Rune Magic

d20 system

Requires The Dungeons and Dragons® Player's Handbook For Use.

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1. Introduction

Most people believe, that Amabea, the greatest god and creator of all other gods, created all live on Skayefare. Depending on whom you ask, he created the dragons first, or the elves, or the kobolds.
But when you ask the dwarves, you will be astonished to learn, that they do not believe, that Amabea created them first. They will tell you, that the god first created the older races, from which sprang all the younger ones. From the feen came elves, lizard-men and chuor. From the older dragons came the younger dragons, who have died out now. And from the raula came humans, trolls and giants.
When you ask, who the feen were, the dwarves will tell you, that they where powerful warriors, fast and agile, but great magicians, too. Their children, the fairy-races, are mere shadows of their might.
When you ask, in what the older dragons where different from the younger ones, they will tell you, that they where even more fearsome, armed with a skin of adamant and claws hard as diamonds.
But when you ask who the raula were, they will only tell you, that they where the true masters of the runes.
When you finally dare to ask about the runes, they will stay silent but tell you in the end, that this is knowledge best left forgotten.
And only when you ask, from which of the older races the dwarves did stem, they will stay silent even longer.

Rune magic – the most mysterious magic. The most obvious magic, too. And probably the slowest apart from those annoying rituals. While arcane and divine spell-casters draw their might out of the thin air, rune-mages need hours to write or carve their magic. Or so it seems.
While it is true, that the typical rune-crafter will need quite a while to get to results equalling even the simplest spell, they can craft a rune equalling the mightiest magic in the same time.

The rune-system presented on the following pages, allows characters to learn how to write, carve, sing or even dance a rune-web. While most of these characters will not achieve such flashy results as wizards, they can stand their ground against any character. The runes are slow, but powerful and a well prepared master of the runes has nothing to fear from any spell-slinger, who never grasped the highest form of magic. (runecrafters can be a really annoying bunch, when it comes to their craft).

Painting and writing the runes:
For artistically inclined role-playing gamers, it can be fun to invent a system of signs, symbols and letters with which they can write the runes.
If the game master wishes so, he can require each player of a rune-crafter to truly write each rune-web, that his character wants to craft.
But this should only be required with the consensus of all involved, since only few role-playing groups require their bard-players to sing, their fighter-players to perform a fight or their cleric-players to pray.
On the other side, a game master, who shows his players a completed rune-web on his maps, will be rewarded with a bit of extra-flavour.

What are runes?:

Runes are just signs, symbols, pictures or pictograms, depending, on whom you ask. And all of these people are right. Anybody, who says different lies or got no true understanding of the runes. No rune got power in itself. To get any results from these runes, you got to put them into a context, you got to write, or sing them, give them a form and imbue this form with power. Thus you will create a rune-web. And only a rune-web will have power. Ignorant people believe these rune-webs to be runes, but the runecrafters and rune-singers know better.

Any rune as part of a rune-web, that is to be empowered with energy got to have a three-dimensional existence. Runecrafters succeed in this requirement through carefully carving or writing the runes in a special order, giving two dimensions, and chanting words of power, adding in this way a third. Runesingers sing and play their songs, so that their singing and playing creates a picture out of sound. The second component for any rune is time. No rune can be created without time. While creating the rune in a given time in all three dimensions, it will draw magical energy from the surrounding and store it. Therefore, no rune can be created in an area without magic energy, but, because it keeps the energy, it will work in such an area, once created. The last component for any rune-web is the energy of a living being. Therefore any runecreator will take subdual damage, whenever he activates a rune-web.

The only way to recognize one rune from another, is the form given during the creation. But because this form and the words chanted, sung, prayed or just said, are just an expression of the mind, a container for the magic, no school will teach the same runes for the same effect. Therefore one school may write a rune, representing fire in one way, another will write it differently. And no two schools are completely compatible to each other.
That is one reason, why it is so difficult to tell one rune web from another.

2. Classes

Runecharlatan (ruch)

Runecharlatans are runecrafters, who believe the simplified rune-webs to be runes. Most of them do not know anything about the true power of runes and the possibilities lying in them. They learn simplified rune-webs only.

Adventure: Runecharlatans may be calles "charlatans", but this name applies only to their knowledge of true runes. They are good at what they do and may think of themselves as great wizards.

Most often they have learned their craft from books or old masters, i.e. they tend to be more of the scholarly type. Going on adventures tends to be a search for knew knowledge or better understanding of the "runes" they write.

Alignment: Knowledge is not the prerogative of any alignment, nor is the ability to write simplified rune webs.

Characteristics: Runecharlatans are not as such charlatans. They simply do not know better. Maybe they come from a society with less knowledge about runes and to much was forgotten. Maybe they got the wrong teachers. All in all, they do not differ much from true runecrafters accept in their abilities.

Other Classes: Rune-crafting is never fast. The same can be said about crafting simplified rune webs. Like their brethren the runecrafters, the runecharlatans therefore depend heavily on the protection of other characters while the craft their webs.

Lesser Rune-Charlatan:
Try an alternative version of the rune-charlatan, if you want to try your hands on a rune-warrior:
The rune-charlatan receives only one simplified rune-web per level, but uses the fighter base-attack-bonus instead of the clerics/ rogues BAB.
Because simplified rune-webs are rather slow and do not greatly influence combat activities directly (i.e. only when the character is prepared), the character will not outshine the fighter (or for that matter: babarian, paladin or ranger) in combat, but still got interesting alternatives in other gaming-situtations.

Game Rule Information

Runecharlatans have the following game statistics:

Abilities: Intelligence is the most important ability for runecharlatans, because craft [simplified rune-web] is based on intelligence.

Because runecrafting requires some energy, a good constitution is also valuable to a runecrafter.

Alignment: any.

Hit Die: d8

Good Saves: Fortitude, Willpower.

Money: 5d4 * 10 in sp

Class Skills

The runecharlatan's class skills are Activate Rune Tattoo, Alchemy, Appraise, Concentration, Craft, Craft (simplified rune-web), Decipher Script, Diplomacy, Forgery, Gather Information, Knowledge (any), Perform, Profession, Sense Motive, Speak Language, Spellcraft, Use Magic Device

Skill Points at 1st level: (6+Int.modifier)*4

Skill Points at Each Add. Level: 6+Int.modifier

Class Features

All of the following are class features of the runecharlatan:

Weapon and Armor: A runecharlatan is proficient in all simple weapons as well as all light armor and shield.

Heavy armor causes an armor-modification of –1 to all rune-crafting checks.

Bonus Feat: The runecharlatan receives bonus-feats like a wizard, but these bonus feats must be used for feats from the list below:

Create Rune Tattoo, Faster Writing, Runic Energy Flow, skill focus or any kind of arcane feat (metamagic, eldritch, shamanic etc).

Free Feats: The runecharlatan receives the feats Craft Simplified Rune-web and Learn Simplified Rune-Web for free on first level.

