the range of the array.

## DESCRIPTION

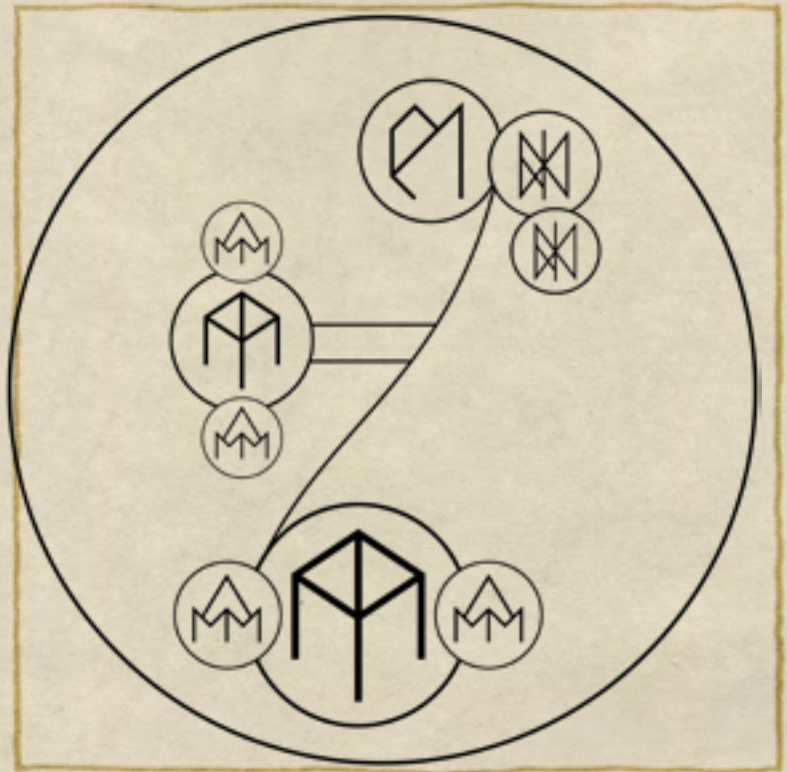
The short and the sweet of this array is that it creates icebergs. It is used by ships in order to slow down or even bring down enemy ships, usually to prevent those enemy ships escaping or to give time for their own ships to escape.

Cannonballs came in all shapes in sizes, but in the main ranged from a diameter of eight centimetres all the way up to seventeen centimetres. For the sake of this array, let's assume the ships would use their biggest guns in order to get the greatest amount of ice, so the seventeen centimetre diameter nineteen kilogram cannonballs. A cannonball of that size with this array hitting the water would turn about thirty six cubic metres of water into ice in less than a second. That is a lot of ice, 36,000 litres of ice to be exact. Imagine a few dozen of these appearing in front of your ship in the blink of an eye.

The average temperature of ocean surface water is seventeen degrees Celsius. It's a bit warmer at the latitudes around Alfresia, but still well within the hundred degrees per second limit put into the array. Ocean surface water also freezes at around negative two degrees Celsius, but even that nineteen degrees of temperature difference can easily be achieved by this array. That is not the problem, the problem is the energy cost of this.

Freezing 36,000 litres of water inside a second costs a lot of energy. It takes about 4200 joules of energy per litre per degree Celsius to freeze water. We have a lot more than that. For this array you will need 4.8384 gigajoules of energy. That is quite a lot of energy, more so that you would get from just firing the cannonball out of a cannon.

For this reason, these cannonballs are often "cooked" over a fire, or in a pot of boiling water, to store the energy in them until it is released. Ordinarily, energy is released automatically when it enters the array. The Conditional in this array, however, means that no energy will be released until that is triggered. In this case, the trigger is to for the array to be surrounded by at least 36,000 litres of water.



# ICESTONE

## NOTATION

Transmute Stone to Water if Stone is present and Cool Water at a rate of 20 degrees Centigrade per second.

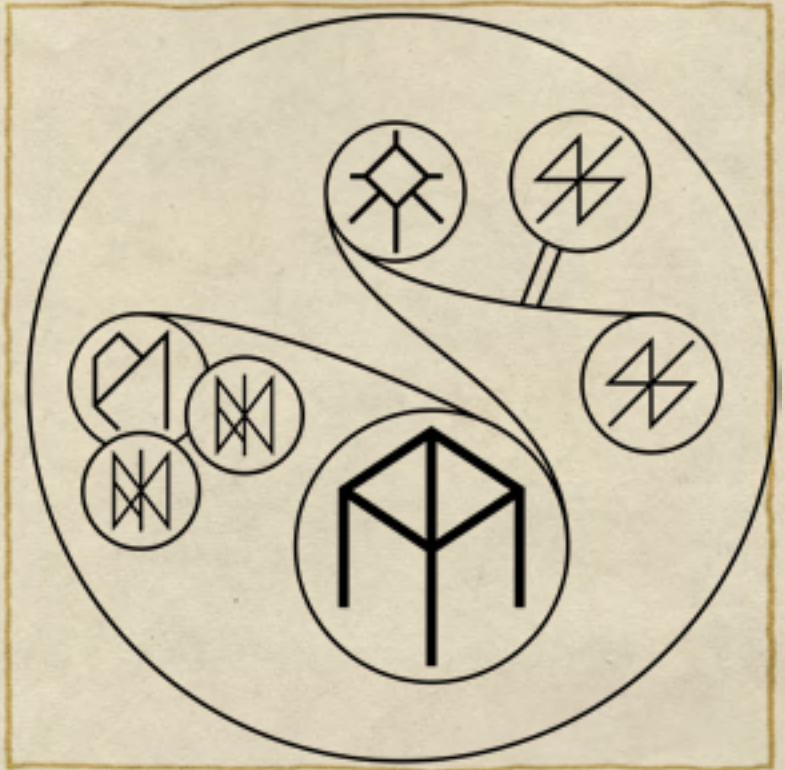
## DESCRIPTION

A wise man once said that if you can control the field upon which you fight, then you cannot lose that battle. This is as true whether you are in a pitched battle on open ground during a grand war, or in a dirty back-alley fight in the cramped, darkened alleyways of Middelburg. This is because more often than not, it isn't your blade or your firearm which is your greatest weapon, but the environment itself and your ability to manipulate it.

The Icestone is fairly straightforward array that exemplifies the runes arrays' capability to be used in a variety of situations. The Icestone changes stone/earth/soil into water and then freezes that water. You might not think that is anything special, but its the use of this array that makes it so. The Icestone is meant to be inscribed on small metal balls just like the Smoke Bomb and Sound Bomb arrays. Because of the Conditional in the array, the Icestone can gather more than enough energy before you throw the metal ball and it releases all of that at once.

While you can throw it at any piece of stone or ground that you like, the purpose of this array is to be thrown under the feet of your opponents. There it will transmute the stone to water, causing your opponent to fall into it, and then it will freeze the water, holding your opponent tightly so he can't move. It's a simple and effective way of getting an opponent out of combat without killing him, or keeping an opponent stationary so that a sharpshooter can get a better aim at him. You can even throw a bunch of these at once towards a group of people to instantly make sure they no longer trouble you.

Sometimes the best way to defeat your opponent is not to attack him directly.



# IMPERIAL ZEPHYR

## NOTATION

Transmute Copper, Cold, Iron, Lead, Tin, Silver, Wood, Fire, Stone and Water into Air.

## DESCRIPTION

The Imperial Zephyr is to the Heavenly Empire of Man as the Middelburg Standard is to Alfresia; it is the most widely used defensive array in that nation, so much so that the Zephyr is the first array an Imperial will think of when he thinks of defensive arrays. Take a Middelburg Standard to the Empire and they will all look at you strangely and ask why you would want to change such a proven and effective array as the Zephyr.

While it is true that the Standard is safer than the Zephyr, and one can argue that in the long term more reliable, to the Imperials it becomes a question of energy. As all elementary runewrights are taught: "A properly drafted array is one hundred percent efficient", but this is only half the equation. This is because an array can only output as much energy as the input it received. Wanting to create a flame but only inputted a thousand Joules of energy? Well then you will only get a thousand Joules worth of fire and not a Joule more.

A containment field steps around this problem because it does not truly exist. A containment field requires no energy at all to be created because it does not in any material sense exist. However, once it comes into contact with a material that it needs to contain or exclude, then it requires energy and it requires as much energy as would be needed to hold something in, keep something out, or obliterate something wholesale. In this way, the Standard requires no energy to be activated, but does require energy after it has been hit. "Product first, payment second" it could be said.

This can be risky as a containment field already activated, but without enough energy stop, for example, a musket round may deactivate halfway through stopping that round and not activate quickly enough to completely stop it, resulting in a potentially fatal wound.

This is, the Imperials argue, where the Zephyr is a better array. By transmuting whatever hits it, it is a "Payment first, product second" type of array. It requires enough energy to transmute whatever hit it into air before it can activate. This is argued to be the more reliable method as most everything is more dense than air and so it takes less energy to transmute, for example, lead into air as it does air into lead. Theoretically, the Imperials argue, this means the array should never encounter a problem with energy usage.

The Alfresians argue that keeping up a containment barrier before being hit is far safer because the Zephyr requires energy input (nearly always in the form of being hit by something) before it can activate. This means that if something were to hit the Zephyr, the array would only transmute the material once it has gained enough energy. However, that energy is kinetic energy that the person wearing the Zephyr would feel. A hit too hard, too quickly, could potentially still kill the person even as the Zephyr transmutes it.



# INVISIBLE CHAOS

## NOTATION

Rotate at a speed of 10 m/s, within an area starting from 10 times the array's diameter to 190 times the array's diameter, Humans and apply the effect of Air, Sound and Light Transmuted into Lightning to Humans.

## DESCRIPTION

The popular image of a footman is one who skulks around in shadows with a dagger and pistol in hand, and nothing else save malice and greed. While the first and last images may be more correct than many would want to think, a footman is often far better equipped than with merely a dagger and pistol. Many carry more weapons and equipment on them than what the government provides soldiers, constables and sailors.

One specific type of gear a footman usually carries are pre-made arrays inscribed on metal disks. When the lead and steel starts flying, there is never enough time and concentration to draw arrays, so having pre-drafted arrays can save your life.

This is how the Invisible Chaos array is used. Inscribed on ten centimetre wide disks, they effect an area starting one meter out to nineteen meters out. And when activated, everyone within the area of effect is suddenly, and sometimes violently, swung around the array while the air, light and sound around their skin is transmuted into electricity which will keep them stunned and confused, out of breath, blind and dumb. Seen from the outside, once the array is activated, all that you can see is pitch-black shapes violently tumbling around the array.

Like the Riptide array, this is often an array of last resort, used when you are surrounded by enemies and looking for a way out. However, there are quite a few footmen that have taken to the new Rotate rune with glee and many times rush into enemies positions to use this array to quickly, quietly and efficiently take out a guarded position while their criminals in arms make their way in somewhere else.

The array have become so effective that some constables have even taken to carrying it around to use when they need to control unruly crowds.



# KAÍN'S CANTEEN

## NOTATION

Create Water in shape of a disk as wide as the array and 1/10th the array's diameter in height if there is not enough water to fill said space.

## DESCRIPTION

Most often in life it is the simple things in life that matter most, and what is more simple and what matters more than good old water? The world's surface is mostly made of it, as are we, and so we need a lot of it quite regularly in order to survive and thrive. This array goes a fair way into ensuring you are always well hydrated and never far from a good cup of clean, clear water.

They say that necessity is the mother of all invention, but in truth it is laziness which pushes us to invent new things in order to make life easier, less complex and less harsh for us. The Kaín's Canteen array is a perfect example of it. With the Water rune, anyone and everyone has access to as much water as they could want, when they want it. The issue is that drawing an array every time you want a glass of water is tiresome, time consuming and just plain old boring. Yet we do need to drink and we don't want to drink stale, old water.

The Mekadians in their hot and harsh deserts came up with an elegant solution, as they so often do. At the bottom of a flask or canteen they would draw this array and then simply go about their business. The heat of the desert and the movement of the canteen would impart energy into the array and create a little bit of water. Every so often all you need to do is invert the canteen (while the lid is on, clearly), and with no water on the array, it would create a stream of water until the canteen has been filled.

Repeat this whenever the canteen runs out of water and there you have your very own decanter of endless water.

While Middelburg is not as hot as the western deserts, the same principle applies and so you will see many constables, soldiers and craftsmen (those professions which keep a man duly occupied and on the move) carrying a canteen with this elegant little array at the bottom. Many footmen are also keen admirers of the array as it gives them a little bit of comfort on long, difficult jobs, especially those that require staking out an area of hours, if not days on end.





# LAZARUS

## NOTATION

Transmute Non-Living Humans into Living Humans and sustain said Humans.

## DESCRIPTION

A very simple array but with the most dire of consequences. This array does exactly what its name implies: it brings humans back from the dead. By transmuting non-living humans into living humans, the only thing you are really changing is modification on the Loci, and thus the state of rune, thereby leaving the person “transmuted” unaffected otherwise. They are still the same person for all intents and purposes, but one thing that does not change is how they died.

Unlike the Dark Folly array, the Lazarus doesn't turn back time to before the person died, it just changes their state from “dead” to “living”. So if they died through violent means (e.g. a gunshot to the chest) they will still have that bullet hole in their body and all the damage associated with it. And if left like that, they will promptly die again. That is why the Sustain rune in this array is so important; it sustains the body and keeps it from whatever just killed it killing it again. As long as the array is active and the Sustain rune is working, the person won't die again. This gives you the time to fix whatever went wrong, however you might go about it.

One thing to note is that because this array only changes a person's state from “dead” to “living”, if they are too far decomposed, it wouldn't do any good since no amount of surgery will fix them. In that case, it is better to use something like the Dark Folly array. It will require far more energy, however, and that is why this array will more easily work in a pinch.



# LONG SHOT

## NOTATION

Top array: Create a Containment Field that excludes Air if Air is present.

Bottom array: Float Lead if Air is not present.

## DESCRIPTION

This is one of the few blatantly offensive arrays that use two arrays working together to accomplish one task. This is something more often seen with utility arrays, where one needs a degree of specificity not commonly seen in offensive arrays, but the Long Shot does one thing only and it does it very well, and for that it needs two arrays.

To understand its use and the need for two arrays, one must first understand its intended purpose. Unlike many other offensive arrays that can be used with musket rounds, arrows, bolts, swords, knives, axes and everything in between, the Long Shot was specifically intended only for musket, pistol and, more rarely, cannon rounds and its effectiveness beyond these are little to none.

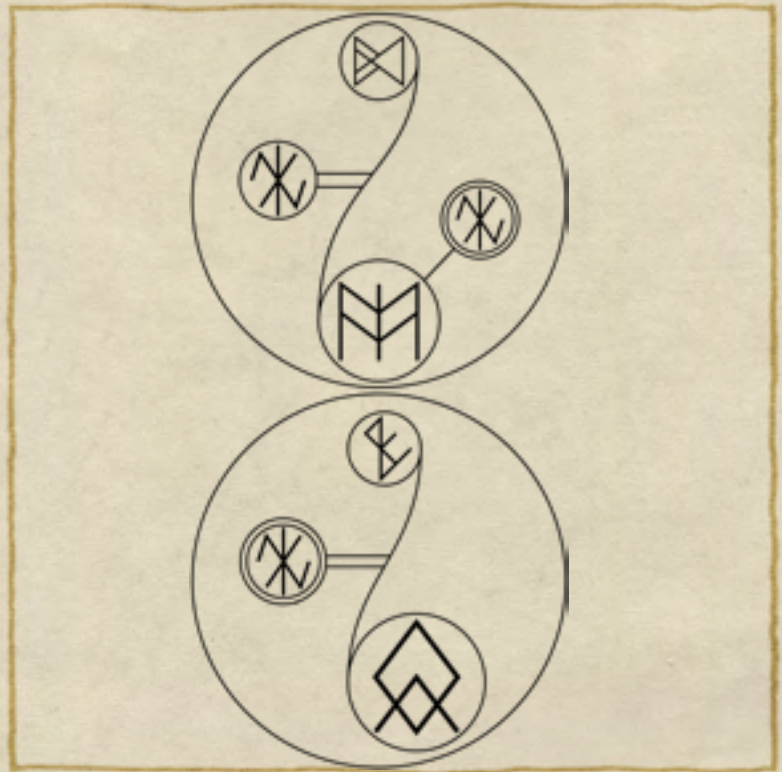
Now, knowing what these arrays are intended for, along with its quite unsubtle name, it is easy to work out what the Long Shot does: it makes firearm rounds travel further and faster. One can argue that this is an immensely mundane use of an offensive array, especially when compared to some of the gruesome and grisly arrays often applied to weapons, however it all comes back to the specificity of why these arrays were designed. The Long Shot is mostly used in war where being able to kill the enemy before they can fire back is always a good thing, however it has found its home in the dark streets of Middelburg by snipers who know that every metre they can gain on a shot is worth its weight in orichalcum.

Both arrays work towards its goal of carrying the fired round further. The top array does so by destroying the air around it, lowering the air pressure (and thus wind resistance) around the fired round to near nothing. The bottom array (inscribed backwards onto the round so that the runes face inward) removes the effects of gravity on the round and allows it to float freely in the vacuum caused by the top array.

