

DWARVEN GLORY

Rules Supplement: Runecasting

As stated in the *Core Rules*, a **rune** is a particular magic effect which is linked to a specially-prepared carving. This supplement provides additional rules, clarifications, and examples of common runes.

Runecasting consists of three elements; scribing a rune, preparing its arcane energies, then triggering the effect. Scribing a rune requires tools and generally takes 1 turn for wood, 1 hour for stone, and 1 day for metal. (This is typically done before the start of an adventure.) Preparing a rune infuses it with arcane energy and requires 1 turn. To then trigger a prepared rune, the caster must touch it and recite an appropriate poem or ode, taking 1 round. A Lore check is then made, success meaning that the rune is activated as expected. Failure does not destroy a rune, and the caster may try again next round. Unless otherwise stated, each rune lasts for a full day once activated. A maximum of 1 rune per caster level can be prepared at a time (usually at the start of each day). A runecaster cannot prepare or trigger runes while wearing medium or heavy armour or using a shield.

Common Runes

The following list of 20 common runes are those best known to runecasters:

d20 Roll	Rune Name	d20 Roll	Rune Name
1	Beast-Rune	11	Luck-Rune
2	Berzerk-Rune	12	Poison-Rune
3	Binding-Rune	13	Sanctuary-Rune
4	Catch-Rune	14	Shield-Rune
5	Cunning-Rune	15	Shout-Rune
6	Curse-Rune	16	Sight-Rune
7	Death-Rune	17	Speed-Rune
8	Fortune-Rune	18	Strength-Rune
9	Healing-Rune	19	Triumph-Rune
10	Iron-Can't-Bite	20	Wisdom-Rune

Rune Descriptions

Beast-Rune: This rune allows the runecaster to understand the speech of a particular animal. When shaped, the rune must name the animal it is intended to affect; an exact identification must be provided (not “any bear” but “the bear that lives in the big cave at the mouth of Färstä’s stream”). Once the rune is carved, the caster can converse with that animal as if by normal speech, both man and animal understanding each other.

Berzerk-Rune: This rune is shaped upon the haft or hilt of a weapon. In battle, the wielder can call upon the rune’s power to enter into a berzerk fury for one battle. While berzerk, the character can make two melee attacks per round, but cannot flee from battle. Afterwards, he must rest two full turns or be exhausted (–2 to hit and damage, cannot run, cannot berzerk until rested).

Binding-Rune: This rune is shaped upon a collar, a saddle, or any other object potentially worn by an animal. If this object is placed upon an appropriate creature, it will regard the runecaster as a trusted friend and ally. Actions which place the animal’s life in direct danger allow a saving throw to break the charm. (Note that communication is not enabled by this rune.)

Catch-Rune: This rune must be tooled onto the palms of a pair of leather gloves. Once activated, the wearer can make an Athletics check to deflect or catch any weapon – arrows, spears, axes – which are shot or thrown at him. If successful, he deflects or catches the weapon and suffers no damage. If the attempt fails but the attack succeeds, the character suffers 1 extra point of damage. The rune is not effective against siege weapons and other large projectiles (such as boulders thrown by giants).

Cunning-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Subterfuge skill checks when worn. When shaping the rune, the runecaster must include the recipient’s name.

Curse-Rune: This is a highly-charged and emotional rune to use, since it is a grave insult to the individual named. To fashion this rune, the runecaster must name a particular target and cite the wrongs he has committed. (The rune fails if there is no just cause.) These runes are cared upon a pole, set in the ground, and topped with an animal skull. The named target suffers a –1 penalty to all d20 rolls for the day.

Death-Rune: This rune must be shaped for a particular weapon to be used against a specific named target. When used in combat against that opponent,

the weapon will inflict double damage on its first successful strike. The enchantment is lost if the weapon strikes any other target.

Fortune-Rune: Used by seers, the fortune-rune allows the caster to predict fate. Each rune must be fashioned for a particular question, then activated by throwing the rune to the floor while beseeching the Norns. The rune will tell whether a given action will bring good or bad results for the immediate future (or “nothing”, for actions that are neither good nor bad). The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

Healing-Rune: This rune must be carved onto a cup, goblet or drinking horn. When filled with fluid and the rune activated, the cup’s contents are transformed into a healing potion which restores 1d8+1 hp to the drinker. The potion’s efficacy lasts only 1 turn.

Iron-Can’t-Bite: This rune (much valued by warriors of all types) must be carved onto a suit of metal armour. When activated, the armour provides Damage Resistance 1 to its wearer unless he flees from combat (which dispels the enchantment). This rune does not stack with other sources of DR.

Luck-Rune: Typically carved upon a wood or stone talisman, this rune allows the bearer to reroll one failed saving throw when called upon. (The rune is expended even if this reroll is unsuccessful.) When shaping the rune, the runecaster must include the recipient’s name.

Poison-Rune: This rune must be carved onto a cup, goblet, or drinking horn. When filled with fluid and the rune activated, the cup’s contents are transformed into an elixir which counteracts poison if used promptly. The elixir’s efficacy lasts only 1 turn.

Sanctuary-Rune: This rune is placed upon a door or portal, and discourages outside creatures from entering the portal. Specifically, it prevents random encounters from passing through, providing safety to those within.

Shield-Rune: When carved upon a shield and activated, the wielder will automatically parry a death blow (any physical attack which would reduce the character’s hit points below zero), negating all damage. The shield is sundered once used in this manner, rendering it useless.

Shout-Rune: This peculiar rune can be used to free others, or sometimes oneself, from bonds and fetters. It can also open locks. To use, the runecaster must carve the rune on the bonds themselves, then shout to activate the rune, which undoes the restraint or lock.

Sight-Rune: The bearer of this rune can see things beyond the ken of normal folk, specifically objects or beings that are invisible (such as spirits).

Speed-Rune: This rune is placed upon a set of footwear (even a horseshoe will do). When activated, it increases the movement rate of the wearer by one ‘step’, equal to 2 AC (e.g.; a dwarf with MV 6” would increase to 7½”).

Strength-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Athletics skill checks when worn. When shaping the rune, the runecaster must include the name of the strengthened person.

Triumph-Rune: This is a much-desired rune because it improves a warrior’s skill in battle. It must be inscribed on a melee or thrown weapon, and provides a +1 enchantment bonus to attack and damage rolls. The rune’s power is lost if the warrior defeated in battle or fights using another weapon.

Wisdom-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Lore skill checks when worn. When shaping the rune, the runecaster must include the name of its bearer.

Learning New Runes

A starting runecaster may choose to master runes in exchange for initial equipment. Additional runes must be gained through adventuring. Although runes are a written type of magic, a character cannot learn how to use a rune just by studying one. There is much more to mastering a rune than simply writing it. The runecaster must have a living example of the rune – either insight, instructor, or divine intervention. Learning runes from an instructor requires a teacher of higher level than the character and typically involve a high cost and/or some form of service (a “special quest”).

Power Runes

As stated earlier, a runecaster can only prepare 1 rune per caster level. One way to bypass this limitation is to create **power runes**. Each power rune must be invested with some of the runecaster’s personal power, requiring 100 gp, 50 XP, and one day of time. Once created, a power rune does not count against the number of runes prepared by the caster. In addition, it can be triggered normally by any runecaster (not just its original creator).