Simplified Rune-Webs: The runecharlatan receives two free simplified rune-webs each level. These simplified rune-webs are in addition to any simplified rune-web the character may get through any other means.

level	BAB	Abilities
1	+0	Craft Simplified Rune-Web Feat, Learn Simplified Rune-Web Feat, Simplified Rune-Web.
2	+1	Simplified Rune-Web
3	+2	Simplified Rune-Web
4	+3	Simplified Rune-Web
5	+3	Simplified Rune-Web, Bonus Feat
6	+4	Simplified Rune-Web
7	+5	Simplified Rune-Web
8	+6/+1	Simplified Rune-Web
9	+6/+1	Simplified Rune-Web
10	+7/+2	Bonus Feat, Simplified Rune-Web
11	+8/+3	Simplified Rune-Web
12	+9/+4	Simplified Rune-Web
13	+9/+4	Simplified Rune-Web
14	+10/+5	Simplified Rune-Web
15	+11/+6/+1	Simplified Rune-Web, Bonus Feat
16	+12/+7/+2	Simplified Rune-Web
17	+12/+7/+2	Simplified Rune-Web
18	+13/+8/+3	Simplified Rune-Web
19	+14/+9/+4	Simplified Rune-Web
20	+15/+10/+5	Bonus Feat, Simplified Rune Web

Runecrafter (ruc)

Runecrafters are persons, who have devoted their lives to write, carve and craft runes.
Adventure: Most often, the runecrafter is brought to an adventure through his search for forgotten rune law.
Characteristics: Because theirs is a slow form of magic, they try to plan ahead. On the other side, they strongly believe, that they wield the truest and strongest form of magic.
Alignment: Runecrafter can be of any alignment
Religion: For some runecrafters, the runes are godgiven, for others, it is just another kind of arcane magic. This probably depends on their upbringing.
Background: Runecrafter can come from any background. They could have learned their craft from an old tribal shaman, or have studied it under an old mage. Dwarves consider runes to be an ancient and sacred tradition, that must be created with respect and devotion. Therefore only the worthiest are allowed to write the runes.
Other Classes: Because runecrafting is something enigmatic, runecrafter try to keep a bit of a distance between themselves and other characters. On the other side, runecrafter, who are able to create tattoos can be very popular.

Game Rule Information

Runecrafter have the following game statistics:
Abilities: Intelligence is the most impaortant ability for runecrafter, because knowledge [runes] and runecrafting are based on intelligence.
Because runecrafting requires some energy, a good constitution is also valuable to a runecrafter.
Alignment: any.
Hit Die: d8
Good Saves: Willpower.
Money: 5d4 * 10 in sp

Class Skills

The runecrafter's class skills are Activate Rune Tattoo, Alchemy, Appraise, Concentration, Craft, Craft (runewriting), Decipher Script, Diplomacy, Forgery, Gather Information, Knowledge (arcane) , Knowledge (runes), Perform, Profession, Sense Motive, Speak Language, Spellcraft, Use Magic Device
Skill Points at 1st level: (4+Int.modifier)*4
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

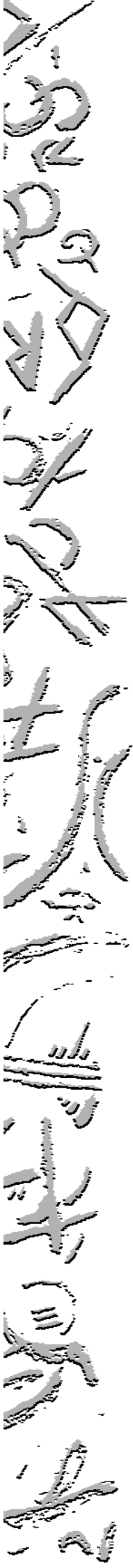
All of the following are class features of the runecrafter:
Weapon and Armor: A runecrafter may use all simple weapons as well as all light armor.
Free Feats: The runecrafter receives the feats Rune Magic, Faster Writing, and Deeper Rune Knowledge for free on first level.
Extra Simplified Rune-Webs: The runecrafter receives one free simplified rune-web on the following levels: 1st, 5th, 9th, 15th, 19th.
Bonus Feat: The runecrafter receives bonus-feats like a fighter, but these bonus feats must be used for feats from the feat list in this guide or skill focus.
Rune-Crafting: The rune-crafter learns to craft runes. He makes a level check against a DC of 4 +2 per level of the rune +1 per level of the rune-web. This level-check does not stack with or add to the craft [runewriter] skill, although 5 ranks in the craft [runewriter] skill grant a synergy bonus of +1 to the level check. The rune-crafter adds his intelligence bonus to this level check.
In most aspects, this class-ability works just like the skill, allowing the character to take ten or twenty etc.
This level-bonus does not stack with the level-bonus a runesinger receives.
Rune-Crafting-Bonus: The rune-crafter receives a bonus of +2 on his rune-crafting level check on first level.
Advanced Rune-Knowledge: The rune-crafter got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

RuneType	rune-level
Utility Runes	½
Minor Runes	1
Mod. Minor (i.e. Direction, Attribute)	½
Mod. Master	2
Names	1/3
Numbers	1/5

A rune-crafter could learn with one point worth of rune-levels two utility runes or one minor rune or one

modification minor rune and one utility rune or any possible combination of other runes.
These bonus points can be used in combination with those points gained from the knowledge (runes) skill.
The points can be pooled, i.e. they need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.
Master Rune: On 3rd and 13th level, the rune-crafter gains knowledge of one additional master rune. These master runes are in addition to any other master rune, the rune-crafter may know.
Advanced Rune Recognition: The knowledge of the runes becomes that great, that the rune-crafter receives a knowledge-bonus of +2 to knowledge (runes) on 7th , 11th and 17th level on checks to recognize runes.

level	BAB	Abilities
1	+0	Bonus Feat, Rune Magic Feat, Faster Writing Feat, Simplified Rune Web, Deeper Rune Knowledge Feat, Rune-crafting ability. Rune-Crafting-Bonus.
2	+1	Bonus Feat
3	+2	Master Rune
4	+3	Bonus Feat
5	+3	Simplified Rune Web
6	+4	Bonus Feat
7	+5	Advanced Rune Recognition +2
8	+6/+1	Bonus Feat
9	+6/+1	Simplified Rune-Web
10	+7/+2	Bonus Feat,
11	+8/+3	Advanced Rune Recognition +4
12	+9/+4	Bonus Feat
13	+9/+4	Master Rune
14	+10/+5	Bonus Feat
15	+11/+6/+1	Simplified Rune-Web
16	+12/+7/+2	Bonus Feat
17	+12/+7/+2	Advanced Rune Recognition +6
18	+13/+8/+3	Bonus Feat
19	+14/+9/+4	Simplified Rune-Web
20	+15/+10/+5	Bonus Feat



Runesinger (Orfinlir Bard) (rus)

The runesinger is a person, who sings the runes and creates rune-webs with song and play. They are not unlike bards and share many abilities with them.
Adventure: Runesinger are half bard, half scholar. They know how to entertain, because their rune-singing skill requires great skill with at least one instrument and a good singing voice. Therefore, they are double motivated to go on adventure: they seek the unknown and try to make a reputation for themselves.
Characteristics: Runesingers can be found as often in libraries as they can be found in taverns or on the street. Most of them very well know about their talent for entertainment. Some are just interested in the rune-knowledge.
Alignment: There is nothing, that would prevent a rune-bard to be lawful or chaotic, neither is there any reason for them to be good or evil.
Religion: Runesingers tend to worship gods of art or of knowledge. Few are the pantheons where one god got both portfolios.
Background: All of them had an education, that allowed them to gain knowledge in the runes and all of them got the talent to sing them.
Other Classes: A runesinger is not to dump to value the knowledge of wizards, nor is he to far away from the joys of the world to understand rogues and barbarians.