While it may be simpler for the top array to just create a ever-present containment field that excludes air, rather than making the field only when air is present in order to destroy it, but all this will do is have the wind resistance focused around the containment field rather than the round. It won't get rid of the air resistance. By putting in the Conditional, the array destroys the air before it reaches the round, creating a near vacuum.

The reason why the bottom array only Floats the round when no air is present is the same as with any array with a Conditional: so that the array can store energy before being shot.

Eventually both arrays will run out of energy and the fired round will succumb to air and gravity and fall to the ground, but with the Long Shot a round can easily travel twice as far as normal.



# MANSTOPPER

## NOTATION

Push Human at a speed of 10m/s 20 times the area of the array.

## DESCRIPTION

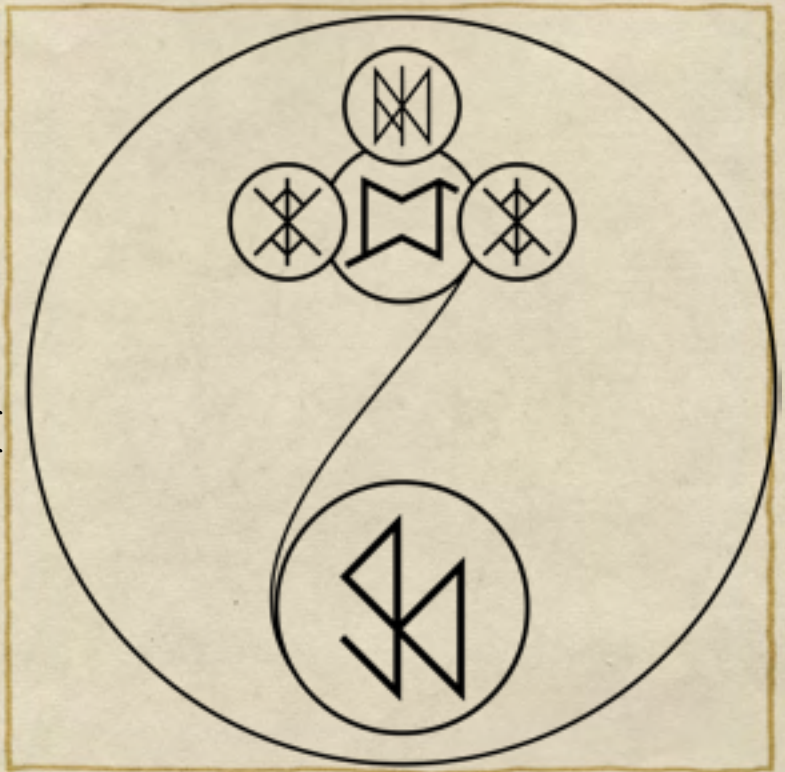
Elementary in design, horrific in execution. The basics of this array is that it pushes a human at a speed of ten metres per second to an edge that is twenty times the area of the array. It sounds simple enough, and if used as a jumping board it would be both entertaining and (mostly) harmless. However, this array is almost always placed on bullets, carved twice or thrice on the musket/pistol ball in order to get better spherical coverage. This means that this array doesn't push a human in a certain direction as much as it pushes the human flesh around it away from the array.

If you assume a 1cm diameter array on the musket/pistol ball, this means the area that the human flesh will be pushed to is twenty centimetres directly outwards. A forty centimetre sphere is a very, very significant part of the human body. At ten metres per second it will only take a twenty-fifth of a second for the effect to happen, this is almost four times faster than you can blink.

The size runes on this array is not just to increase the area of the effect, but also to put a threshold on the array. This array is meant to be inside a person before it activates. It can't activate before getting to a person or it would just push them away.

The name says it all. Manstopper. This array was created for one purpose, and one purpose only, to put a man down and make sure he doesn't get back up. It was the favourite of the constabulary before the discovery of the Lightning rune and subsequent calls for more lenient policing measures. The constables put the Manstopper to good use during riots, raids or even just to stop a fleeing suspect. Now that the constables have moved onto newer, better and more ethical means of stopping criminals, it is these criminals who have now taken to using the Manstopper for their own ill deeds.

There is no doubt that the Manstopper is effective and no doubt indeed it will see much use in the coming years.



# MARKUS' GIFT

## NOTATION

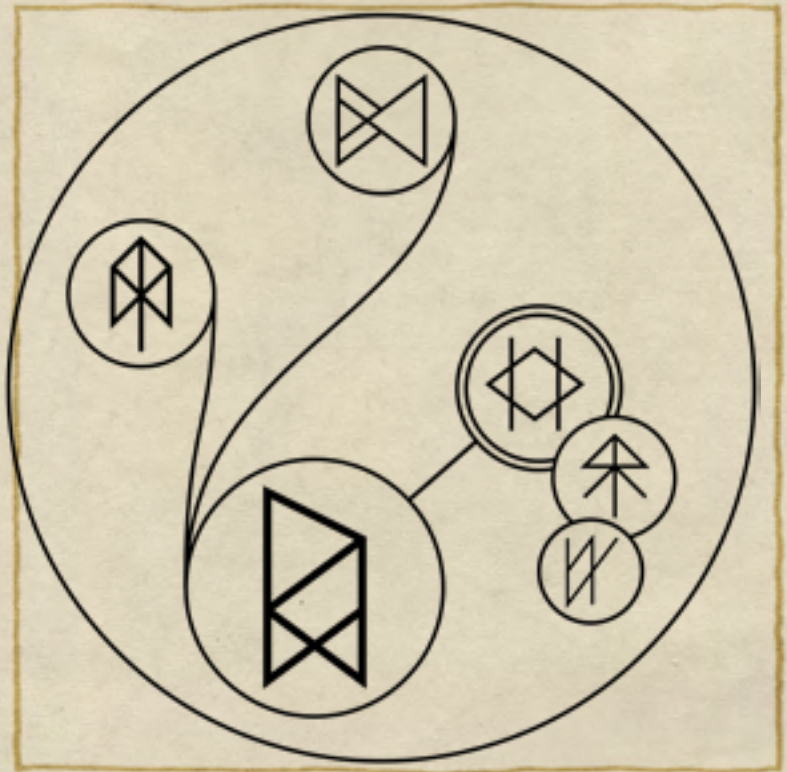
Create and Sustain a Fire that Excludes Heat from the lowest 0.1% of the array.

## DESCRIPTION

This array is all about fire safety. It creates fire while the base of it has no heat. The reason for this is that this array is mostly used on weapons and you don't want the fire that you are creating to melt or damage your blades and bullets. Just note how the Exclusion works and its effects on the fire.

Normally, had the fire just excluded heat and nothing else, then this fire would have been absolute useless on any type of weapon (other than giving everyone a good show). However, shape runes are highly specific in how they look and act in a runic array. The Disk rune doesn't just create any old disk, it specifically notes that this disk is across the surface of the array (to a depth one tenth of the array's diameter). By modifying the Excluded Heat rune with this then means that the only part where the fire doesn't actually give off heat is right at the surface of the array (the lowest point one percent to be exact). Every time a flame comes within that part of the array, and thus the weapon it is inscribed on, it will stop producing heat, giving the weapon a measure of protection from itself.

This array is another holdover of the War of Independence, this time from the other side of the trenches. Supposedly the favourite array of the mad king Markus VI himself, this array found its way to the weapons of a footman handler named van Strauss by way of the mad king's descendant, an old friend of van Strauss. For the obvious connotations to the War of Independence and the havoc that the mad king wreaked across Middelburg, this array sees little use in Middelburg. The memories of the fires the mad king started are still fresh in the minds of Middelburg's citizens.



# MIDDELBURG STANDARD

## NOTATION

Create and Sustain a Containment field that is twice as Large as the array's area size, and 1/10th as deep that Excludes Wood, Silver, Copper, Lead, Iron and Gold.

## DESCRIPTION

The quintessential runic array, one you will find absolutely everywhere in the grand city of Middelburg.

The only purpose of this array is to act as a shield. It creates a containment field in which the listed materials can't exist, which means that if a bullet, blade, arrow or anything else tries to go through the array, it will be stopped a hair's breadth away. The only limitation to this are materials that don't have associated runes. Bronze, for instance, will pass straight through. Alloys are always a weakness of any array.

Also note that there are size runes on this, which means that there is a (small) threshold of energy that needs to be reached before the array will activate. For this reason, these arrays are usually sewn quite small onto clothing and scattered across that article of clothing so that the threshold is equally small.

Like many other things in Alfresia today, the Middelburg Standard was born in a time long forgotten, but found its true calling in the tumultuous times of the War of Independence. A very simple array that can be drawn fairly quickly, the Middelburg Standard saw widespread use among the citizen militias that fought tooth and nail to defend Alfresia and the grand city.

In the hundred odd years since the war, the Middelburg Standard has seen little change to its overall structure as it has been as successful in recent times as it was a hundred years ago. What minor changes have been made to it have been in what materials it excludes, as the ever continuing arms race between offensive and defensive arrays means that every man and woman is looking for that certain something to put them ahead of the rest.

Whatever the latest fashion may be, however, the people always return to the Middelburg Standard at the end of the day, making it the most widespread defensive array in the city.



# MIRROR SHOT

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into Iron of a size 100 times smaller than the array and Push that Iron at a speed of 1000 m/s.

## DESCRIPTION

Whoever first spoke the idiom “offence is the best defence” must have been thinking of the Mirror Shot array when he spoke those immortal words. The Mirror Shot array is a transmutative defensive array that draws from the same base model as the Flame Ward, Armour of Light and The Prophet’s Blood arrays but instead of transmuting whatever material hits it into fire, light and water (respectively), the Mirror Shot transmutes these materials into a tiny piece of iron that is violently pushed away from the array at three times the speed of sound. In effect, the Mirror Shot is a supersonic gun-shield.

While the workings of the array is fairly simple, its application isn’t always. This array has always been intended to be solely used on a shield, or other sturdy, strong and flat object. Not only because a shield gives good uniform coverage of your body, but also because firearms have recoil. As anyone who has handled a firearm will tell you, they all kick; some like a mule, others like a toddler, but kicking is what firearms do... other than killing things. Placing this array on your clothing, especially on your arms, is a sure fire way to have your limbs buck and jump seemingly of their own accord when you least want them to. It’s far better to have the recoil dissipate through the broad surface of the shield and the arms strapped securely to it than having your wrist snapped.

For those who prowls the streets of Middelburg committing nefarious deeds, they will be pleased to hear that the MirrorShot array has found its home on the streets. While it was first designed for military use, urban combat is a much more natural fit for it. There are many reasons for this, but the most important one is that you can’t quite aim this array. It is on a shield, which is hard enough to aim as it is, and you never know when a blow or strike is coming, meaning you can “shoot” off a “round” without realising it. Extremely hazardous in combat when you are surrounded by your allies, but amazing in the narrow streets and alleyways of Middelburg, where a ricochet is as dangerous a well aimed shot. The other reason is that this array is as suited to ranged combat as it is melee. The benefits of a shield that can shoot an opponent a metre away from you is self-evident, but by pushing the tiny piece of iron at three times the speed of sound, this array can shoot a sniper as easily as he can shoot you.

And for those that don’t want to hear the almighty bang of the arrays “round” shooting off each time you are hit, you can simply reduce the speed of the Push rune to below the speed of sound.



# MOCK TURTLE

## NOTATION

Create a Dome of Stone 10 times as wide across as the array that excludes Cold.

## DESCRIPTION

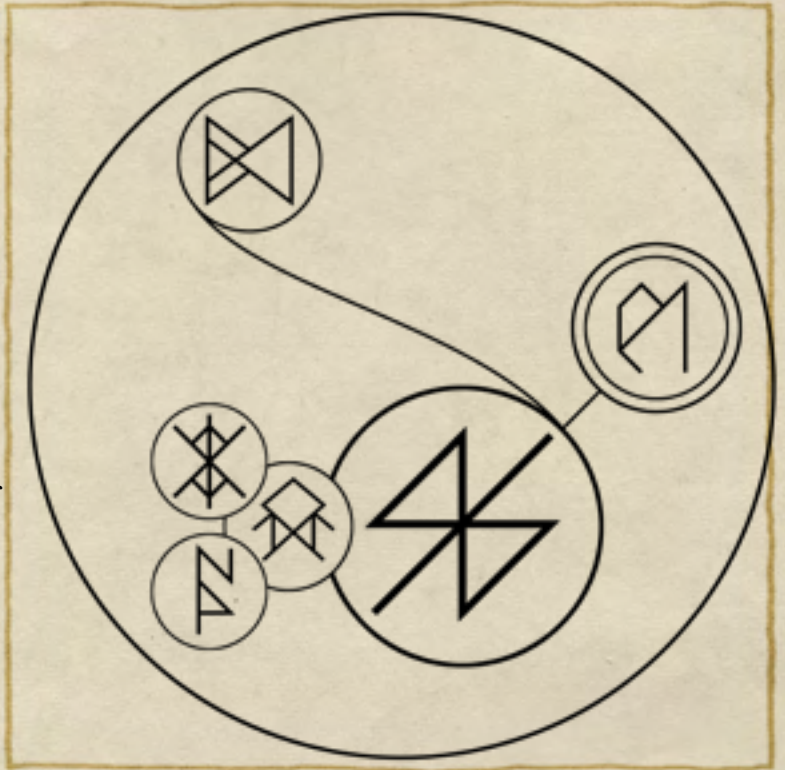
Sometimes you need to lie low for a while; sometimes you just need to disappear for the moment; and sometimes you just don't have a safe place to kip down for the night. For all those times, people turn to the Mock Turtle for a little bit of sanctuary in times of trouble. It keeps you dry, it keeps you warm and it keeps you protected. Just don't light a fire inside your might well end up being mock turtle soup.

There are a few things to note with the Mock Turtle array. The first is the connection between the Dome and Shell

runes. Ordinarily, Dome does not in fact create a dome; it creates a solid half-sphere of whatever you want. This clearly won't work with the Mock Turtle as there won't be any place for you inside it. This is where the Shell rune comes in. It restricts the effects of the array to a thin wall around the edges of whatever shape rune you are using; in this case the Dome rune. So with these two together, you get a nice little stone dome to hide within.

Second thing to note is the Large rune. Large makes the effect ten times greater than the size of the array, so be careful how small you draw the array or there won't be enough room for you inside. A twenty centimetre diameter array will create a dome two metres across and one metre tall, the perfect size for a one man tent. You could even fit two or three in there if you cuddle close.

Lastly, note how it excludes cold. This means that the stone dome will exclude all temperature that is less than what the dome is currently. In short, it can't get colder than what it already is. This is perfect for those winter nights, but remember the body heat of anyone inside will slowly raise the dome's temperature, meaning it will exclude even more colder temperatures. This will create a positive feedback loop where the dome will get warmer and warmer and warmer. The upside to this is that you never have to light a fire or create a warmth array as the dome will heat up all by itself. The downside is that, eventually the dome will get too hot for anyone inside to survive. The Mock Turtle isn't a permanent solution, only a temporary escape from the world.



# MOMENT IN TIME.

## NOTATION

Increase the speed of Time by 100, Contain it the circumference of the array, and Slow Time by 100 at the circumference of the array.

## DESCRIPTION

A bubble in time. A moment of it captured, stretched and protected from the rest of the universe. This array can do only one thing and that is give you a little extra time while making sure you aren't disturbed. For two lovers wishing a moment, an hour or even a night would last forever, this is definitely the array for them. For students needing an extra moment to study, or warriors needing to catch their breath while planning their next attack, this array also works remarkably well. However, we'll focus on the lighter side of life today.

This array gives you more time in a simple and easy to understand manner, it simply speeds up time within the array by a factor of a hundred, meaning that one hour outside the array means more than four days. If you only have five minutes to spare for a quick kiss and a hug with your better half, with this array you could make it a whole night instead.

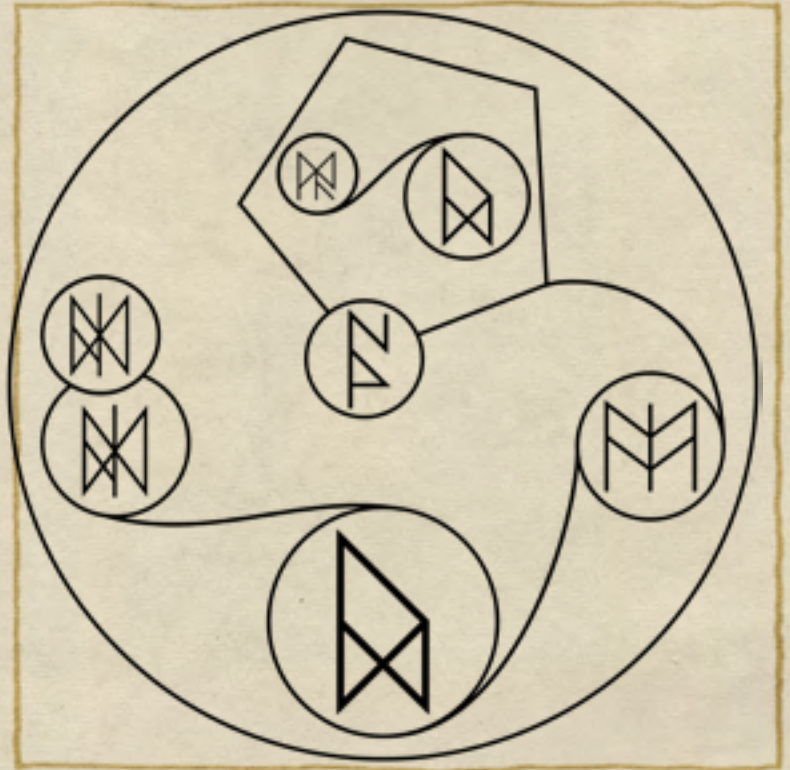
Speeding time up inside the array is straightforward enough, but by slowing down time by an equal amount around the edges of the array exploits a rule of physics that should keep anyone inside fairly free of distractions.

As time is sped up by a hundred times inside the array and slowed by a hundred times at the array's edge, this means there is a disparity at the edge of two hundred times normal speed. Anything coming from the outside is first slowed down by a hundred times and then suddenly sped up by two hundred times. This is where things get stretched and compressed.

Imagine a bullet travelling through the array. First it must be slowed down, but as the tip of it slows down as it enters the edge of the array, its rear is still travelling at the same speed. This will scrunch up the bullet as if it is hitting a near solid object. Then once it is through this ordeal, it is sped up two hundred times and so it will be stretched as if it is soft taffy being pulled by a machine. Now imagine the same happening to light and sound.

Sound and light when sped up (in wavelength that is, since both are constants) increase in frequency. While inside, you will hear everything outside as shrill shrieks lasting a fraction of a second, not to mention a tad mangled since it had to be slowed down so abruptly first. The same happens with light. While inside, the entire colour spectrum will shift to the red side of the spectrum, meaning blues will look green, greens could look orange and you will even start to see ultraviolet light. It will be an absolute riot of colour that will make everything outside look (and sound) nearly incomprehensible.

But that is entirely the point. When inside this Moment of Time, you want to exclude yourself from the real world, and what better way than to make the real world appear alien, strange and utterly surreal.





# MOONLIGHT CANDLE

## NOTATION

Create a Sphere of Light as wide across the array and Push this sphere at a speed of 1 m/s to a height equal to the width of the array. Cast from the Right Hand.

## INCANTATION

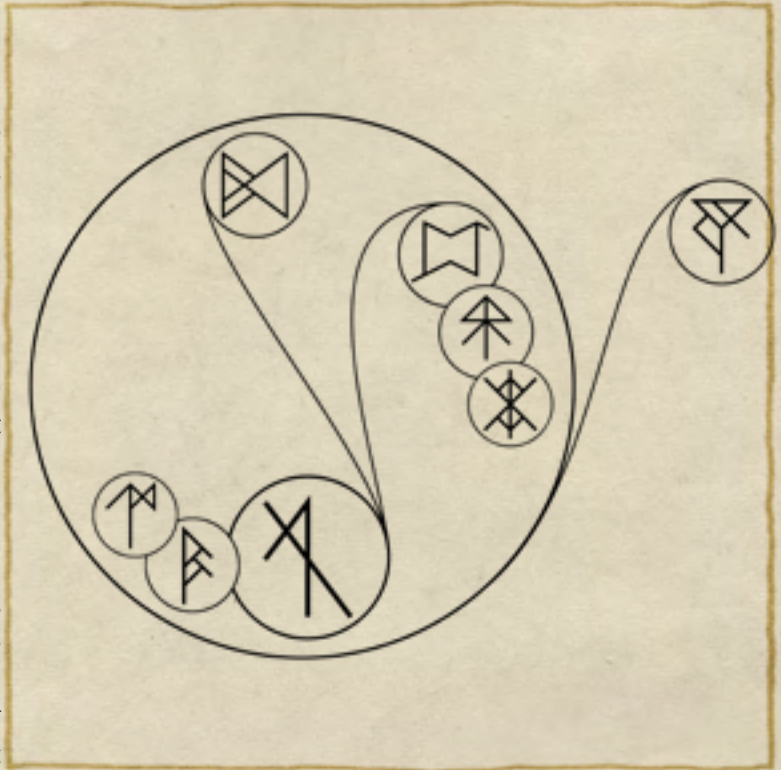
Behg Ob Jôcht Ant Bôl Ant Gerittel Cob  
Dün Môk Non Ob Druch Ant Rônde Ant  
Grot Cob Ent Fin Regahnd

## DESCRIPTION

Every magus needs a spell to light his way, a magical candle to read his magical tomes by, a parlour trick to scare off the peasants. The Moonlight Candle does this. It is a very simple spell that does a very simple task: it creates a small ball of light. How it does this is a bit more complex. The Light rune creates one lumen of light per centimetre cubed so to know how much light is created, you first have to know how large a sphere you are creating. Since this spell originates from the right hand (and it is easily enough changed to originate from the left hand for the more sinister amongst us), you first have to know how large your hand is.

The average adult palm is roughly eight centimetres across. So with a simple bit of mathematics to work out the volume of a sphere, we know that a sphere of light as large as the palm of a hand would have a volume of 268 centimetres cubed, which translates neatly into 268 lumens. This is roughly equivalent to a thirty Watt incandescent light bulb from Earth. So it's not the strongest light in the world, but since it will be coming from the palm of your hand, you don't want to blind yourself with it. It's just strong enough to see by and to light your way.

The other somewhat complicated part of the array is the Push-Disk-Large part. Remember that the Disk rune creates a disk as deep as a tenth of the array's width and any size rune modifying it increases its depth, not its width. This means that the Large rune modifying it makes its depth as wide across as the array's width. The size rune turned the disk into a cylinder. By then modifying the Push rune with these, what you are telling the array to do is push the sphere of light up to the boundary set by the Disk-Large runes. So this means the sphere of light will only be pushed up to the width of your hand and no further. In effect, it has created a floating ball of light.



# PEACE OF MIND

## NOTATION

Create and Push Arsenic at a speed of 1 m/s.

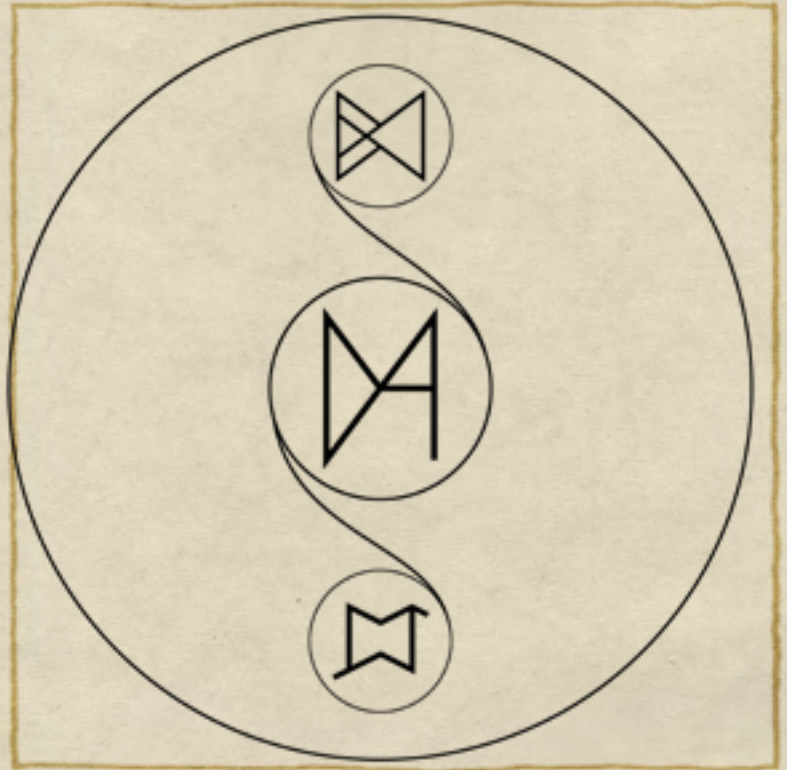
## DESCRIPTION

Only three runes makes this a very simple array to design but is perhaps the most inhumane out of all the arrays shown in this section. At least the Manstopper and Blood Drinker will kill you quickly. Arsenic won't. Whether it's put on a blade bullet, this array is designed to be inside a human being.

No matter how little time it spends there, it will have done it's job. Three hundred milligrams of arsenic is a lethal dose, especially when pushed forcefully into the body by this array. At such doses, and beyond (easily achieved if this gets stuck in the body), symptoms appear within thirty minutes and include confusion, dizziness vomiting and diarrhoea. Then comes the convulsions, cramps, pigmentation colouring, blood in the urine, hair loss, troubled breathing, immense pain all before collapsing into a coma twenty hours later and dying not long after.

When you need to be absolutely sure he's dead, when you don't have the time, when you need that peace of mind, you turn to the Peace of Mind. There is no real cure for arsenic poisoning, so you can be safely assured that it only takes one hit to be lethal. The best cure you can hope is to stick something inside the fresh wound with a Pull-Arsenic array and pray to whatever gods you believe in that it got most of it out. The Peace of Mind has always been a favourite of the poor and downtrodden as the effects of arsenic poisoning does somewhat mirror diseases such as cholera and may go unnoticed for some time if the dose is low enough. It's spiteful revenge, but sometimes that's all the downtrodden have to keep them sane.

It's safe to say that there is no good use for this array other than killing someone. If the constables find this array on you then it is an automatic gaol sentence. No trial, no jury. This is precisely that serious.



# PHANTOM CELL

## NOTATION

Top Array: Send Human within an area twice the size of the array, if Antimony and Sulphur is present.

Bottom Array: Receive Human from within an area twice the size of the array, if Mercury and Arsenic is present and Pull Human.

## DESCRIPTION

The Phantom Cell is an example of what can be done when you combine the arrays with technology and an innovative mind. At first glance the arrays seems quite simple: they merely teleport a human from one array to another. However, it is the details of it which can confuse you if you don't know how it is used. The arrays only send and receive within a very short distance, they have to

be right next to each other, so it seems a rather useless teleport array. Not to mention the odd requirements for activating it: antimony and sulphur to send and mercury and arsenic to receive? Seems rather restrictive doesn't it? Not the sort of thing you would carry around every day.

It just doesn't look like something you can use in combat or any other rushed situation.

That is until you know how it is used. The Phantom Cell is inscribed onto two metal plates not much larger than the palm of your hand and held inside a metal "booklet" that can fold closed for easy carrying. This metal booklet also holds four vials for the four triggers and handy little levers that, when pressed, will empty the contents onto the send or receive array. So now you have a booklet that can send and/or receive a human at a push of a button. But why would you?

The answer is quite simple. To send anything, the send array needs to be powered. That much is obvious, but it also is true for the receive array. If the receive array isn't powered then it doesn't receive. So, you might be thinking, what happens to something when it is sent but the receive array isn't powered? The answer is that whatever is being sent, a human in this case, is caught inside the receive array and kept there until it is powered. No time passes for the person inside the receive array and they can stay in there for as long as the array remains intact, but if the array breaks then the person disappears forever.

So what does this mean for the Phantom Cell? Well simply put that, by pressing one of the levers on the metal booklet, you can capture someone within the array and leave them there until you have need of them. The Phantom Cell is exactly that, a prison cell that doesn't actually exist.

Imagine how much space the constables have saved in their gaol cells.



# POCKET STAFF

## NOTATION

Create, if no Iron is present, Wood in the shape of a pillar with a diameter equal to the array's and with a length thirty times the array's diameter.

## DESCRIPTION

This is a very simple array that just creates a rod of wood if there is no iron present. Simply, easy, straightforward... and utterly useless unless you know how it is to be used. Like most arrays, the ingenuity in the design of the array is only expressed once you marry the magic to the machine. Arrays are powerful, yes, but with the simplest of technologies they become something special.

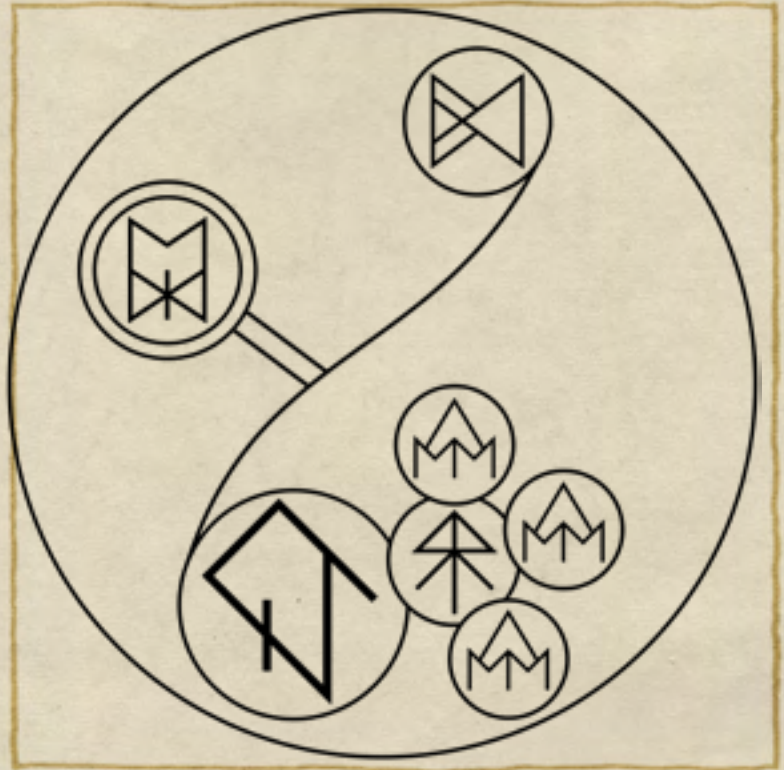
Runewrights are rarely creative and imaginative people, and the name of an array always points towards its intended use. "Pocket Staff" then should tell you plenty. Clearly, the array creates the staff, but where does the pocket come into the equation? Well from a pocket watch of course!

This array first gained fame in Middelburg shortly after the grand old clocks were reduced down to small watches on chains that a gentleman could keep in his pocket. So not too long ago. Of course, being a gentleman with enough money to buy and maintain a pocket watch, he would go to soirées and parties and get-togethers with other like-minded and wealthy individuals... who always have enemies. Unfortunately, getting a weapon into of these elegant occasions were more difficult than robbing a bank.

Well, almost.

Pocket watches have always been allowed, because they are such a status symbol. While a poor assassin cannot afford a true pocket watch, the outer casing is simple enough for a common smith with time on his hands to reproduce. Inside this empty steel shell would be the Pocket Staff array. Once inside the soirée, the assassin had merely to open the faux-watch's casing and out would pop a wooden staff ready to be used as a weapon and even easier to dispose of.

While the household guards have long since started inspecting pocket watches, this array and the faux-watch casing it resides in have found some traction among the footmen of Middelburg who find it an easy and accessible weapon to be used in ambush or as a last resort. At the very least, no one will know your pocket watch isn't real and it does look darn fashionable.



# PROPHET'S BLOOD

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into Water. Create Light and apply this to the transmuted Water.

## DESCRIPTION

One might first think this array is similar to the Imperial Zephyr or the Flame War array. Other than the opposite elemental natures of the Flame Ward array and The Prophet's Blood array, there is also a significant thematic difference. The Flame Ward is the epitome of defence by offence. The Prophet's Blood is defence by unyielding will.

From a purely defensive point of view, this array could have stopped after transmuting the materials into water. At that stage whatever needs protecting has been protected. Other than a clever technical use of the array, the Secondary Array that creates light

plays a vital psychological role in the defence that this array creates. The Secondary Array simply creates light, but by applying this effect it means that all the water in the area of the array's effect creates light. This in effect means that this array creates glowing water.

At first glance, creating glowing water may not seem at all to be much of a psychological advantage, but have a second think about it. Imagine that you have just been shot and rather than seeing blood spurt out (or noticing anything at all because your Middelburg Standard saved you) you see a patch of brightly glowing liquid. You know for a fact that your life had just been saved, you know your arrays work and you know the enemy just wasted a shot. If you were of a religious persuasion, you might also see it as your divinity of choice literally taking a bullet or blade for you. I would say that would put a spring in any man's step.

As to your opposition, the psychological effects depend entirely on being ignorant of The Prophet's Blood. If you didn't know this array existed you would see a man you just shot bleeding light. You don't even have to be of a religious persuasion to see this as something supernatural, something otherworldly. It would be even more of a fright if this enemy expected this to happen and is even glad to see it. What sort of monster would be glad to see itself glowing blood? More than one man in Middelburg has thought that discretion is the better part of valour after shooting someone with The Prohphet's Blood.

On the other hand, it must be said that this array comes with a glaring flaw. By creating glowing water, it is also painting a target onto whomever is bearing the array. Once one shot connects, every other shot is sure to follow. This array is definitely not made with prolonged combat in mind. It is for those who prefer the shock and awe approach.



# QUICKSILVER METTLE

## NOTATION

Transmute Human into Mercury if Human Blood is present and Contain that transmutation to the boundary of the array.

## DESCRIPTION

Ever saw a man bleed silver? It is as painful as it sounds. The Quicksilver Mettle array falls under the broad category of “poisonous” arrays along with the likes of the Crypt’s Breath and Peace of Mind arrays. These arrays are much more lethal than most arrays in that they only need to scratch an opponent to be lethal. The Manstopper and Hatchling arrays may cause more damage and look more impressive, but the poisonous arrays are far more insidious threats.