Game Rule Information

Runesinger have the following game statistics:
Abilities: Charisma is the most important ability for runesingers, because the runesinging-class ability is based on charisma. Because they are likely to make a living as entertainers, the charisma ability score is even more important.
Because runesinging, requires some energy, a good constitution is also valuable to a runesinger. Intelligence is important for knowledge [runes].
Alignment: any.
Hit Die: d6
Good Saves: Willpower.
Money: 5d4 * 10 in sp

Class Skills

The runesinger's class skills are Activate Rune Tattoo, Alchemy, Appraise, Balance (Dex), Bluff (Cha), Concentration, Craft, Craft, Decipher Script, Diplomacy, Disguise (Cha), Escape Artist (Dex), Forgery, Hide, Intuit Direction (Wis), Jump (Str), Gather Information, Knowledge (any), Listen,), Move Silently (Dex), Perform, Pick Pocket (Dex), Profession, Sense Motive, Speak Language, Spirit Ritual, Spellcraft, Tumble, Use Magic Device
Skill Points at 1st level: (6+Int.modifier)*4
Skill Points at Each Add. Level: 6+Int.modifier

Class Features

All of the following are class features of the runesinger:

Weapon and Armor: A runesinger may use all simple weapons as well as all light armor and shield. They do not receive any special abilities with the rapier.
Free Feats: The runesinger receives the feats rune-magic and Rune Singing for free on first level
Rune-Singing: The rune-crafter learns to sing runes. He makes a level check against a DC of 8 +2 per level of the rune +1 per level of the rune-web. This level-check does not stack with or add to the perform [rune-singing] skill, although 5 ranks in the perform [rune-singing] skill grant a synergy bonus of +1 to the level check. The runesinger adds his charisma bonus to this level check.
In most aspects, this class-ability works just like the skill, allowing the character to take ten or twenty etc.
Rune-Singing-Bonus: The rune-singer receives a bonus of +2 on his rune-singing level check on first level.
Advanced Rune-Knowledge: The runesinger got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

RuneType	rune-level
Utility Runes	½
Minor Runes	1
Mod. Minor	½
(i.e. Direction, Attribute)	
Mod. Master	2
Names	1/3
Numbers	1/5

A runesinger could learn with one point worth of rune-levels two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes.
These bonus points can be used in combination with those points gained from the knowledge [runes] skill.
The points can be pooled, i.e. they need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.
Master Rune: On 3rd and 13th level, the runesinger gains knowledge of one additional master rune. These master runes are in addition to any other master rune, the rune-crafter may know.
Advanced Rune Recognition: The knowledge of the runes becomes that great, that the rune-crafter receives a knowledge-bonus of +2 to knowledge [runes] on 7th , 11th and 17th level on checks to recognize runes.
Runesinger Music: Once per day per runesinger level, a runesinger can use his song or poetics to produce magical effects on those around him

(usually including himself, if desired). While these abilities fall under the category of runesinger music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Each ability requires both a minimum runesinger level and a minimum number of ranks in the Perform skill to qualify; if a runesinger does not have the required number of ranks in at least one Perform skill, he does not gain the runesinger music ability until he acquires the needed ranks.

Starting a runesinger music effect is a standard action. Some runesinger music abilities require concentration, which means the runesinger must take a standard action each round to maintain the ability. Even while using runesinger music that doesn't require concentration, a runesinger cannot sig a rune-web, cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf runesinger has a 20% chance to fail when attempting to use runesinger music. If he fails, the attempt still counts against his daily limit.

Levels in the runesinger class stack for the purpose of calculating the class level for the runesinger magic with levels in the bard or similar classes.

Countersong (Su): A runesinger with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of the runesinger (including the runesinger himself) that is affected by a sonic or language-dependent magical attack may use the runesinger's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the runesinger's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The runesinger may keep up the countersong for 10 rounds.

Fascinate (Sp): Arunesinger with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the runesinger, and able to pay attention to him. The runesinger must also be able to see the creature. The distraction of a near-by combat or other dangers prevents the ability from working. For every three levels a runesinger attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a runesinger makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succceeds, the runesinger cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the runesinger continues to play and concentrate (up to a maximum of 1 round per runesinger level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the runesinger to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Inspire *Courage (Su):* A runesinger with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the runesinger sing. The effect lasts for as long as the ally hears the runesinger sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six runesinger levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A runesinger of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the runesinger. The runesinger must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the runesinger's music. Certain uses of this ability are infeasible. The effect lasts as long as the runesinger concentrates, up to a maximum of 2 minutes. A runesinger can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Suggestion (Sp): A runesinger of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the runesinger's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion doesn't count against a runesinger's daily limit on runesinger music performances. AWill saving throw (DC 10 + 1/2 runesinger's level + runesinger's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Greatness (Su): A runesinger of 9th level or higher with 12 or more ranks in a Perform skill can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a runesinger attains beyond 9th, he can target one additional ally with a

single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a runesinger must sing and an ally must hear him sing. The effect lasts for as long as the ally hears the runesinger sing and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire greatness is a mind-affecting ability.

Song of Freedom (Sp): A runesinger of 12th level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's runesinger level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A runesinger can't use song of freedom on himself.

Inspire Heroics (Su): A runesinger of 15th level or higher with 18 or more ranks in a Perform skill can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three runesinger levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a runesinger must sing and an ally must hear the runesinger sing for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the runesinger sing and for up to 5 rounds thereafter. Inspire heroics is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like suggestion, above, except that a runesinger of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above). Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Bonus Feat: The runesinger receives one bonus-feat every 3rd level. These bonus feats must be used for feats from the rune-feat list below, skill focus or any kind of arcane feat (metamegic, eldritch, shamanic etc).