Where other poisonous arrays use arsenic, this array, as its name says, uses Mercury and this is for two purposes. Mercury poisoning is a slower death sentence than that brought on by arsenic, and it is one that you know is coming. Gang members, warlords and politicians are often found shot with rounds inscribed with this array as it sends a powerful message to those left alive. Mercury poisoning begins with a terrible itch as if live insects are crawling under your skin. The itch never stops, no matter how much you scratch. Then comes the swelling, the skin and hair discolouration, and the skin peeling. This progresses to sweating, an increased heart rate and blood pressure, hair and teeth falling out, before the mercury begins attacking your liver and your stomach starts bloating and your eyes turn yellow.

That is not the worst, however.

The worst is the madness. There is a reason they say someone is “as mad as a hatter”. Hatters use mercury in felt production, and they all lose their minds eventually. So do victims of the Quicksilver Mettle. That is why this array is used. It’s all about sending a powerful message. And that is also the second characteristic of this array: the silver blood. It’s not truly blood, and it’s not truly silver. It’s simply the mercury leaking out through the bullet hole. But it sends a message to the victim. It tells the victim that they will die in pain and in madness.

Sometimes, it’s all about sending a message.



# QUIET PEACE

## NOTATION

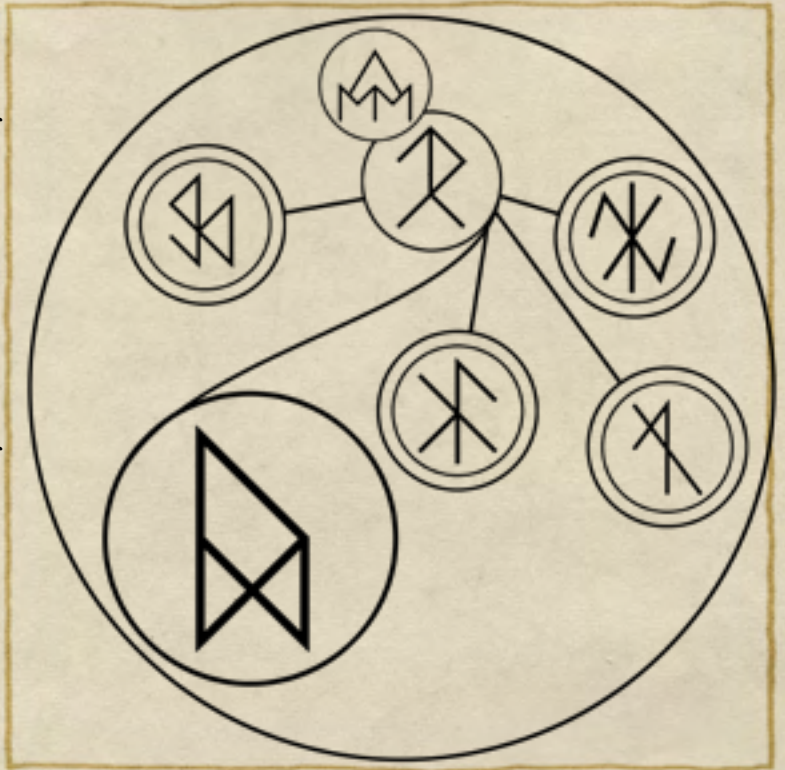
Stop Time within an area 100 times that of the array's circumference and exclude from this Humans, Air, Sound and Light.

## DESCRIPTION

Bad things happen. That is a simply a fact. Bad things happen and most often there is very little we can do about it. What we can do however, is to stoically accept this fact of life and then try and fix the problem, to right the wrong, and set back on course that which went astray. Crying never solved anything, action did, and that is what the Quiet Peace array is all about: fixing mistakes.

The Quiet Peace array does one thing and one thing only: it stops time. However, this alone does not solve a problem, it merely delays it. And a problem delayed is not a problem averted. So to help fix the problem, this arrays ensures that four things are not frozen in time: humans, air, light and sound. You might think that with humans not frozen in time, this array has very little affect. You would be wrong. By freezing their armour, their clothing, their weapons and everything else they might be carrying on them, every person caught within the bounds of this array's effects are kept prisoner by these very things. By stopping time for their clothes, these cloths cannot be moved and thus are as inflexible as the hardest steel... until time reasserts itself and then every movement done to the objects within this array's field of effect happens all at once.

So now we know this array keeps people prisoner, but allows them to see, hear, speak and breathe. For what purpose? To talk things over. That is the heart of this array's purpose: to talk about things before someone gets too badly hurt. Not everyone battle and conflict you will find yourself in Middelburg has someone to blame. Sometimes bad things just happen to everyone involved, and once everyone agrees they would rather not die, they can all go home for dinner... once the array has run out of energy and released them of course.



# REMOTE TRAP

## NOTATION

Top Array: Create Sulphur if a Human is present within the array's field of effect and Send that Sulphur.

Bottom Array: Receive the Sulphur if Antimony is present and use it in the MAIN ARRAY.

## DESCRIPTION

As you can hopefully see, this array is not complete; the most crucial part is missing. That is because this is not an array per se, but a mod for an array. Every single array that has ever been designed and created can be modified in an infinite number of ways, and this is merely a simple way of modifying most arrays into becoming remote activated traps. That's correct, whether it's a Walking Bomb or a Splinter array, you can slot any array into the big Question Mark on the Remote Trap and it will instantly become a remotely activated trap. You can even turn non-offensive arrays like the Star Flare or Angel Wings into remotely activated arrays.

Of course, things aren't always quite so simple. First off, remember that this is a remote activated array, so if a human walks over the top array at Location A, then the array at Location B will activate. Clearly, if you just want to attack the human at Location A, you would just use an ordinary trap array. This is more for the bait-and-switch type plans or for advanced warnings of enemy actions. Remember, of course, that you can switch out the Human rune that triggers the top array for any rune that would be more appropriate to the situation. If you know a horse-drawn carriage will approach, you can use an Animal or Wood rune to trigger the array.

Also note how the Remote Trap uses sulphur and antimony, both substances which are fairly rare in any given situation. This is because you don't want to accidentally trigger the receive array into creating your trap/utility array's effects prematurely. Again, these runes can be switched for others, but keep in mind to use materials and substances rare to the situation you find yourself in.

Lastly, the sulphur that the bottom array receives must be used in some form or fashion, even if only as a Conditional, so modify your Main Array appropriately. You can, of course, also transmute this sulphur into whatever it is your Main Array is doing and it will save you some energy.





# REPEATING HAMMER

## NOTATION

Push Iron at a speed of 10 m/s if Iron is present within a Cylindrical area the height of the array's width and Pull Iron at a speed of 1 m/s if Iron is not present within a Cylindrical area 10 times the height of the array's width.

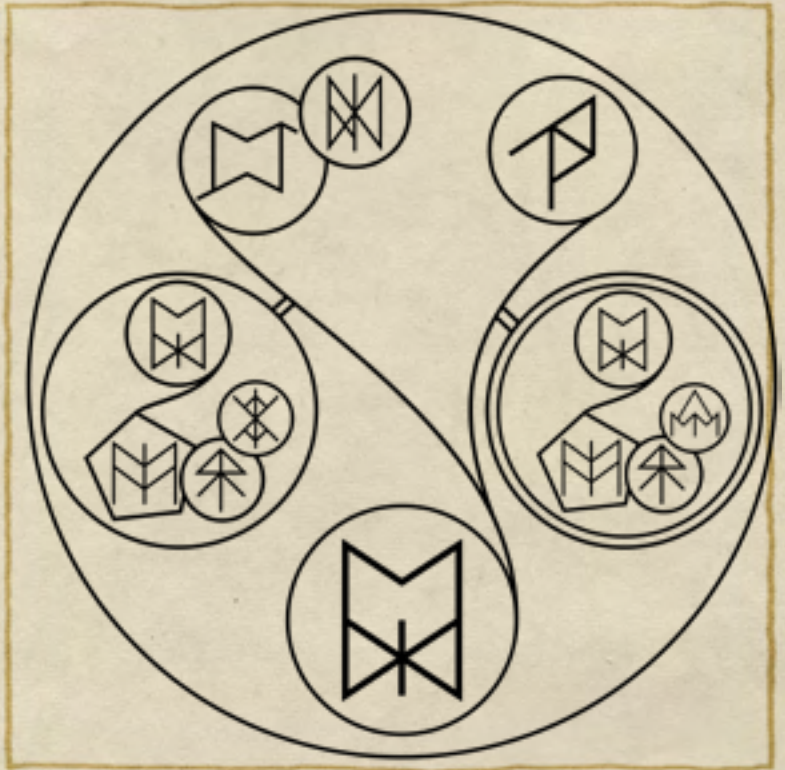
## DESCRIPTION

Like many arrays created in Middelburg after the discovery of electricity, this one is named after the machine it powers. The repeating hammer is a large metal cylinder housing a metal rod and this array at the back. As soon as the array is activated, the iron rod is hurled towards the end of the cylinder where it is stopped by spar of metal that ensures only a fraction of the rod will protrude from the cylinder. The array then pulls the iron rod back towards it and once it reaches the array it is again thrown towards the end of the cylindrical housing.

It's a very simple machine and so can be built on a massive scale. The only intricate parts of it is the array and the socket where the copper cable can be plugged in to carry the electricity towards the array. Because of the ease of creating the repeating hammer, it has found its way into a variety of trades in a variety of sizes. Builders and carpenters use a small, one handed version to hammer in whatever nails and rivets they need; while ship (sea or air) builders use larger versions that can also hammer in the planks together to fit more tightly.

Even the Middelburg constabulary and military have been eyeing the repeating hammer. The constables want to use it to hammer down doors and barricades that have been runically strengthened or protected, while the military is eyeing up the hammer as a basis for a repeating musket.

In the darker side of Middelburg, the criminals have been tinkering with the repeating hammer and have been attempting to make version where contact with skin sets it going, meaning you can put the hammer on a more traditional shaft and swing it at an enemy and the hammer will rocket forward within the cylinder the moment it makes contact with a person, shattering whatever it touches.



# RESTING HELPER

## NOTATION

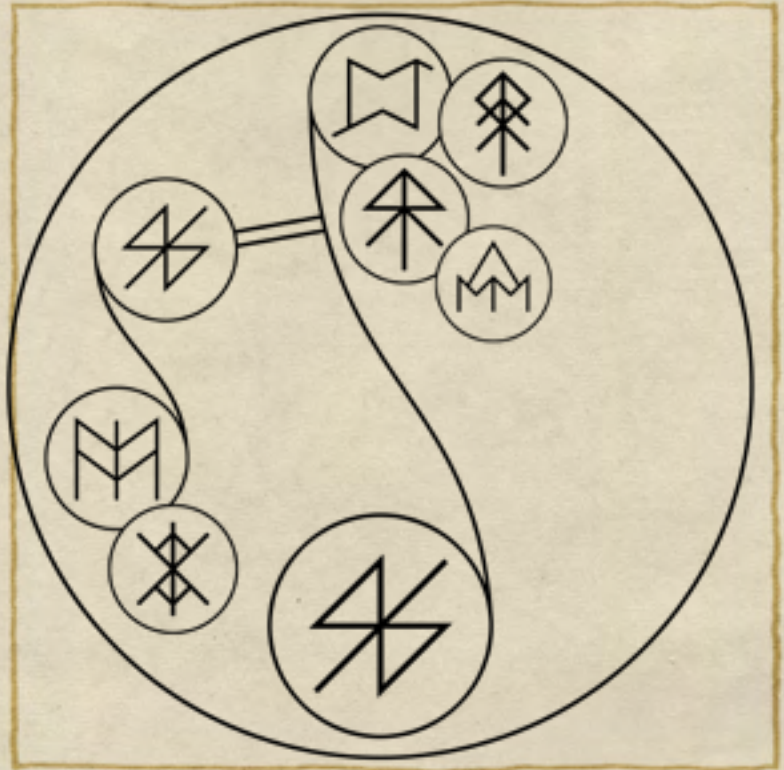
Push Stone at a speed of 0.1 m/s to a height 10 times the array's circumference if Stone is present within an area 10 times the array's circumference.

## DESCRIPTION

In the gun twirling, swashbuckling city of Middelburg, very few people take the time to relax, calm down and actually aim. Of these stoic folk who can take their time when bullets and blades are flying around, even fewer take advantage of the runes and arrays to help them with their aim. These rare, legendary type of people are those that nearly always walk away from a battle with all their limbs intact, because they know that it is not the amount of bullets you shoot at your enemy that counts, but rather the amount that hit. And if you only need to shoot one bullet, why on earth would you ever want to shoot more?

The Resting Helper does exactly what its name implies: it helps to rest your weapon so that you can take aim from a steady vantage point. Rather than trying to use a cumbersome monopod or bipod to steady your firearm, you can use this array which is not only more convenient when carrying around your musket, but also allows for a better range of movement.

The array works by slowly pushing off a stone surface up to a specified height. If the array is only two centimetres across, fairly standard for a musket barrel, then it will only lift the weapon twenty centimetres above the stone, ever so slowly. The slow speed at which it works is paramount to its effectiveness because it allows you to push down against that force, so if you need to reposition the barrel, you can and after you have done so the array will lift the weapon again to its specified height. This allows a musket a greater range of movement and gives a sniper a greater firing arc without sacrificing accuracy.



# RIPTIDE

## NOTATION

Float (within an area starting from 10 times the array's diameter to 190 the array's diameter) Human and Push (within the same area) Human at a speed of 10 m/s, both only if a Human is within the boundary of the array.

## DESCRIPTION

The notation is certainly a mouthful, but that is because it has to work around an inherent limitation of the rules of the runic arrays, namely that you can't affect and not affect a target at the same time. You can't say Push Human and Don't Push Human. The arrays simply don't work like that. What you can do, however, is limit the space in which the effects work and that is precisely what this array does.

In the simplest of terms, if you take away all the added bits and bobs in this array, the Riptide Floats and Pushes Humans. However, if you want to use this against your enemies in those simple terms, you will be floating and pushing yourself as well, and that defeats the purpose. What you have to do is find a way of having the arrays exclude you from this effect without Excluding you from this effect.

That is what this array does. Visualise the size and shape runes in this array as creating a containment field in the shape of a giant doughnut. Inside this doughnut, humans will be pushed and floated, but in the hole in the centre of the doughnut, humans won't be. It is the Wall rune which is creating this doughnut by creating a wall at the edge of the containment field. The nine size runes modifying it stretches the thickness of that wall.

Imagine you have this array inscribed on a disk ten centimetres in diameter. That means the invisible doughnut containment field will start at one meter out from the array and go on until it hits the edge of the containment field ten metres out. That one metre diameter circle in the centre, which you should be standing on to activate the array, will be untouched by the effects. Everyone else inside that doughnut will be lifted up and flung outside it, and if they try and get back in all this will only happen again.

Safe to say the Riptide is a good array to use in combat when you are surrounded by enemies. It will give you a bit of breathing room and a few seconds of stunned enemies in which to clear your mind and get back in the fight.



# SANCTUARY

## NOTATION

Create and Sustain a Containment field that is twice as Large as the array's area size, and 1/10th as deep that Excludes Wood, Silver, Copper, Lead, Iron and Gold; and apply this to all humans within an area 100 times greater than the array.

## DESCRIPTION

Offence is not always the best defence. If you can avoid the fight altogether then there is nothing to defend against, but how to avoid a fight once you are already in the thick of it? Well, when that fight becomes overwhelming, the Sanctuary array often is the only answer.

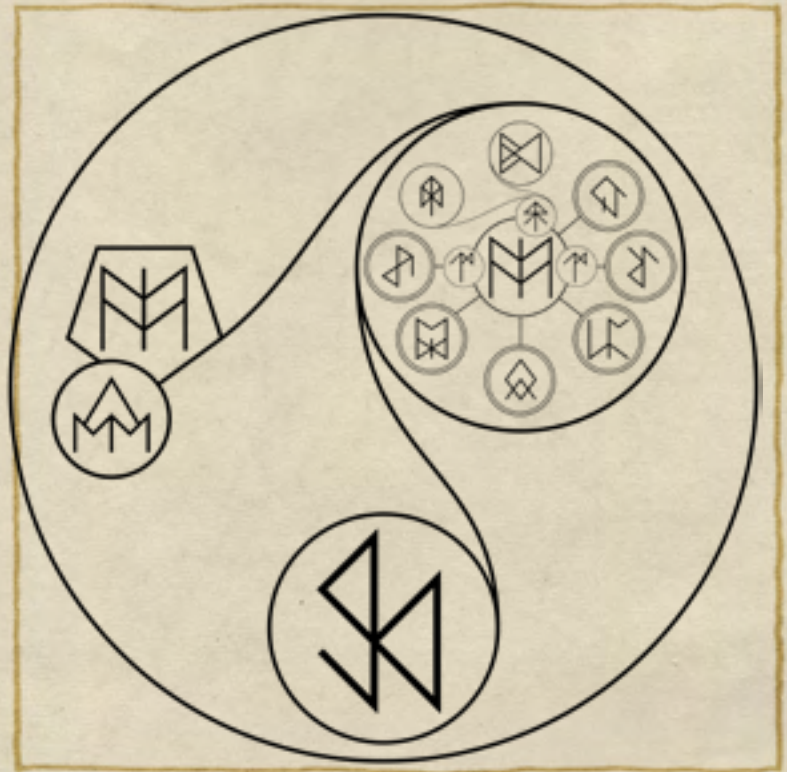
You will see something very familiar in this array: the good, old Middelburg Standard, pride of Alfresia and perhaps the most common defensive array in the grand city. However, the Sanctuary array takes the old Middelburg Standard and uses it in a brand new to change its ultimate purpose.