Bardic Knowledge: A runesinger may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places (like the bard-knowledge ability). This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

Replacing Runesinger Music:
The Runesinger receives two different class-abilities, that use music and that can sometimes do similar things with two different mechanics.
The Runesinger Music is the same ability as the Bards music ability. It was included, because it grants the runesinger an ability, that is a bit faster to use than the runesinging itself and increases the usefulness of such a character in this way.
If you are not bothered by such things, just drop this ability, raise the hit die to d8 and add a runesinging-bonus of +1 on levels 3, 8, 14 and 20.
This raises the characters usefulness in combat and increases his runesinging ability.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

level	BAB	Abilities
1	+0	Bardic Music, countersong, fascinate, inspire courage +1, Bardic Knowledge, Rune Magic, Rune Singing, Bonus Feat
2	+1	Bonus Feat
3	+2	Inspire Competence
4	+3	Bonus Feat
5	+3	
6	+4	Suggestion
7	+5	Bonus Feat
8	+6/+1	Inspire Courage +2
9	+6/+1	Inspire Greatness
10	+7/+2	Bonus Feat
11	+8/+3	
12	+9/+4	Song of Freedom
13	+9/+4	Bonus Feat
14	+10/+5	Inspire Courage +3
15	+11/+6/+1	Inspire Heroics
16	+12/+7/+2	Bonus Feat
17	+12/+7/+2	
18	+13/+8/+3	Mass Suggestion
19	+14/+9/+4	Bonus Feat
20	+15/+10/+5	Inspire Courage +4

3. New Skills

Activate Rune Tattoo (Int, all classes)
Benefit: The character is able to activate a rune tattoo (either a normal rune-tattoo or greater rune-tattoo). The DC is 10 for a rune on the own body, 15 for a rune on the skin of a friend who wants it activated (possibly requiring a touch attack), 19 for a rune on the skin of someone not well known, but who wants the tattoo activated, or 25 for a rune that someone does not want to be activate. You can activate rune tattoos you crafted yourself with a bonus of one. Rune-tattoo Activation is a standard actionn that does not cause an attack of oportunity. Tattoos can either be activated through touching them or by concentrating on the tattoo (only when the tattoo is on the own body). The runewriter has to specify the activation method during the creation and the tattoo can never be activated in any other way.
Normal: Rune-tattoos can be activated only on the characters own body with a successful intelligence-check. Greater rune-tattoos can not be activated without this skill.

Craft [Simplified Rune-Web] (Int, Trained only, CS: Runecrafter, Symbolpairs, Runesinger, Wizard, Sorcerer, Cleric, Druid, Monk, Bard, Rogue)
Prerequisite: Craft Simplified Rune-Web Feat.
Benefit: You may craft simplified rune-webs, without having learned the basic rune-knowledge.
You are able to recognise rune-webs (DC 23) and simplified rune-webs (DC 19). If you have learned this skill up to rank 2, you receive knowledge of one simplified rune-web. To learn additional simplified rune-webs, you got to take the feat learn simplified rune-web.
Special: 5 ranks in craft[runewriter] will grant a +2 synergy bonus to craft[simpllified rune web] and vice versa.

Craft [Runewriter] (Int, Trained only, CS: Runecrafter, Symbolpairs, Runesinger)
Prerequisite: Rune Magic Feat.
Benefit: The character knows, how to write a rune. This skill is used to check, if the rune was written correctly. Only half the skill is used when checking for the success in writing a rune-web, i.e. a character with 5 ranks, an intelligience bonus of +3 and skill focus (craft [runewriter]) must roll a d20 and adds only 5 to his check (5+3+3 = 11, 11/2 = 5 (rounded down))
DC is: 4 + 1 per level of the rune-web (i.e. the level the rune-web is created on), +2 per rune-level (i.e. the levels of the individual runes, all runes summed together, fractions from different rune-types are not added and rounded up. Fractions from the same rune-type are added together and than rounded.)
The level of the rune-web depends solely on the wishes of the runewriter.
If the check for creating a rune-web is not successful, the runecrafter will only receive half of the subdual damage normaly received for creating a rune-web. XP-costs, required for some runes need not to be paid.
Taking 10 or 20: a runewriter may take 10 or twenty. the creation time in these cases is multiplied by 5 (taking 10) or 10 (for taking 20).
Retry: half of the material components is used up.
Special: 5 ranks in craft[runewriter] will grant a +2 synergy bonus to craft[simplified rune-web] and vice versa. In addition 5 ranks in craft[runewriter] will grant a +1 synergy bonus to the rune-writing class-ability of the runecrafter.

Knowledge [Runes] (Int, Trained only, CS for Symbolpairs, Rune-Crafter and Runesinger)
Prerequisite: Rune Magic Feat.
Benefit: The character knows the secrets about the runes. He does not know, how to write them, but he can recognize them and may even understand unknown rune-webs from a different school.
Beginning with knowledge [Rune-Lore] base-rank 4 and every 9 ranks thereafter (13, 22), the character gains knowledge of one master-rune. For each base-rank, the character gains knowledge of 1 rune-level of runes. The rune-level of a rune depends on the kind of rune:

RuneType	**rune-level**
Utility Runes	½
Minor Runes	1
Mod. Minor	½
(i.e. Direction, Attribute)	
Mod. Master	2
Names	1/3
Numbers	1/5

Perform [Runesinger] (Cha, Trained only, CS: Runecrafter, Symbolpairs, Runesinger)
Prerequisite: Rune Magic Feat.
Benefit: The character knows, how to sing a rune. This skill is used to check, if the rune was sung correctly. Only half the skill is used when checking for the success in singing a rune-web, i.e. a character with 5 ranks, a charisma bonus of +3 and skill focus (perform [runesinger]) must roll a d20 and adds only 5 to his check (5+3+3 = 11, 11/2 = 5 (rounded down))
DC is: 8 + 1 per level of the rune-web (i.e. the level the rune-web is created on), +2 per rune-level (i.e. the levels of the individual runes, all runes summed together, fractions from different rune-types are not added and rounded up. Fractions from the same rune-type are added together and than rounded.)
The level of the rune-web depends solely on the wishes of the runesinger.
If the check for creating a rune-web is not successful, the runesinger will only receive half of the subdual damage normaly received for creating a rune-web. XP-costs, required for some runes need not to be paid.
Taking 10 or 20: a runesinger may take 10 or twenty. the creation time in these cases is multiplied by 5 (taking 10) or 10 (for taking 20).

Retry: half of the material components is used up.
Special: 5 ranks in perform[runesinger] will grant a +1 synergy bonus to the runesinging class-ability of the runesinger.

Profession [Runemage] (Wis, RS: Runecrafter, Symbolpairs, Runesinger)
Prerequisite: Rune Magic Feat, Rune Singing Feat.
Benefit: See Craft [Runewriter].
Runemages are a very enigmatic group of wizards and psionic masters. They are always encountered in pairs, one wizard and one psionic master, known as symbolpairs. The psionic master is able to envision the rune-webs and empowers them with psionic energy. Granting in this way the form and live-energy. The wizard adds his magical energy. It is said, that these pairs are able to create rune-webs faster than any spell and with more might any spellcaster could ever hope to achieve.
The symbolpairs are not described in these rules, because they are much to powerful to be played by players and should only be considered as NPCs.
The raula are said to have been runemages, being psionic masters and wizards in one person.

4. New Feats

Name

Added Rune Knowledge
Air Rune
Blood Rune
Carry Rune
Combined Casting
Combine Rune Creation
Convert Rune
Counter Rune
Craft Minor Runestone
Craft Rune Weapons and Armor
Craft Runestone
Craft Weapon of True Ownership
Craft Simplified Rune-Web
Create Epic Rune-Web
Create Greater Rune Tattoo
Create New Rune
Create Rune Tattoo
Create Simplified Rune-Web
Deeper Rune Knowledge
Fire Rune
Greater Rune Focus
Faster Singing
Faster Writing
Friendly Rune-Creation
Improved Blood Rune
Improved Create Epic Rune-Web
Improved Faster Writing
Keep Magic Energy
Keep Psionic Energy
Learn Simplified Rune-Web
Record Rune Song
Reduced Material
Rune Focus
Rune Magic
Rune Singing
Rune Specialization
Runic Energy Flow
Runic Might
Runic Penetration
Runic Storing
Silent Chanting
Song Control
Song of the Runes

Added Rune Knowledge [General]

The character learns additional runes beyond annd above what he knows from his knowledge [runes] skill.
Prerequisite: Rune Magic, knowledge [runes], one rune-creation skill
Benefit: the character learns four rune-levels worth of runes. These are in addition and above all other runes already known.

Air Rune [General]

You may write runes into thin air.
Prerequisite: Rune Magic, Faster Writing, Reduced Material, Knowledge [runes] 12
Benefit: You are able to write into thin air with air instead of other materials. This is not possible with the Shalah or Saun runes. The rune will be visible through magical means when activated. It will dissipate in 2d4 rounds, if not triggered. When triggered, the rune-web will run its full effect, regardless of washing, rinsing and drying. The DC is raised by +4. A rune-web must be created either from air or from the normally required substances but not from both.

> **Runic-Energy Damage:**
> Any damage taken by a rune-creator from the rune-creation is runic-energy damage. Runic-energy damage can not be healed by any rune-web. Therefore, no rune-web will heal a rune-crafter from the subdual damage, he took, from rune-crafting, nor can the damage taken by crafting a blood-rune be healed with any rune.
> GMs may consider to make runic-energy damage even un-heal-able by divine magic.

Blood Rune [General]

The character can write runes with his own blood.
Prerequisite: Rune Magic, Craft [Runewriter].
Benefit: Instead of using the required components, the character may use his own blood to craft a rune. This can be done with all runes except Saun und Shalah. Through this, the crafting time of the rune-web is reduced by 2 rounds to a minimum of one action. Alas, all energy, that goes into the rune is not taken as subdual damage, but as real, runic-energy damage.
Special: This Feat can not be used in conjunction with the runic might feat.

Carry Rune [General]

You are able to carry one of your activated rune-webs without triggering it.
Prerequisite: Rune Magic, Deeper Rune Knowledge.
Benefit: By succeeding in a dexterity-check against DC 15 you may grab one of your own, already activated rune-webs and carry it around, without triggering it. You may not use the rune as a granate, throwing it will trigger the effect one foot away from you. The rune-web can be triggered in the normal way. The rune-web has to be crafted on a carry-able surface and you may only move with half your movement rate. The top of the surface may not be covered by anything.

Combine Rune Creation[General]

You may craft runes with different methods.
Prerequisite: Rune Magic, Reduced Material, Knowledge [runes]
Benefit: You are able to create runes with different methods, i.e. rune-song and rune-crafting, or water rune with normal components, to create a complete rune-web. This reduces the possibility for another character to discern the meaning of the web (+15 on the DC to recognize anything about the rune-web, except, when he got his rune-knowledge from the

same school and knows all methods used in the creation. In this case, the DC is only raised by +7).
In addition, it is impossible to convert such a rune-web.
Combine Rune Creation can not be used with simplified rune-webs.

Convert Rune [General]
You may convert runes from other schools to your own
Prerequisite: Rune Magic, Knowledge [runes] 9
Benefit: You are able to convert one rune from a different school, that you where able to recognize the meaning of, to one of your own school. The DC for the knowledge [runes] – check is 23. If you are successful you may learn this rune at the next opportunity, when you are able to learn new runes.
In addition, you are able to convert runes from one creation-mode to another without needing to learn a new rune. I.e. if you are a runewriter and also know perform [runesinging], you may transform a written rune to a sung rune by succeeding in a knowledge [runes] check vs. DC 25 + level of the rune. You got to know two different rune-creation-skills to profit from this ability. If you fail in your check, you may not try to convert the same rune until your knowledge [runes] rank is raised by at least 1.
Note each rune you converted successfully for later reference.
To convert a rune takes the (DC +1d6) /2 in hours

Counter Rune [General]
You are able to counter spells with your runes.
Prerequisite: Rune Magic, Air Rune, Hastir-rune, Spellcraft 4
Benefit: By succeeding at a spellcraft-check vs. DC 15 + the level of the spell you want to counter you may sing or craft an air-rune with a DC of 25 + spell level to counter the spell just as a wizard would do. The energy-cost equals the spell-level +2.

Craft Minor Runestone [General]
You may create a runestone.
Prerequisite: Rune Magic, Knowledge [runes] 4,
Benefit: You are able to create a runestone, that is able to power a rune-web. You must take a stone, purify it and create a rune-web on the stone (i.e. the stone may not be to small). The cost for the creation of the runestone is 50 sp multiplied by the sum of all rune-levels involved multiplied by the level of the rune-web. The XP-cost is the rune-web-level multiplied by 5. The stone gets a hardness of 8, spell resistance of 20 and 15 hp. Only when the stone is destroyed the rune-web is destroyed, too. Activating and triggering a runestone will take one standard action and can be done by anyone touching the stone. When the rune-web on the stone dies, the stone is destroyed. The stone can hold only one charge. No energy has to be paid to activate a runestone.

Craft Rune Weapons and Armor [General]
You may create rune weapons and rune armor.
Prerequisite: Rune Magic, Rau-Rune, Shalah-Rune, Knowledge [runes] 9,
Benefit: You are able to create a runeweapon or runearmor, that is able to power a rune-web. You must take a weapon or armor, purify it and create a rune-web on it. Afterwards you got to summon a greater spirit and bind it to the weapon. The cost for the creation of the runeweapon or runearmor is 100 gp multiplied by the sum of all rune-levels involved multiplied with the level of the rune-web. The XP-cost is the overall hit point cost you pay during the creation of the rune-webs multiplied by 50.
All runeweapons and runearmors are intelligent. Take a look the rules for intelligent weapons either in the core rulebook II or in Mont Cook's Book of Eldritch Might III.

Craft Runestone [General]
You may create a runestone.
Prerequisite: Rune Magic, Craft Minor Rune Stone, Rau-Rune, Shalah-Rune, Knowledge [runes] 7,
Benefit: You are able to create a runestone, that is able to power a rune-web. You must take a stone, purify it and create a rune-web on the stone (i.e. the stone may not be to small). Afterwards you got to summon a small spirit and bind it to the stone. The cost for the creation of the runestone is 100 sp multiplied by the sum of all rune-levels involved multiplied with the level of the rune-web. The XP-cost is the overall hit point cost you pay during the creation of the rune-webs multiplied by 50. The stone gets a hardness of 15, spell resistance of 23 and 30 hit points. Only when the stone is destroyed, the rune-web is destroyed, too. Activating and triggering a runestone will take one action. It recharges itself by one point required for the activation of the runestone per hit point of the spirit per hour. It can hold only one charge.
No energy has to be paid to activate a runestone. The runestone may be created in such a way, that only the creator or a person, who was connected through the Dai-rune with it, may use it.