The Middelburg Standard is a perfectly good array as it is, and that's why it has been used so frequently across the ages, but by applying it to all humans within range, you are putting it directly on every part of their skin. In effect, by turning everyone into arrays, you make everyone a defensive array. Now, no wood, silver, copper, lead, iron or gold will be able to touch human skin as long as they stay within the array's range. If you inscribe this array onto a ten centimetre disk, that means everyone within ten metres are now invulnerable to those materials.

However, it goes a bit further than this. As any containment field that excludes a material activates, if any of that material is within the containment field, it will be instantly destroyed. This means that if anyone within range is holding a weapon, and perhaps even their armour, will suddenly and permanently disappear. To go even further, as long as they remain inside the array, they won't be able to get close to a weapon, since the Middelburg Standard's containment field will keep pushing the weapons beyond reach.

But how far does this containment field reach? Ordinarily, the Disk rune says one tenth the diameter of the array, but what happens when it is applied onto human skin? Where do you draw the diameter across the body? Well, runewrights have long thought on this question, and came to a conclusion: as all arrays by nature are circular, and when an effect is applied onto something else, it will seek the most efficient circular path to act from. Thus, when applied to a human, the quickest and easiest surface would be the torso as it is a wide open canvas to work on. So if you want to know how deep the field is, it would be one tenth of the width of your torso.

In short, by activating this array, you will remove (almost) all the weapons in your vicinity and make everyone immune to those weapons. Unless someone is carrying alloy weapons, everyone within the array's range should now be safe. Maybe you can talk things through now, or maybe you will have to resort to good old fisticuffs. Whatever the case may be, you now have at least a semblance of sanctuary in which to catch your breath.



# SAVING GRACE

## NOTATION

Create and Sustain a Containment field in the shape of a Dome's Edge that excludes Animals, Arsenic, Carbon, Copper, Fire, Gold, Iron, Lead, Mercury, Plants, Silver, Stone, Sulphur, Tin and Wood.

## DESCRIPTION

At first glance the Saving Grace may seem like a supercharged Middelburg Standard array and that is because, from a certain standpoint, it is. However, where the Middelburg Standard is all about personal protection, the Saving Grace is about saving lots of people all at once. This was the array that saved Middelburg from the wrath of King Markus VI 'the Incendiary' during the Alfresian War of Independence. It was carved

across the city so that the dome would encompass nearly everyone inside and once it was up, almost nothing could go in or out. The Alfresians sealed themselves off to protect themselves.

Of interest in this array is the crucial use of the Wall rune. What this rune does is create a wall around the edge of the containment field and restricts the effects of the array to that wall. If this was not the case, the effects would happen inside the entire domed containment field, and seeing as it excludes almost everything, it would disintegrate everything inside it. With the Wall rune, you can stay safely inside the containment field without it harming you.

Of course, it can't stop everything. By necessity air and water is allowed through, but all those things that the runes and array can't target can come through, like bronze. As an alloy, the runes and arrays can't target bronze and for this reason most of the musket and cannon balls fired during the war for Middelburg were made of bronze. However, this had to be done from a distance as the Saving Grace array excludes animals, and humans are animals.



# SCULPTOR

## NOTATION

Transmute, an area 200 times the area of the array, Human into Stone if Human Blood is present.

## DESCRIPTION

Not everyone can be a sculptor in the styles of the Great Masters of old, but with the Sculptor array, you no longer have to have any artistic talent to create the most lifelike of sculptures. It is perhaps one of the most straightforward arrays, but it is the effect that is perhaps more terrifying and beautiful that has garnered the array its controversial reputation.

The array simply transmutes humans into stone, but it does come with a hint of safety feature: it requires the presence of human blood to activate. This ensures that the array doesn't accidentally turn any human nearby into stone at the wrong time. This array is also meant for pistol and musket rounds, so you don't want it to activate while it is still in the barrel of your own pistol and musket. Much better that it activates only when inside someone else.

This array is specifically meant for pistol and musket rounds and that is why the area of affect is so large: because pistol and musket rounds are so small. You can always of course use this array as a trap, drawn to any size you want, all you have to do then is adjust the size runes as needed.

Of course, you don't need to use this array in an offensive and lethal manner. In fact, the old emperors, or Shahanshahs, of Tanfakech use to be turned into stone sculptures upon their deaths by using this very array. They would forever be immortalised in marble or granite.



# SEAWALKER

## NOTATION

Sustain the Stopping of Water of a size 10,000 times the area of the array if the array's area of effect is completely filled with Water.

## DESCRIPTION

To kill two birds with one stone one often needs either a very large stone or two very small birds, with both options being preferable. However, it seems more likely than not that it comes down to pure chance and godly luck whenever one does manage to kill two birds with one stone. And that is precisely what happened with the Seawalker array. Designed by Shae "Seawalker" McGuinness, this array was originally intended only to help pirates, privateers and other naval-ne'er-do-wells board other



ships in order to raid and ravage whatever was on board. While it does this admirably, Shae Seawalker's array also accidentally became one of the most well known and often used arrays for damaging enemy ships. Two birds, one stone, and one legendary pirate.

The Seawalker does all this simply by stopping time for any water it touches. Since time is now stopped for water, and only water, it becomes more solid than rock and tougher than the hardest diamond. It is not impervious, however, for as soon as the array's effects wear off, everything that was done to the water (whether it was the boots slapping across it, ships ramming into it, or cannonballs bouncing off it) will have their effects happen instantaneously and simultaneously. That is why stopping time for humans may make it look like your friend is bullet proof, until time starts again and you have an unfortunate mess on your hands.

This time stopping effect is not only grand for creating solid land beneath a pirate's foot to run across to an enemy boat, but under the right circumstances, the array can trap and cage entire ships. A regular cannonball is anything from ten to twenty centimetres across which means the volume of water stopped by this array can be a hundred to two hundred cubic metres. If a skilled gunner lands that cannonball right next to a ship, it will freeze time for all the water around it, as if the ship was suddenly trapped inside an iceberg. Even if the gunner has had one rum too many that morning, a hundred centimetre metre time frozen block of water is stronger than any iceberg and less than half as visible. Many a ship had been sunk by accidentally running into these invisible time-icebergs.

You will find plenty of Seawalker inscribed cannonballs on every pirate and privateer vessel, yet lately the military have taken a keen interest in this array. They care not for the ability board enemy vessels, as they prefer to blast them to merry hell instead, but rather they focus on its ability to trap ships, which they have been using far too regularly on fleeing pirate and privateer vessels; far too regularly, that is, for those pirates and privateers.

# SECOND WIND

## NOTATION

Slow, in an area in the shape of an Inverted Dome three times as wide as the array and ten times as long, Humans if Humans are present.

## DESCRIPTION

It seems that for every defensive array that exists, there are twenty or more offensive arrays. There are only so many ways you can stop something harming you, but a near infinite ways you can harm someone else. This array takes an interesting approach to defence, in that it doesn't actually defend you per se, but gives you the time needed to defend yourself, or to strike before your opponent's hit lands.

The Second Winds works quite simply: it slows the person attacking you, making them move at a tenth normal speed, in the hopes that you can bring a weapon up in time to deflect the blow, or indeed it can give you the time to kill him before he lands his blow. It's the how, rather than the what, that makes this array interesting.

The main focus around which this array works is the commanding rune (Slow) rather than the Centrum as is the norm. This is because it is the shape of the effect the array creates which is all important. If you simply left out all the size and shape runes, then this array would slow all humans in front of it, with the more energy put into the array making the effect bigger and bigger. Not a bad thing in and of itself, but if you point the array the wrong way it can slow your allies or even part of your own body that is over the area of effect.

So instead, with the help of the Invert rune, this creates a dome (with the tip of the dome in the centre of the array) that stretches out away from you. This gives you some room to move around the edges of the array as the area of effect curves away from you towards your enemy. It also allows you to be specific in who you want to target and so if there are a few enemies you (and perhaps some allies) are fighting, you can pinpoint which enemy to target and help the battle speed along.

Also take note of how the Disk rune works here. Normally it creates a flat disk, and with the size runes attached to it, it would have created a cylinder three times as wide as the array and ten times as long, but because it is attached to the Contain rune, it actually stretches the dome to fit into that space. In effect, this conglomeration of size and shape runes creates a round cone with its top on the Centrum.

It also should come as no surprise that this array should probably not be put on your clothing and armour your movement would invariably cause some part of your body to cross the field of the array's effects. Keep this array to shields and bucklers that you can keep away from yourself. Or if you are feeling paranoid, keep this array on your back and you won't have to worry about getting backstabbed anymore.





# SHADOW VALLEY

## NOTATION

Exclude Light and Sound from all Humans within an area 10 – 100 times larger than the array's size.

## DESCRIPTION

A nomadic tribe in the Western deserts have a sacred hymn that assures them that no matter the trials and tribulations and oppressions, that no matter how dark and shadowed the valley be through which they walk, their god will be with them to comfort and protect them. It seems a footman in Middelburg had been quite taken by this hymn when he created this array, although whether he designed it because of the comfort the hymn brought him or because of sheer sacrilegious irony we will never know.

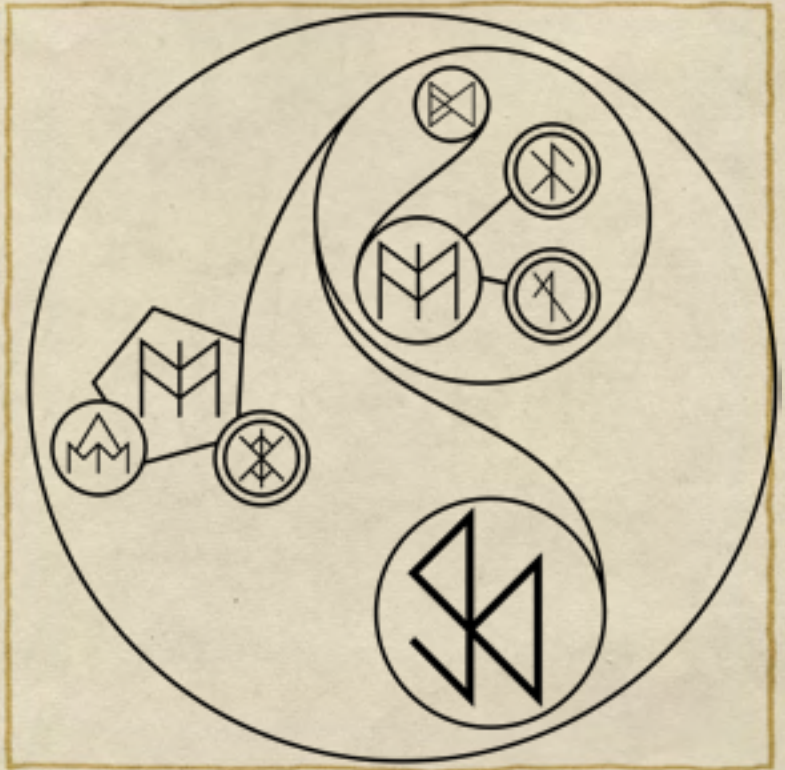
Just as the hymn says, this array will protect you while you walk through a shadowed valley, surrounded on all sides by confusion and misery... even though that confusion and misery is entirely and utterly your fault. What the Shadow Valley does is blind and deafen everyone around you while keeping you immune from the effect. The purpose, of course, is to confuse and disable your opponents while you do what needs to be done.

It does this through two points of runecraft every good runewright should be aware of. Firstly, by using the Secondary Array to create the effect of a containment field that excludes light and sound and then applying this entire effect to all humans in range. This means that the containment field is equally applied to all bits of a human that it can reach. This means that every exposed piece of skin will become a focus point for the containment field. Since the containment field excludes light and sound, it means that no light or sound will be able to breach a human's outer layer, effectively blinding, deafening and muting every human in range.

It excludes the person bearing the array by using an exclusionary modification on the Contain rune, thereby excluding the first ten-times-the-array's-size area from the effect, but since there is a Gargantuan rune on the same Contain rune, the effect is still spread out to a hundred times the array's size. This is the second way that you can create a doughnut shaped field of effect to spare the bearer of the array the effects of it. The first way is to use a Wall rune such as in the Invisible Chaos array and modifying its size to what you want. Both methods give the same effect, so it is up to the designer to choose what he wants.

Now to how it is put into practice. As with most footman arrays, this array is inscribed upon a disk ten centimetres in diameter, meaning the shadow effects start a meter out and ends ten meters out. However, if you leave it at that, you will only be blinding, muting and deafening everything at and above the level of the array. What you want to do is inscribe this array on both sides of the disk so that no matter where a person is, no matter the altitude, they will be caught up in the array's effects.

And with all of that done, you can safely steal, burgle and murder to your heart's content.



# SMOKE BOMB

## NOTATION

Sustain the Creation of a disk of Carbon as thick as  $1/10,000$ th of the diameter of the array if either Stone or Wood is present; and Push Carbon at a speed of 4 m/s.

## DESCRIPTION

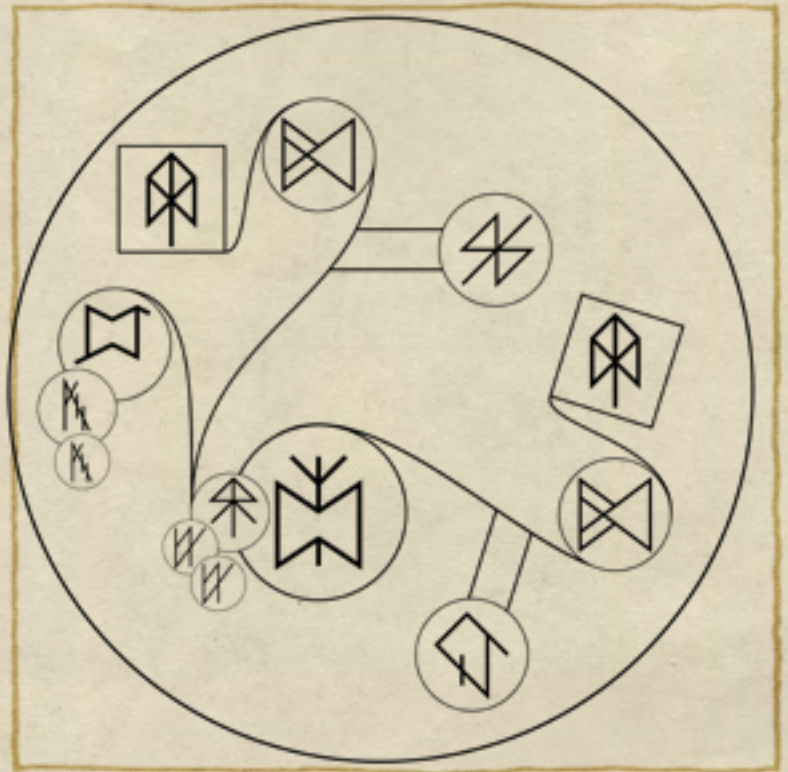
It may look a wee bit odd with two Create runes but there is a very good reason for this: each Create rune has a different Conditional attached to it. One only works if there is Stone (soil or ground will do) and the other only works if there is Wood. This is very important, because if both Conditionals were linked to one Create rune then it would only work if both Stone and Wood were present.

Notice how there are Sustain runes linked to the Create runes. This means that the create runes will not just create one disk of Carbon, but will instead continue creating until there is no more energy left.

Onto the rest. You might be wondering why this is called the smoke bomb when the array does not actually mention smoke. The trick lies in the size and shape of the carbon produced, and the Push rune.

This array is carved onto small marbles so you can imagine just how small this array is. The disk of Carbon that is produced is one ten thousandth as big as the array. It is absurdly small. If you imagine the marble is one centimetre across, the largest the disks of Carbon can be made is only micrometers thick. Now imagine pushing those micrometer thick disks of fragile amorphous carbon at four meters per second. They would shatter faster than you can say "oh look, it is a smoke bomb".

This is how the smoke is made, by breaking apart those disks of carbon and pushing them outwards to be mixed into the air. As there will continually be more carbon made, there will be as much smoke as there were energy invested into the array.



# SOFT FALL BOOTS

## NOTATION

Top array: Create a Containment field that Excludes Sound.

Bottom array: Reduce the effect of gravity on a Human at the rate of 1 m/s and Sustain this.

## DESCRIPTION

The Soft Fall Boots arrays are by no means the most complicated arrays to understand, design or draw and yet they are used more often than nearly every other array in this journal.

And it is all for a very simple reason: they do one thing and they are exceedingly good at that one thing. All the best arrays are like this.

As its name implies, the Soft Fall Boots arrays work to deaden any sound of boots or shoes on which they have been drawn or etched.

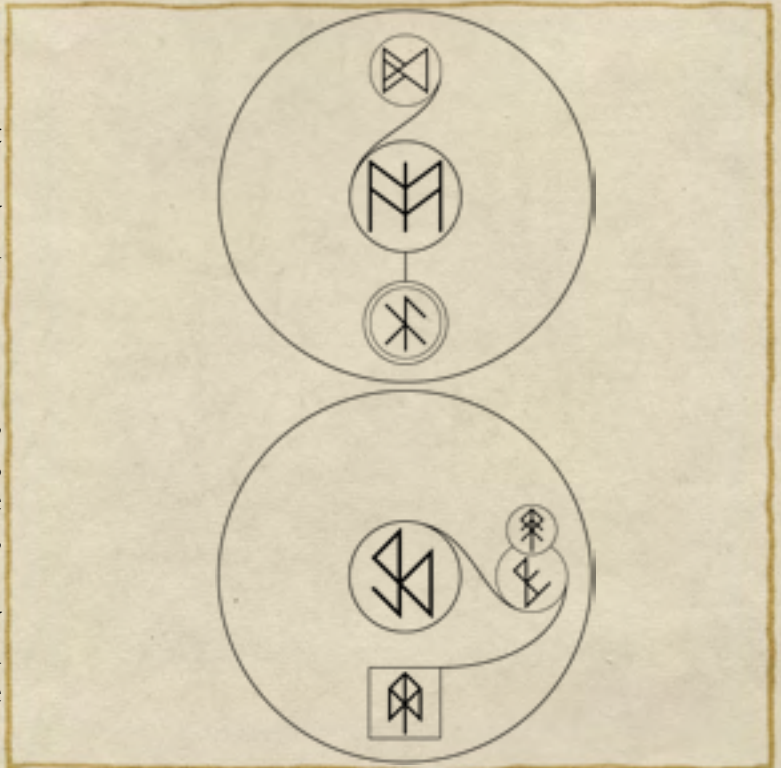
The arrays do this by working in tandem. One array lightens the footstep so the least amount of sound is made while the other array negates any small amount of sound that is made. The top array goes on the bottom of the boot facing down, while the bottom array goes inside the boot facing up to the foot.

You might think that one array that can do both would be more efficient, but the physics behind the arrays shows how wrong you would be.

Remember that the arrays do not absorb energy, they merely copy the energy that passes through them. This means that if two arrays are on top of each other (like these arrays) that means that energy can pass through both arrays to be copied for their own uses.

If one array did both then it would take twice as much energy. In this way, only a single amount of energy is needed to power both arrays.

One thing to also note is the Sustain rune on the bottom array. This means that the bottom array will continue to reduce the effect of gravity until it is completely negated. At a normal walking pace, the amount of energy generated would not be enough for this, but at a quick run, anyone using these arrays should get used to this strange effect before trying to run from the constables.



# SOUND BOMB

## NOTATION

Contain the Creation of a Gargantuan amount of Sound at a frequency of 2 kHz if Stone or Wood is present.

## DESCRIPTION

The sister to the Smoke Bomb that works in exactly the same fashion: two Create runes are linked to the same array and are triggered independently by two separate materials. More than one trigger means more versatility and you can modify this array to include as many triggers as you want.

One thing where this differs from the Smoke Bomb is that it contains the creation of the sound rather than sustain it. This is because if you contained the sound it wouldn't just contain the created sound but all sound, making a very useless sound bomb.

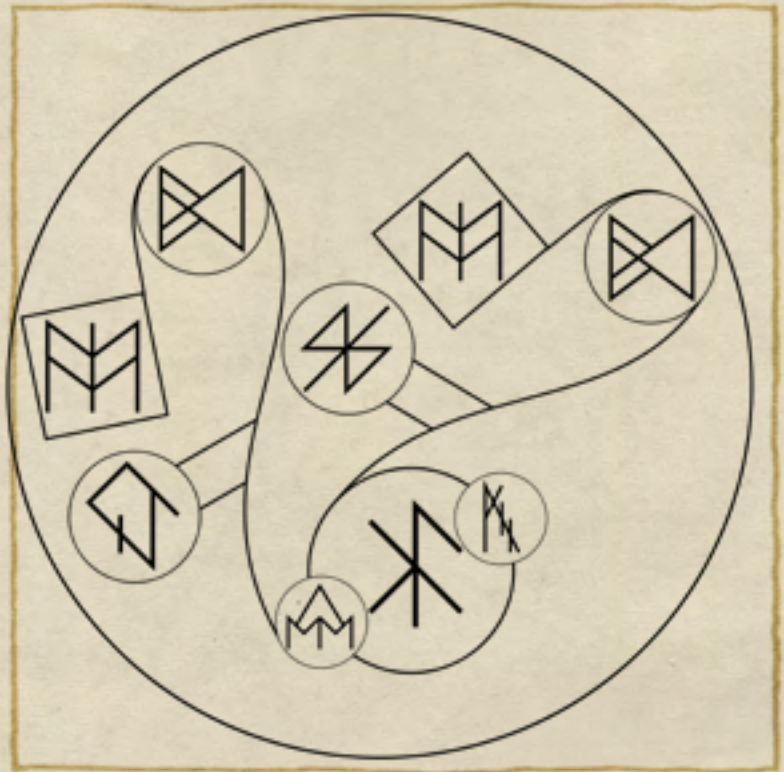
What the Contain runes also does is force the gargantuan amount of sound to be produced in the same spot. This condenses the sound for a much larger volume.

As with the Smoke Bomb, this array is most often put one marble one centimetre across, and this means the Gargantuan rune turns the sound up to one hundred Decibels. This is like standing in the front row of a rock concert and is more than enough to damage hearing, so if you want to make someone permanently deaf, throw a handful of these Sound Bomb marbles in a room somewhere.

The Quicken rune speeds up whatever it is modifying by a hundred percent. Speeding up sound makes it more high pitch so this bomb not only creates a deafening amount of sound but at an annoying high pitch too.

As you can imagine there are two main uses for this array. The first is as a distraction which it excels at. No one can ignore the hellishly loud sound it makes. The second is, as said before, to deafen people. This is a last resort option because the people you are deafening will clearly know something is afoot and will clumsily try and raise alarm.

One approach is for stealth, the other is for attack. Choose wisely and cover your ears.



# SPLINTER

## NOTATION

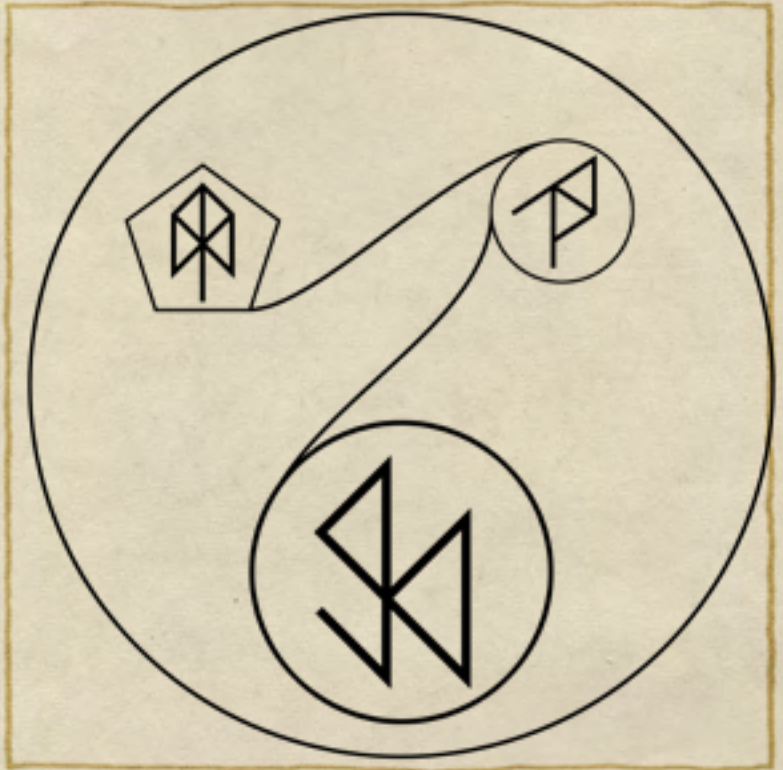
Sustain the Pulling of Humans

## DESCRIPTION

The array is fairly easy to understand, but the ingenuity comes not from its design, but from its use. The Splinter is meant for projectiles, but specifically enough: projectiles that aren't bullets. It is designed for arrows, crossbow bolts, throwing knives and daggers, blow darts, and perhaps even push daggers if you are feeling particularly devious. The reason for this is because just like a splinter can get under your skin and stay there for what seems like forever, the Splinter will keep these projectiles stuck inside the body by pulling on the flesh around it.

That is why it isn't quite the right array for bullets. Bullets are already lodged deep inside the body, so by having them fixed in there with the Splinter array will only become an irritation after battle, when the outcome will have already been decided. The purpose of the Splinter is to irritate, distract and encumber your enemies by having arrows and knives and whatnot be stuck in them and not being able to pull them out. The arrow shafts and knife handles sticking out of your enemies will make movement all the more difficult, and that movement will cause the projectile inside to be moved around, causing even more pain.

Theoretically, all this distraction and pain will give you more than enough time to finish off your enemies. However, if you are particularly feeling diabolical, you can always add an extra array onto whatever projectile you are using. The Splinter will hold the projectile inside your enemies more than long enough for you to create nearly any effect inside them.





# STATIC CLOUD

## NOTATION

Transmute Humans into Air if Humans are present and apply the effect of Created Lightning to Air.

## DESCRIPTION

A handy array for both taking down a single enemy as well as incapacitating anyone around him.

The true power from this array comes from its smaller, Secondary Array. Without this, it would simply be an array to transmute humans into air, which while useful, is not any different than transmuting humans into anything else. By putting the Secondary Array into it, what you are telling the array to do is to apply the effect (not the individual runes) onto all of whatever rune



is in the centre of the array. So for this array, the effect would be created lightning, so simply just lightning. The array would apply this to all of the air around it, meaning that all the air around the array would now be filled with electricity trying to find the quickest way down to earth.

But merely electrifying the air around the array isn't enough for this array. No, that would be too simple. The other trick with this array is to remember that when dealing with runes and the materials they represent, the arrays work in mass and not volume. So if you transmute a person into air, you won't just have as much air as can fill up the space that person left behind. Instead, you will have as much mass (or weight) of air to deal with stuck in that space the person just vacated. For other things, this wouldn't be much of an issue, but air isn't very dense.

One cubic metre of air weighs only one and a quarter kilograms. So if you transmuted a chap weighing eighty kilograms into air, you would end up with sixty two cubic metres worth of air in an area of around just one cubic metre. This just won't do, and with nothing to stop the air moving it will immediately rush out of that space to find some equilibrium with the atmosphere around it. Sixty two cubic metres is enough to fill up a room and it will be expanding at an alarming rate.

All of this means that everyone around the poor chap who just died will be knocked off their feet by the sudden gale of wind around them and then electrocuted by the electricity flowing through that wind.

So with one array engraved onto a bullet, you can kill one man and keep all his allies convulsing on the floor.

# STEEL DRAGON

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into a disk of Iron with twice the area size of the array and with a depth  $1/10$ th that of the array's diameter. Pull this disk towards the array at a speed of 1 m/s and Sustain this Pulling.

## DESCRIPTION

"Protection when you need it, only when you need, every time you need it," was the marketing phrase the Uttosians used when they brought the Steel Dragon across the eastern ocean to Alfresia. Using the runes to fashion this type of array was entirely unorthodox according the Alfresians, who preferred something more reliable and rather less tangible than steel plates protecting them from incoming musket fire. There is a reason why the Middelburg Standard is the most used defensive array in the city. After all, what can penetrate an impenetrable force field?

"Whatever the arrays do not specify," was the Uttosians' answer to that rhetorical question, and suddenly the Alfresians weren't quite so stalwartly sure about their tried and true array. It is undoubtedly true that the Middelburg Standard, as all such arrays do, only stops materials which are specified by the runes in its array. Ice, for example is not specified and that is why, to this day, "ice knives" are (seldom) used in assassinations. What the array makes up for in simplicity, it loses out in flexibility.

"Dragons are as flexible as they are strong!" the Uttosians claimed when they heard of this revelation by the Alfresians, and there is some merit and truth in their propaganda. The Steel Dragon does create the steel disks (or Dragon Scales) only when confronted by the materials listed, similarly to the Middelburg Standard's force field it is true, but that scale is then held against the array by any lingering energy, ready to intercept any impact from any sort of material. Once it has been primed, it leaves behind a set of armour ready to defend its wearer.

To increase the flexibility of this array, the Uttosians who venture into Middelburg often carry pouches of gold dust with them. If ever confronted with an enemy, they simply have to reach into their pouch and cover themselves with the dust and like a parlour trick, they will suddenly have become encased in a set of dragon scale armour! There is a reason why the Middelburg footmen call the bodyguards of Uttosian diplomats Wyrms, because like the fabled creature they can suddenly appear in flash of golden light to rip apart the unwary.





# STINK BOMB

## NOTATION

Create Sulphur if Stone is present; Contain the Sulphur; Create the effected of a Sustained Fire and apply this effect to the Sulphur if Stone is present.

## DESCRIPTION

This is an array where one's delight in it or one's horror about it all depends where one stands (often quite literally). The Stink Bomb array does exactly what it says and it does it supremely well.

This array follows in the footsteps of the other successful Bomb arrays where the intention is that they are inscribed upon small metal balls and then hurled wherever and whenever they are needed. As this array only activates when it hits ground or stone,

you can safely carry a stink bomb around on you without any fear that you will become affected by its ghastly stench.

The means by which the Stink Bomb array creates its titular stench is by the same means that we so dislike rotten eggs, sweaty socks and putrid flatulence: sulphur, specifically in this array's case Sulphur Dioxide. Sulphur Dioxide is created by a variety of means, one of which includes burning elemental sulphur, which is precisely what this array does. The Stink Bomb creates both sulphur and a sustained flame and then applies that ever burning flame to the sulphur, keeping it burning and releasing that much needed and much reviled sulphur dioxide.

One thing to note with this array that differentiates it from other Bomb arrays is that it contains the sulphur to the array, meaning that as the metal ball on which it is inscribed rolls along a floor, the sulphur will travel with it, near on sticking to the ball. There are two reasons for this. The first is practicality. Had there not been a Contain rune, then the array would have created the sulphur and attempted to light it in the exact moment it touched stone. This may not be long enough for the runically created fire to light the sulphur and you might end up with a less than spectacular stink.

The other reason is safety. At best, this is a distraction array and at worst a practical joke array. You don't want to kill someone with it, but inhaling sulphur dioxide could very well do just that. By keeping the sulphur stuck to the array, eventually the entire array will be covered by sulphur, meaning the array won't be touching stone anymore and thus no more fire and no more sulphur would be created. It's a natural safety mechanism to make sure a joke doesn't get out of hand.



# SWAN SONG

## NOTATION

Create Sound at a strength of 150 Decibels if Stone is present and Contain Sound to a space 1000 times greater than the array if more than 100 Decibels of Sound is present.

## DESCRIPTION

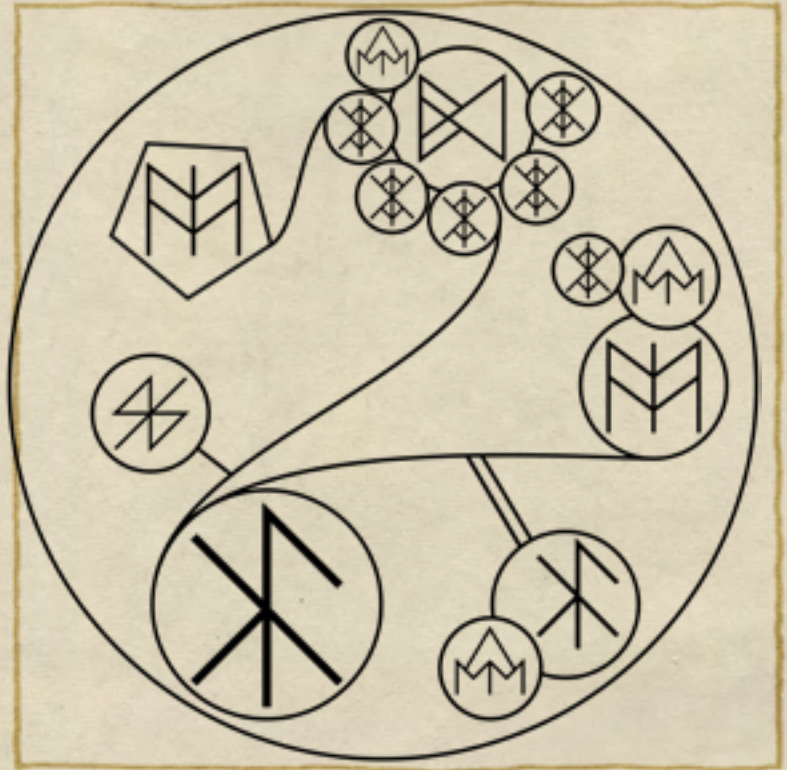
This is the Sound Bomb's bigger and angrier brother. It is also the first Bomb type array which is utterly and completely an offensive array. Even the Crypt's Breath array, as foul as it is, can be used in a more "utility" fashion (by clearing a house from pests), but not the Swan Song. It is a cruel and efficient weapon meant to cripple and disable opponents, and if you are extremely unlucky this can also kill you.