Craft Simplified Rune-Web [General]
You may learn and craft simplified rune-webs.
Benefit: you may learn and craft written simplified rune-webs. Although you got no deeper understanding of runes and even think of rune-webs as a rune, you are able to learn and craft simplified rune-webs. You may learn the skill craft [simplified rune-webs].
You do not acquire the knowledge of a simplified rune-web with this feat.

Craft Weapon of True Ownership [General]
You may create a rune weapon that is bound to the owner and grows with the abilities of the owner.
Prerequisite: Rune Magic, Shalah-Rune, Syashi-Rune, Lürsa-Rune, For-Rune, Knowledge [runes] 9,
Benefit: You are able to create a rune weapon that is bound to the owner permanently. If weapon and owner are parted, some more or less natural occurance will bring the weapon back to the owner (from: some thief comes by and hands it back, to: a demon, rather angryly forces the character to take it

back). You must take a weapon, purify it and create a rune-web on it. The cost for the creation of the runeweapon is 2000 gp and the creator got to pay 80 XP. In addition, the future owner got to pay 200 XP to bond with the weapon.
The weapon is a +1 rune-weapon and can be empowerd with additional power:

Equivalent Bonus	Required Level	Total XP Needed
+2	5	1,600
+3	7	3,600
+4	9	6,400
+5	11	10,000
+6	13	14,400
+7	15	19,600
+8	17	25,600
+9	19	32,400
+10	20+	40,000

The Character spends the given amount of XP (total) to improve his weapon up to the equivalent bonus (follow the given rules in the Player's Handbook). He got to be of the appropriate level to be able to improve his weapon.

Create Epic Rune-Web[General]
You are able to create more powerful rune-webs.
Prerequisite: Rune Magic, Knowledge [runes] 23, Shalah-Rune.
Benefit: You are able to create rune-webs with rune-web-levels above level 20 and up to level 40.
Normal: You are able to create runes with a rune-web-level of no more than 20.

Create Greater Rune Tattoo [General]
You are able to create a greater rune tattoo
Prerequisite: Rune Magic, Create Rune Tattoo, Craft [Runewriter] 14, Shalah Rune
Benefit: See the description of the create rune tattoo feat except, that the character is able to create permanent rune tattoos. The rune tattoo will not vanish after the activation and will not die permanently, though it will need half an hour per level of the rune to regenerate. The crafter of the rune-web has to spend double the XP-cost of the shalah rune as well as 1500 gp per level of the rune-web.
A greater rune tatoo counts as a normal tattoo for the calculation of the number of runes a person may have on his body.

Create New Rune [General]
You are able to invent new runes.
Prerequisite: Rune Magic, Convert Rune, one rune-creation-skill at rank 11
Benefit: You are able to create new runes that have never been seen before. To create a rune, you got to pay 2000 gp per level of the rune plus 1000 XP per level of the rune. You gain newly created runes in addition to and above already learned runes.
The new rune must have at least four ways to activate it (for four different master runes) and may not duplicate the effects of any other known rune. While a new type of damage or a new way to influence persons would be o.k., a new rune for teleportation would not.
Your GM is the last arbiter on your new rune.

Create Rune Tattoo [General]
You are able to create a rune tattoo
Prerequisite: Rune Magic, Craft [Runewriter] 7
Benefit: On the skin of a willing, living person, you may tattoo a rune tattoo. The material-cost of the rune is one-hundred times the calculated cost of the rune-web written. The rune is activated with the rað-rune, but without paying the cost of subdual damage. These tattoos can only be activated by using the activate rune tattoo skill and paying the cost coming with the rune-web. Once dead, the rune will vanish from the skin of the character.
The hit points of the character carrying the tattoo divided by two is the maximum number of activation cost (needed to activate all the tattoos) the character may carry as rune tattoos on his body. The number of rune-webs may not exceed half the constitution-score of the character.

Create Simplified Rune-Web [General]
The character may create a simplified rune-web from the runes he already knows.
Prerequisite: Rune Magic, one rune-creation skill. Knowledge [runes] 9
Benefit: The character may create a new simplified rune. Afterwards he knows this rune in addition to the simplified rune webs, he has learned through any other means. The creation time of simplified rune-webs is halved and the DC of the rune-web is lessened by two, but only one on creation of the simplified rune-web specified level based variable may be changed afterwards during the actual crafting/ singing of the rune-web. The creation time can be reduced further by the faster writing or faster rune singing feats: to calculate the new time calculate each single rune on its own, than add all together and half the cost again. Round up to the next action.

Why are these feats marked as "General"?
Most of the feats listed in this chapter will probably never be taken by anything but a rune-crafter or rune-singer. Nonetheless, one of the basic intents of this system was, to give any character the possibility to do some magic. Especially wizards should find the possibility of learning some magic apart from their main field of studies quite interesting. GMs should think about the possibilities to allow wizards to take these feats with the bonus feats they receive every fifth level. In addition, psions should be intrigued by the possibility to receive additional energy through the use of rune-webs.
Even adepts, rogues and shamans could make great secondary rune-crafters

The invention of a new simplified rune-web costs the rune-levels of all runes involved added together times 250 in gp and times 25 in XP.

Deeper Rune Knowledge [General]

You are able to discern the meaning and intention of runes from foreign rune-schools

Prerequisite: Rune Magic, Craft [Runewriter].

Benefit: When examining a rune from a different rune-school you are able to discern the meaning of the rune-web by succeeding in a knowledge [runes] check:

DC	Result
13	what kind of master rune was used
15	as above plus what minor runes where used
17	as above plus what kind of minor rune modifications where used
19	as above plus what kind of master rune modifications where used
21	as above plus what level the rune is written at.

With a successful rune-creation-check (i.e. either craft [runewriter], profession [runemage], perform [runesinger] or the according class ability) against a DC of 27 the character can deaden the rune without triggering it, when he was able to understand the rune beforehand (against DC 21)

Greater Rune Focus [General]

Your rune-webs are even more potent.

Prerequisite: Rune Magic, Rune Focus in the same major rune

Benefit: Chose one major rune you got rune focus in. All DCs for saving throws against your rune-webs activated with this major rune are at +5. This modification does not stack with the one from rune focus but supersedes it.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to another major rune.

Faster Singing [General]

You may sing your runes faster

Prerequisite: Rune Magic, Perform[Runesinger]

Benefit: The creation time of a sung rune-web, is reduced by four rounds. You can not reduce the time below one action.

Faster Writing [General]

You may write your runes faster than normal

Prerequisite: Rune Magic, Craft [Runewriter]

Benefit: The creation time for creating a crafted (i.e. written, carved etc.) rune-web, is reduced by four rounds. You can not reduce the time below one action.

Fire Rune [General]

You may write runes with fire.

Prerequisite: Rune Magic, Reduced Material, Knowledge [runes] 9,

Benefit: You are able to write your runes with fire instead of the normally used materials. The fire will stop burning when the rune is activated or when the rune is dead. This is not possible with Shalah or Saun. The rune will be visible through magical means when activated. When triggered, the rune-web will run its full effect, regardless of quenching and blowing. The DC is raised by +2, by +4 when the rune is intended to burn from activation on. On direct contact, the rune-fire will inflict 1 point of damage but is considered to be magical. To write the rune, you need one source of fire, that allows fine details during the writing (small torches). The runes may not be smaller than one foot in diameter. A rune-web must be created either from fire or from the normally required substances but not from both.