It is called the Swan Song because if you are caught within its blast then it is the last sound you will ever hear. This array permanently deafens humans by creating a sound so loud that it bursts your eardrums. A a hundred and fifty decibels, especially at close range is more than enough to do that and the shockwave will also blast you off your feet and knock the wind out of you. While the fatal decibel range is between one hundred and eighty to two hundred, a sustained wave of one hundred and fifty decibels can cause embolisms in your lungs which can travel to your heart or brain to kill you as gruesomely as any bullet can.

The reason for the second Contain rune in the array is thus fairly obvious, when you throw the one centimetre metal ball at someone, hoping to rupture their eardrums, you don't want to be permanently deafened yourself. So the array restricts all sound above a hundred decibels (thus also the sound it creates itself) to a thousand times the array's area, or ten meters. So everyone within five metres of the array will never hear a sound again, while everyone outside it will never even know what is happening.

By containing the sound, you will only make it echo and reverberate throughout the containment field. As the array has a Conditional, it can be precharged with as much energy as needed, meaning that deafening sound can continue for as long as needed. That is what makes this array so deadly, as continual close proximity to the sound can cause the earlier mentioned embolisms. If you add in a Human rune to the Conditional alongside the Stone rune, you can also use this array as a trap, to deafen unsuspecting enemies.

Its usefulness in combat should be quite apparent. If you are in a heated firefight, simply throw a few of these at them and not only will they be momentarily stunned, since they are now deaf you can creep up to them without a worry. This array is also perfect when you are running away from overwhelming opposition for much the same reasons.



# SWIFT SHINING JUDGEMENT

## NOTATION

Transmute Copper, Gold, Iron, Lead, Silver, Tin and Wood into Silver and put on the Silver the effect of Created Lightning.

## DESCRIPTION

An illustrious name for a fairly simple defensive array, but seeing as there is a Lightning rune in the array it means this array is very, very new in the grand city of Middelburg and ostentatious names are the flavour of the month. However, credit must be given where it is due and the ostentatious name of this array certainly matches up to its effects. As with most defensive arrays, the Swift Shining Judgement transmutes whatever is about to hit you into something that can be used offensively against your



attacker. In this specific case, the array transmutes a variety of materials into silver while at the same time creating lightning on that silver. This comes with a few positives and negatives.

The positives is that silver is the most conductive of all metals and so transmuting whatever is hitting you into silver means that it will only take the smallest amount of electricity to shock your opponent enough into either dropping his weapon or even completely incapacitating him. Because of this, there is no reason to put a Conditional in order to build up energy. The force from whatever hits the array should be enough to both transmute the part that is hitting the array and electrify it.

The problems with this method of defence are immediate. This array is meant for hand to hand combat, since you need the array to electrocute whomever is attacking you and that won't work if they are shooting arrows, bolts or rounds at you. The other major issue is that this array simply creates electricity, it does nothing to prevent you getting shocked. So if you want to use this array, put it on something that isn't very conductive, like a wooden shield, or thick leather armour. As its name implies, its judgement is swift and you don't want to accidentally get electrocuted by your own array.

# TERMINATOR

## NOTATION

Create (if a Human is Contained within a Circle with a depth 0.1% the surface area of the array) a Containment Field in the shape of a Dome one hundred times the size of the array's surface area that excludes Humans.

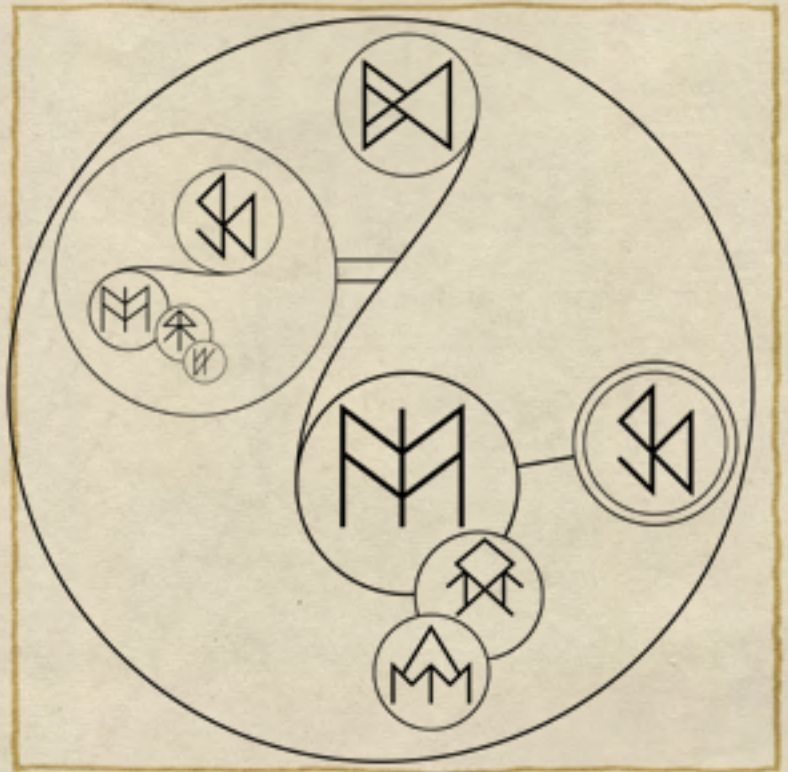
## DESCRIPTION

The Terminator does exactly what the name says: it terminates, humans specifically. It does this by creating a very large containment field that excludes humans. As with all containment fields, if a human is already present when it is being excluded then it will be disintegrated. The containment field is in the shape of a dome as the array will be carved three times on the musket or pistol ball, to ensure better coverage and to make the final shape of the effect as close to a sphere as possible.

This sphere will be roughly one metre in diameter. This means that wherever a Terminator bullet hits you, everything within half a metre will be destroyed in a blink of an eye. As long as you don't hit someone's hand or foot, you are almost guaranteed that the containment field will overlap either their torso, head or a major artery. It takes a miracle for someone to survive this.

You might be wondering "Why not a two metre diameter? Surely that will always make sure they're dead", and there is a very good reason why it isn't that big: collateral damage. The array doesn't destroy humans, it creates a containment field that destroys humans. A fine but important distinction as the containment field doesn't stop at the extremities of the person being shot, it keeps going until it hits its one metre barrier. This means that if you are standing right next to someone that got hit by a Terminator, you could very well be terminated yourself.

For something so violent and deadly, the Terminator surprisingly enough comes with a safety feature. Much like the Constable's Friend array, this array will only activate if a human is within a very thin containment field on the array. This means that you can pick up a Terminator bullet or arrowhead and as long as you are wearing gloves then the array won't activate. You don't want to accidentally terminate yourself.



# THUNDERSTRUCK

## NOTATION

Create Lightning in an area Contained to the circumference of the array and to a length 1 million times that of the array's diameter. Apply to this the effect of a Containment field 1/10th as deep as the array's circumference that excludes Lightning. Cast this from the Right Hand.

## INCANTATION

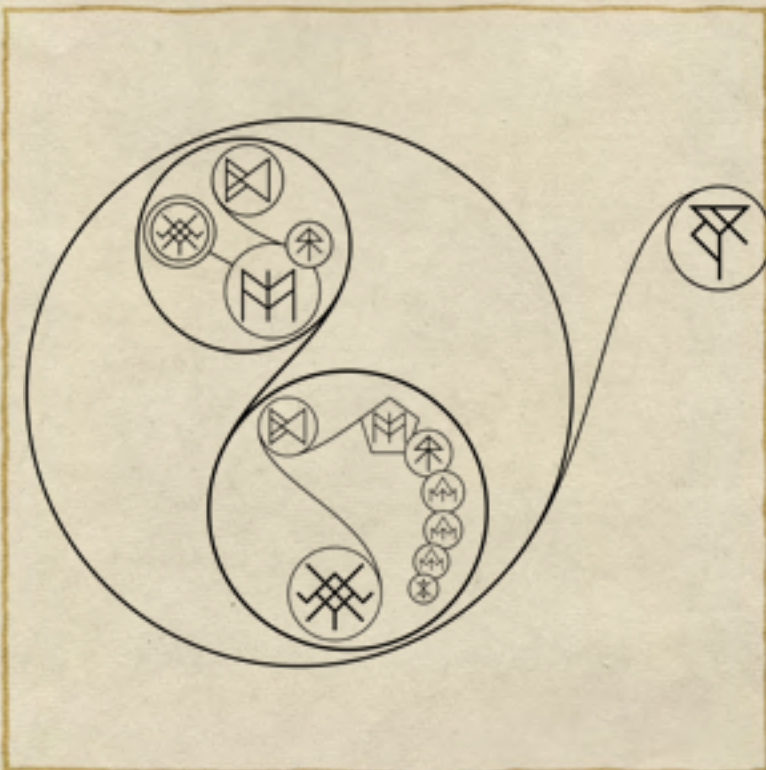
Behg Fîti Blîkse Dün Môk Non Ob Hohd  
Ant Rônde Ant Mûrgrot Durî Cob Kîti Dün  
Fîti Ob Hohd Ant Rônde Sôner Blîkse Cob  
Kîti Ent Fin Regahnd.

## DESCRIPTION

It's quite a mouthful to incant and nearly a paragraph to notate, but I'm sure you will instantly see something familiar in this incantation, and that is the Hammer of the Gods array. It is the very same array that the airships that float above the clouds of Alfresia in the world of Aard use for their thunder cannons, but only shrunk down to fit, quite literally, in the palm of your hand. With a range of one million times the array's (or in this case your hand's) circumference, the Thunderstruck incantation can hit anything that you can see. For all that, I am sure you can imagine what would happen if you link yourself to an object by a bolt of lightning. You might kill it, but you know you will die in the process.

That is why the Secondary Array exists. It is the safeguard that a person needs that the airship can do away with. If a wooden cannon gets destroyed, it means nothing, however a person only has one chance. The secondary creates a containment field right against the array (or hand) that excludes lightning. This means that the lightning bolt can still fire (because the Secondary Array does not cover the whole containment field created by the primary array), but the lightning created can not bounce back or even touch your hand. It will be as if the lightning starts in mid air.

While a lightning strike is an immensely powerful weapon to have in one's arsenal, just remember that because of the safeguard Secondary Array, the incantation is quite long, which means it will not be easy to ever use this in combat.



# TIME SAVER

## NOTATION

Stop Time, in an area as wide across as the array with a depth 1/10th the array's diameter, if Fire, Iron, Wood, Gold, Silver, Lead, Tin or Copper is present.

## DESCRIPTION

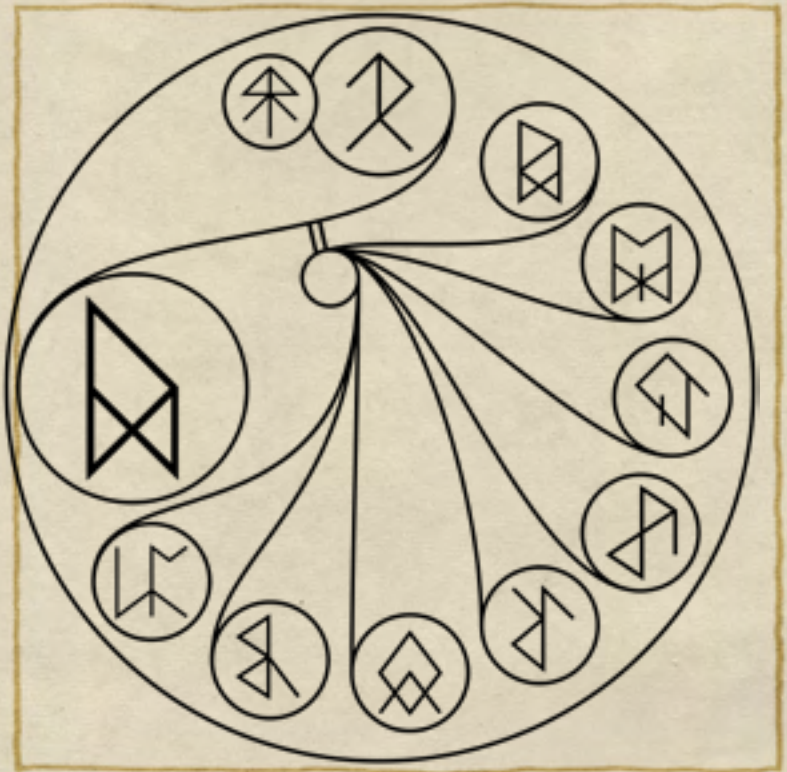
They say that time is a thief that steals from us everything we love. Every heartfelt moment of joy, gladness, love or sadness is snatched away by time. Our youth, our vigour, our strength is all stolen by time. And even our friends and loved ones will be taken, one by one, by time until he comes to take our very lives. For something so cruel, yet so powerful, it seemed only fitting that man himself bring time to heel and force time to save what it also takes.

The Time Saver array, other than being a pretty little array, works in a straightforward manner, but as we have come to learn about the runes and arrays, it is not in their design and function but in their application that they truly come into their own as ingenious tools for survival and profit.

This array works by stopping time if it senses any of the eight materials. That's it. This array is most commonly seen on bucklers and shields where it can be expertly wielded to target incoming musket and pistol rounds and melee weapons; however the skilled at heart and deft at hands could of course wear this on their clothing, they had best be careful not to accidentally stop time in any part of their body they wish to keep.

While stopping time would indeed stop any round, arrow, blade or cudgel coming your way, logically they would continue on their path as this effect wore off. This is why you should be quick on your feet if you choose to use this array as it will only give you a few seconds at best to move out of the way before the energy in the array wears off. This few seconds should be all the time you need, though, to turn the tables on your opponents. A blade aimed at you that is now suddenly frozen in mid-air will surprise the most cynical of killers, if only for a heartbeat, but that is all the time you need to end the fight. Similarly, a musket round caught in mid-air in front of your chest can easily be sent on its way once you've stepped aside, and if you managed to position yourself between two opponents then they have done the job for you.

The Time Saver array requires a lot of skill to be used properly, but the rewards are well worth the time put in.



# TRANSCENDENCE

## NOTATION

Transmute Human into Light and Sound at a frequency of 200 Hz if Human Blood is present.

## DESCRIPTION

“Transcendence” literally means to “climb above” and most use this to describe a spiritual journey and exercise to climb above this world and reach a next plane of spiritual existence. Some monks fast and meditate for years before reaching this transcendent state where they claim they are in tune with the music of the world. Priests of course say we must first shed our mortal coil before we will reach transcendence in the afterlife, but only if we are faithful to their gods.

The footmen on the streets of Middelburg however have found a far quicker means to achieve enlightenment: at the end of a barrel.

The Transcendence array is named as tongue-in-cheek, ironic and sarcastic as all arrays are where footmen are involved, but at least it gives a good show. This array is only possible because of the Invert rune. When applied to the Transmute rune, the Invert rune inverts the flow of transmutation. Rather than light and sound being transmuted into humans, humans are now transmuted into both sound and light. This is the only way that you can transmute one thing into several.

The other interesting thing to note is that this array produces a specific frequency of sound, two hundred Hertz to be exact. This is because the Sound rune produces exactly one kilo-Hertz frequency when created or transmuted. By slowing the sound, it lowers the frequency of sound produced. And two hundred Hertz gives almost perfectly the key of G, a key made for bombastic and glorious musical pieces

So with all this light and show, what exactly happens? Well once the musket or pistol round enters the body, it transforms the person it enters into flash of light with an accompanying blast of sound. With the energy contained within a human body, this is no small flash or bang. The light can be seen from blocks away and the sound is like a church bell hit with a war hammer. Other than giving the poor unfortunate a proper send off with all the pomp and circumstance of an emperor, it also serves to blind, deafen and disorient the victims comrades, giving you and yours the chance to kill them as well.

Unfortunately, once someone has “transcended” everyone and their mother will know something is amiss and the constables won’t be far behind. Best to use this once and get done with your business before your hear the constables’ whistles.



# UNLUCKY ROUND

## NOTATION

Pull Human at a speed of 1000 m/s.

## DESCRIPTION

Physics is a funny thing and often counter-intuitive until you give it some serious thought, and if you want to be the best runewright you can be, then you surely must give good old physics as good and serious a thought as you can.

One of the three laws of motion in physics is that every action has an equal and opposite reaction. This is just one of those things that has to be, the universe wouldn't exist as we know it without that particular law. Lucky for us, among everything else this physical law does for us in our daily lives, it also makes this array work.

That is because there is no real difference between a push and a pull and there is no particular emphasis placed on the direction in which a force is applied. What this means is that there is no real difference in the impact between you running into a bullet at the speed of sound, or the bullet flying at you at the same speed.

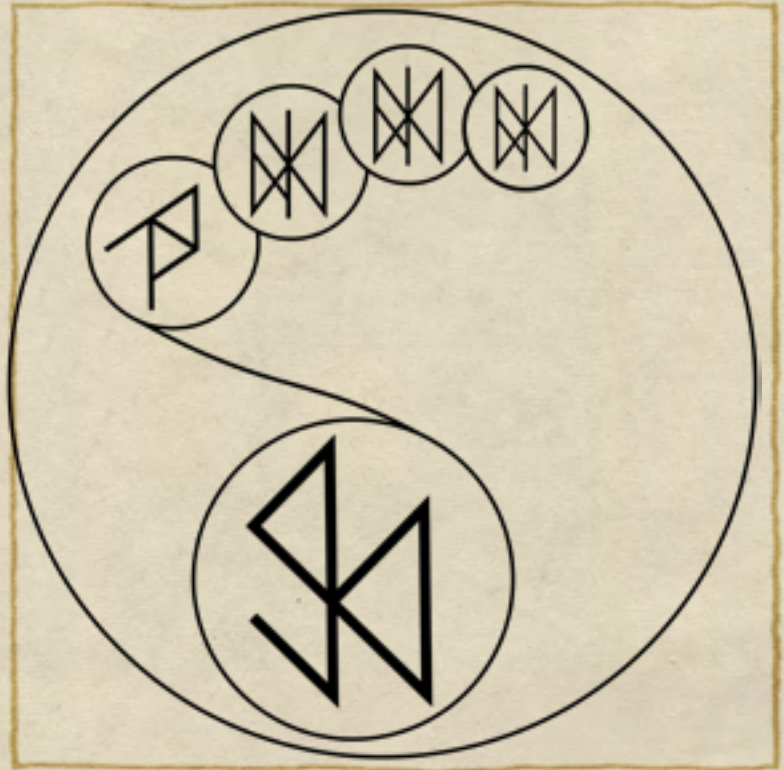
All that is precisely how the Unlucky Round works. It is inscribed on a musket ball, but this round isn't ever fired from a musket or a pistol. Rather it is left around wherever it can do the most damage as a type of booby-trap. Then, whenever someone gets close to the round, it will attempt to pull that human toward it as a speed of a thousand meters per second, but the round can't actually pull the human closer. Instead, the musket ball will be propelled towards the human at that thousand meters per second.

In a twist of irony, thanks to the third law of motion, the human acts as their own fatally fired musket.

Now, it must be mentioned that in all cases this array must be modified in some form or fashion, most often with a containment field within which the array will work. We haven't put that here as it will depend entirely on the context that you find yourself in, but it can't just be left as is or it will go seek for the nearest human anywhere on the planet if it has enough energy.

Also, while this array has to be pre-charged before it can work, you should never pre-charge it before you place it as a trap as you will be the nearest human to it and it will come straight at you.

And lastly, if you want to do even more damage, remember that you can inscribe other offensive arrays onto the same musket ball as the Unlucky Round, meaning that when it does hit someone, the other array will activate and cause quite the calamity.





# VANITY'S TOMB

## NOTATION

Stop Time, excluding Light, in a Domed area 100 times the array's size and apply to this the effect of 1 lumen of Light Created per square metre.

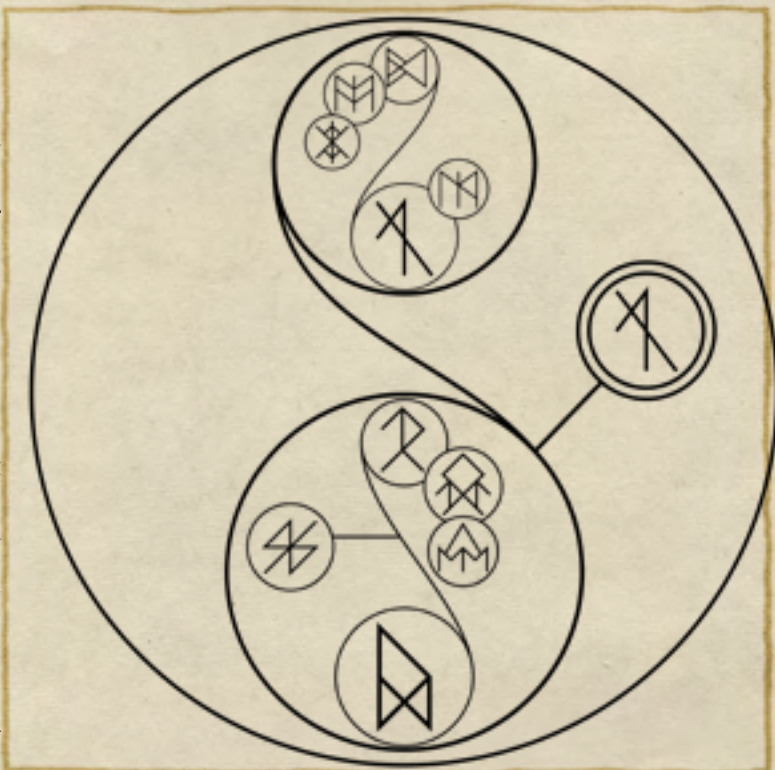
## DESCRIPTION

No other defensive array has a hundred percent success rate. No other defensive array can save you every single time. That is a title and award only the Vanity's Tomb can claim. However, saying that this array "saves your life" is perhaps only correct in the technical sense. Should you ever use this array you will never (well, almost never) be able to do anything else. That is because this array stops time. It is intended to be an array of last resort, to be used only when you are sure you are going to die.

The Vanity's Tomb is normally inscribed upon a small disk ten centimetres in diameter so that the effect is ten metres across. If you think you are about to die, simply touch stone to disk and you will be saved from death, only to be frozen. But they say it's better to be trapped in a type of suspended animation for who knows how many decades or centuries with the slim hope that someone in the future will be able to save you, than to be killed.

There's a few interesting features about the Vanity's Tomb than simply stopping time. The first is that it stops time for everything, except light. This is very important, because if it didn't exclude light from this effect (and thus light was stopped along with everything else) all you would see from the outside the effect is a black dome, since if light can't move, it can't enter our eyes and we can't see where it came from. So if you ever want someone to find your unliving statue and hopefully make preparations for your now-quite-predictable-future, you want light to be able freely move throughout the array's effect.

Other than the trigger for the array (which is fairly standard in order to save up enough energy to freeze all matter within ten metres for decades if not centuries) the second interesting feature about this array is that is meant to glow. Unlike the ability to allow light to pass through the time frozen dome, this feature is for the good of others, not the one stuck inside. If you chose to freeze yourself for the foreseeable future, you don't want some poor innocent bystander to walk past and unknowingly get a hand or foot stuck in the time-field and then be glued to your dome for the rest of their life, now do you? That is why this dome glows ever so softly and gently, to warn others not to come closer.



# WALKING BOMB

## NOTATION

Transmute Human, of a size 100 times that of the array, into Stone; and Push Stone at a speed of 100 m/s.

## DESCRIPTION

By just looking at the array, you can immediately see why the constabulary of Middelburg have taken such a dim view of the Walking Bomb array. The name alone tells anyone that this array wasn't made for any other reason than for murder, except perhaps an entertaining execution. If you carry musket or pistol rounds inscribed with the Walking Bomb array inscribed, the constables won't think twice before arresting you and throwing you in gaol. You wouldn't even make it to the courtroom.

The danger, and effectiveness, of the Walking Bomb comes not from transmuting human flesh into stone, but rather from the runic explosion that comes afterward. Turning a human into stone will kill them will them regardless of the Push rune in the array or not. The Sculptor array does this quite well. The true malice, or genius depending on who you ask, is that Push rune. By pushing the newly created stone so quickly, and from inside that very stone, the array creates an explosion.

The speed of the force rips apart the ex-human statue and flings it at everyone in the vicinity at a speed of one hundred metres per second, or three hundred and sixty kilometres per hour. This array was not create to kill only one person, it was designed to kill a room full of people.

As with all violent arrays there are some safety features built in. The Gargantuan rune modifying the Transmute rune means that there is an energy threshold that needs to be reached before the array activates, a threshold the energy from a musket and pistol won't reach. This ensures that the array doesn't turn your arm into a stone bomb as you fire the round. The Hasten runes modifying the Push rune works in the same way. This also ensure that the round goes into the victim's body first before activating, causing maximum damage.



# WATER JET

## NOTATION

Push, at speed of 100 m/s, Water, at a size 100 times the size of the array.

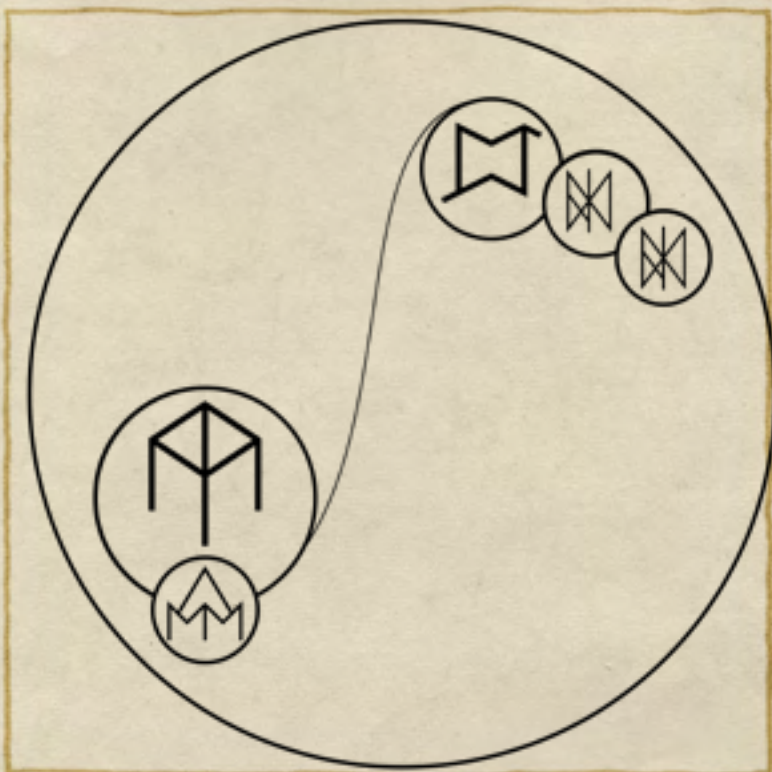
## DESCRIPTION

Between the name and the notation I am sure you have already worked out what this array is. It is a water jet engine. It may be unfamiliar to some realms' engineers but it serves the same purpose as those water jet engines we have in other worlds: to push water really quickly in one direction to make a vessel go really quickly in the opposite direction.

A hundred metres per second is three hundred and sixty kilometres per hour. That is one hell of a speed. It is not surprising that dockworkers die every year when they are unlucky enough to walk in front of this array while repairing ships. For large ships, this array is usually set into a special jet cylinder (to channel and direct the water) that is one metre across. This means that a hundred cubic metres are pushed out every second at speeds greater than the speed of sound. This could be a weapon in its own right, but it serves a more practical purpose: emergency propulsion for warships.

Warships are large and heavy beasts and during combat they need to be able to move at a moment's notice. With the lethality of the runes, every canon shot coming a ship's way could be the last so dexterity and swiftness is often more important than armour and shields. The Water Jet arrays (and their housings) are fitted onto ships to aid this, when these are activated the largest and heaviest of ships can prance around the water like small fishing boats. There are precious few ships which operated purely by jet power, most are still sail driven, so these jets are purely for combat or emergency use.

The other type of ship that has an everlasting love for this array are pirate ships. Often smaller, sleeker, and more nimble than great warships, pirate vessels still employ these Water Jets. They don't use them for combat as such but for that extra boost in speed it can give them to catch up to fleeing merchant vessels. Often times pirate ships will have so many jets on them that when they are activated the ships actually lift off the water with the force of the jets.



# WIND SHEAR

## NOTATION

Create a Containment Field as wide across as the array and 100 times as long that excludes Animals, Wood, Stone, Iron and Light if these materials are present.

## DESCRIPTION

Not as clumsy as a musket. An elegant weapon of a more civilised age.

The Wind Shear array is more than just an array, in fact it cannot even function properly as just an array, it is a tool and a weapon, it is an extension of the body put to beautiful if lethal purpose. The Wind Shear is an array put on the top of a sword hilt instead of a blade and the rest is easily imagined. This ephemeral sword can cut through nearly everything and absolutely

nothing can stop it, not even another wind shear sword, for there is really nothing to stop other than a containment field and no containment field can stop another.

The array as shown above is incomplete. In order to be an effective sword, this one must be able to be "sheathed" and such it can't be "on" all the time or you might cut your own leg off by mistake. As such the Create rune and affect line requires an additional Conditional that can act as a switch (most often a physical one on the sword) through which you can turn on or off the containment field. Whatever material and rune you use to trigger the "on switch", remember that you can't then use that as a material that this array destroys.

Which leads us onto the next part...

There are only five materials that this array destroys, but this is merely for ease of viewing. True Wind Shears are easily adaptable to the environment and to the skill of the person drawing it and so you can add as many materials as you want in there. Some Wind Shears have thirty or forty materials that it destroys, ensuring that it covers all its bases.

Just remember to keep the Light rune in there as it serves two purposes. Firstly, it acts a guide for where the "blade" of this sword is, so you don't under- or overestimate its length and cut off something of yourself that you'd rather not part with. Secondly, a midnight black blade that can cut through anything and can appear from thin air is as useful a negotiation tactic as the stoutest cannon. Many a man has backed down from a fight when a wind shear sword has been turned on, knowing what comes next.



# WIZARD'S ENVY

## NOTATION

Heat Iron at a rate of 100 degrees Celsius per second within an area in the shape of an Inverted Dome 100 times as wide across as the array and 10,000 times as deep as the array's diameter. Cast from the mouth.

## INCANTATION

Begh Yst Dün Ob Watze Ant Schniv Sepa  
Cob Dün Ob Hohd Ant Mürgrot Non Küp  
Ant Omkirdi Non Rônde Ant Grot Ant  
Mürgrot Tüwe Cob Ent Fin Bek.

## DESCRIPTION

It is a staple cliché in many realms in the universe that wizards are clad in loose cloth robes while the warriors encase themselves in as much steel as they can find. The warriors are the knights in shining armour while the wizards are the mysterious mages. It is a way to easily distinguish two very different types of characters in many legends. After all, if a wizard could wear armour, wield a sword and then cast magic as well then what use is there for a warrior?

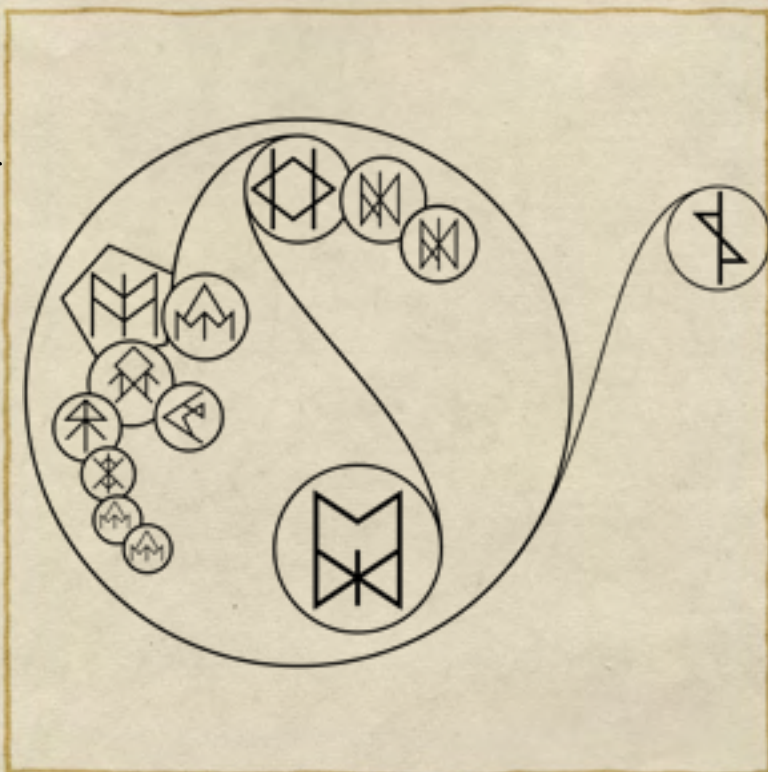
But you surely must feel for these wizards, watching these mighty warriors with their brightly shining (and often gilded) suits of armour crafted by the finest artisans, bedecked in fancy tabards and robes, their coat of arms proudly worn on their shields while a colourful and symbolic crest sits atop their helms. That is the sort of thing sagas and songs are written about. And all the while, all the wizards have is a faded old robe, a tattered pointy hat and a long walking stick.

So why wouldn't a wizard start to get envious after all the attention these pretty boys in their armour seem to get? Why wouldn't a wizard start making plans, devious plans, to even out the playing field. After all, if a wizard can't wear armour, no one should! It's only fair.

And that's where this incantation comes into play. Dreamed up by a very bitter and spiteful wizard, the Wizard's Envy incantation creates an inverted and stretched dome (otherwise known as a rounded cone) that heats up all iron (and thus steel) within it by a hundred degrees Celsius a second. The intent here isn't to melt the iron and steel, since that would require holding this spell on target for almost half a minute. Rather it is just to make the cost of wearing armour greater than the reward.

After less than two seconds, the weapons and armour wielded by the warriors caught up in the cone would already be over boiling point and far too hot to touch with bare hands. Less than four seconds into the spell and they would be over three hundred degrees Celsius and would start to burn and overheat the warriors no matter what are wearing underneath. The only thing the warriors will be able to do is to throw down their weapons and try and get out of their armour as quickly as possible.

And now the warrior and the wizard are on equal footing, no weapons and no armour. Well, the wizard still has magic, but why fight a fair fight?



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