Friendly Rune Creation [General]

You are able to create rune-webs with other rune-creators together.

Prerequisite: Rune Magic, Knowledge [runes] 8,

Benefit: You are able create a rune-web with other rune-creators together. If all of the creators know the combine rune creation feat, this even can be done by using different methods of rune-creation. The DC for the web-creation is raised by one for all characters involved. Everyone has to roll against the DC for all the web. The energy-cost is divided by the characters participating and every character has to pay the result of this division plus one as subdual damage. The greatest advantage is, that rune-webs will be created much faster.

Improved Blood Rune [General]

The character can write runes with the blood of others.

Prerequisite: Rune Magic, Craft [Runewriter], Knowledge [runes] 9, Blood Rune.

Benefit: See the blood rune feat, but the blood used can be taken from any thinking being. The damage taken by the creature is the runic-energy damage, the rune crafter would take as subdual damage (which he does not take) multiplied by 1.5. This is an icky bad thing to do. The rune-creation-time is raised by 1 round for the drawing of the blood. In addition, the rune-crafter must be able to draw the blood from the creature.

Special: This Feat can not be used in conjunction with the runic might feat.

Improved Create Epic Rune-Web[General]

You are able to create even more powerful rune-webs.

Prerequisite: Rune Magic, Knowledge [runes] 43, Shalah-Rune, Create Epic Rune-web.

Benefit: You are able to create rune-webs with rune-web-levels above level 40.

Normal: You are able to create rune-webs with rune-web-levels of up to level 40.

Improved Faster Singing [General]

You improve the speed, with which you sing your runes, even further.

Prerequisite: Rune Magic, Faster Singing, Perform [Runesinging]

Benefit: You reduce the singing time of your sung rune-web by 10 round. You can not reduce the time below one action. This bonus supersedes the bonus from the faster singing feat and does not stack.

Improved Faster Writing [General]

You improve the speed, with which you craft your runes, even further.
Prerequisite: Rune Magic, Faster Writing, Craft [Runewriter]
Benefit: You reduce the crafting time of your crafted rune-web by 10 round. You can not reduce the time below one action. This bonus supersedes the bonus from the faster writing feat and does not stack.

Keep Magic Energy [General]

You are able to store and use magic energy in your body.
Prerequisite: Rune Magic, Aus-Gliir-Rune, Spellcraft,
Benefit: You are able to store magical Energy produced by a Derðai-Aus-Gliir rune-web. You may store up to two times your constitution bonus in levels as Energy for a period of one round plus one minute per wisdom-bonus.
If you got the feat runic storing (taken for arcane energy) and knowledge [arcane], you are able to learn spells for up to one spell-level per two levels in knowledge [arcane] -1 as if being a sorcerer. The max. level of these spells is your rank in knowledge [arcane] divided by two reduced by one (rank 4 → 1st lv spells). You may cast these spells using the energy stored in your body. Arcane spell-casters may not use any other form of energy to fuel these spells.
If the Game-Master allows, you may meet the prerequisites for some of the arcane prestige classes. In this way, only prestige classes with their own spell-progression may be taken (e.g. the Bladesinger or the Dragon Disciple from Tome and Blood). The rune-creator would learn these new spells just like an arcane spell-caster.

Keep Psionic Energy [General]

You are able to store and use psionic energy in your body.
Prerequisite: Rune Magic, Aus-Drir-Rune, psicraft,
Benefit: You are able to store magical Energy produced by a Derðai-Aus-Drir rune-web. You may store up to two times your constitution bonus in levels as Energy for a period of one round plus one minute per wisdom-bonus.
If you got the feat runic storing (taken for psionic energy) and knowledge [psionic], you are able to learn psionic powers for up to one power-level per two levels in knowledge [psionic] as if being a psion. The max. level of these powers is your rank in knowledge [psinoic] devided by two reduced by one (rank 4 → 1st lv spells). You may manifest these powers using the energy stored in your body. Psions and Psychic Warriors may not use any other form of energy to fuel these powers.
If the Game-Master allows, you may meet the prerequisites for some of the psionic prestige classes. In this way, only prestige classes with their own power-progression may be taken.

Learn Simplified Rune-Web [General]

The character learns one additional simplified rune-web from another rune-creator.
Prerequisite: Rune Magic, one rune-creation skill
Benefit: You know one additional simplified rune-web.

Record Rune Song [General]

You may record a sung rune into one of your instruments.
Prerequisite: Rune Magic, Knowledge [runes] 7, Perform[runesinging],
Benefit: You are able to record rune-songs into your instrument. These songs are finished with the rað-rune, but not activated. Activation time is one action and some cord has to be played. You may record a number of rune-songs equalling your charisma-bonus plus half your level into one or more instruments. Once activated, the rune-song will run it's course and than die. It will leave the instrument, so that a new rune-song may be recorded The cost for recording the rune-song is 50 sp multiplied by the sum of all rune-levels involved multiplied with the level of the rune-web. The XP-cost is the rune-web-level multiplied by 5.

Reduced Material [General]

You may reduce the material needed for a crafted rune.
Prerequisite: Rune Magic, Knowledge [runes] 7, Craft [Runewriter].
Benefit: the cost of your material is halfed on a successful knowledge[rune] check vs. DC: 17.

Rune Focus [General]

Your rune-webs are more potent.
Prerequisite: Rune Magic
Benefit: Choose one major rune. All DCs for saving throws against your rune-webs activated with this major rune are at +2.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to another major rune.

Rune Magic [General]

You may learn skills related to rune magic and can complete rune-webs of your own school.
Benefit: You gain knowledge of the finalize-rune "Rað" and of all the rune-words taught in your school. In addition you may learn the skills knowledge [Runemagic], Craft [Runewriter], Profession [Runemage] and Profession [Runesinger].

Rune Singing [General]

The character is able to create a rune-web through song and instrumental play (both is needed).
Prerequisite: Rune Magic, Knowledge [runes] 4
Benefit: The character may sing his runes. When taking this feat on first level, the character is considered to know only runes especially used for singing. He may not write his runes. When taken later on, he may learn new runes, that he can either

sing or write, not both or he can try to convert his runes with the convert runes feat. The runesinger may decide, that a rune that was sung, should be activated or immediately be triggered. He can specify one victim or a place in hearing distance where or on whom the rune should work. A specified place is treated, as if all runes involved where half a feet in diameter. Increasing this size, the creation time has to be increased. An activated rune will last for one day per rank in the perform [runesinging] skill. Sung runes do not require material components, except when an XP-cost is required or a magic item should be created.
Special: Runesingers receive this feat on first level for free.

Rune Specialization [General]
The character is very familiar with one specific rune.
Prerequisite: Rune Magic, Knowledge [runes] 4
Benefit: Your familiarity with one rune allows you, to create this rune more easily. When calculating DC, crafting/ singing time and energy-cost of a rune-web, the specialised rune is not added to the rune-web-level.
If you use more than one specialised rune in a rune-web, each specialised rune is treated as one rune-web-level, adding one each to the DC.
The creation-time may not be be less than 1 standard action.
Special: You may take this feat several times, each time for a different rune.

Runic Energy Flow [General]
The character has better control about the energy needed to create a rune.
Prerequisite: Rune Magic, one rune-creation skill
Benefit: the character may create runes faster but with a greater energy cost, or slower, with a reduced energy cost. Multiply the energy cost by 2 and the number of rounds to create a rune-web by 0.5 (rounded up to the next action), or vice versa.
Special: This Feat may be used with simplified rune-webs.

Runic Might [General]
The character can reduce the energy cost of a rune-web by half.
Prerequisite: Rune Magic, one rune-creation skill.
Benefit: you are able to reduce the energy cost of a rune-web by half. But the remaining energy cost is treated as real, runic damage. The DC for creating a rune-web is increased by one.
Special: This Feat can not be used in conjunction with the blood rune feat.

Runic Penetration [General]
Your runes are better at penetrating spell-resistance.
Prerequisite: Rune Magic, one rune-creation skill
Benefit: you add +2 to your check to overcome spell resistance
Special: You may get this feat several times. Each time it applies to a different rune-creation method.

Runic Storing [General]
You are able to remember spells or psionic powers.
Prerequisite: Rune Magic, one rune-creation skill.
Benefit: If you got knowledge [psionic] or knowledge [arcane], you are able to learn psionic powers spells for up to one power-level/ spell-level per two levels in knowledge [psionic]/ knowledge [arcane] as if being a psion or sorcerer. The maximum. level of these powers is your rank in knowledge [psionic]/ knowledge [arcane] devided by two reduced by one (rank 4 → 1st lv spells). Without the feat keep psionic energy or keep magic energy, these spells or powers can not be cast or manifested, only learned.
Special: You must decide when you take this feat, on which type of knowledge this feat applies, either on knowledge [arcane] or on knowledge [psionic].
You can take this feat a second time, to learn the other side.

Silent Chanting [General]
The rune-singing of the character has become so good, that he can sub-vocalize the song
Prerequisite: Rune Magic, Rune Singing, Knowledge [runes] 4,
Benefit: The Character may sing his rune magic silently, that is, the song can not be heard except with a listen check against DC 45. Nonetheless the area may still not be magically silenced. The DC for silent chanting is increased by an additional 6 points.

Song Control [General]
You are able to reduce the time needed to sing a rune-web.
Prerequisite: Rune Magic, Rune Singing, Profession [runesinger] 8, Knowledge [runes] 8,
Benefit: whenever you succeed in your perform check vs. your DC to create a sung rune-web, you may reduce your creation time. You must announce, that you try to reduce your time. For every four points your roll is above the DC, you reduce the singing time by one round (the creation time may not be reduced below 1 action).

Song of the Runes [General]
The character does not have to play an instrument, to sing his runes.
Prerequisite: Rune Magic, Rune Singing, Knowledge [runes] 4,
Benefit: The character may sing runes without using an instrument. The DC is increased by an additional + 4. Because the rune-singer has to modulate his voice in a different way, view people like the sound of these songs

Water Rune [General]
You may write runes out of Water.
Prerequisite: Rune Magic, Reduced Material, Knowledge [runes] 8,
Benefit: You are able to write a rune with water instead of other materials. This is not possible with Shalah or Saun. The rune will only be active as long as the water is not dried up or washed away. When

triggered, the rune-web will run its full effect, regardless of washing and drying. The DC is raised by +2. A rune-web must be created either from water or from the normally required substances but not from both.

5. Runes

Endrune: Rað

Master-runes:

Ach	(Inflict)
Derðai	(Change)
Döi	(Protection from)
Köi	(Banish)
Mestuch	(Detect)
Rau	(Summon)

Modification-Masterrunes:

Dai	(Connect)
Dis-Dai	(Interrupt)
Gä	(Protection by Infliction)
Sanhi	(Area Effect)
Saun	(Increase)
Shalah	(Permanence)
Senhu	(Ray, Pointer)
Sa-Lusa	(Distance Pointer)
Wa-Dis	(Reverse)

Utility Runes:

Nu-gli	(Magic)
Nu-h(e)	(Silent)
Nu-sei	(Trigger)
Nu-Xarr	(Sound)

Modification-runes:

Direction:

Ara	(Up, above)
Biha	(down, under)
Deba	(right)
Efa	(Straight, through)
Sefa	(back, out)
Unda	(left)
Ursh	(bend)

Attributs:

Colors	
Elde	(secretly, hidden, unknown, invisible; Invisibility)

Minor runes:

Change:

Aron	(Life)
Dul	(Blind)
Feche	(Message)
Gnu	(Repair)
Gve	(Weight)
Hastir	(Energy Dissipation)
Igli	(Shrink)
Mechr	(Growth)
Oerd	(Wall)
Oorulard	(Undead)
Reish	(Paralyze)
Shu	(Sleep)
Toerl	(Disintegrate)
Urgi	(harden)
Urs	(Knowledge)

Creation:

Ashei	(Ball)
Kriy	(Shriek)
Mass	(Water)
Shas	(Cold)
Vakin	(Fire)

Emotion:

Anis	(Fear)
Kesh	(Confusion, Surprise, Secret)
Lurgi	(Pain)
Naus	(Hate)
Syashi	(Command, Charm)

Forces:

Ass	(Energy)
Aus-Drir	(Produce Psi)
aus-gliir	(Produce Magic)
Drig	(Might)
Earn	(Evil)
Ebel	(Law)
Eber	(Chaos)
Ejard	(Death)
Glir	(Magic)
Görko	(great Pressure)
Iir	(Light)
Kearn	(Good)
Nuch	(Healing)
Oor	(Dark)

Move:

For	(Go, Send)
Lürsa	(Transfer, Teleportation)
Stef	(Fly)
Ithan	(Swim)

Name runes

Arg-Gruiner	(Elemental, Earth)
Chaelin	(Dragon)
Erdei	(Demon)
Erdi	(Devil)
Erdu	(Angel)
Glani	(Dwarf)
Holb	(Fish)
Ildralshi	(Human)
Ius	(Insects)
Mar	(Plants)
Nu-Gruiner	(Elemental, Water)
Raula	(Raula)
Sen-Gruiner	(Elemental, Air)
Sshe	(Reptiles)
Tshi	(Birds)
Ulethaldin	(Undead, Non-Corporal)
Ulethalgug	(Undead, Corporal)
Uljuen	(Feen, Fearies)
Vakin-Gruiner	(Elemental, Fire)
Yan	(Mamals)
Xarge	(Fungus)

Lost runes (not described)

Uan	(Move)
We-Ath	(Weather)
Hayk	(Earth)
Sfach	(Air)

All About Runes

Rune-conditions:

Rune-webs have themselves several conditions:

- in creation
- created
- activated
- triggered
- dead

IN CREATION: a rune-web in creation is not completely finished. The creator of a rune-web can write some runes, stop for several days and continue to create the rune-web, as long as the already created runes are not disturbed.

CREATED: this condition describes a rune-web, that has been written, sung etc. to its end without being activated.

ACTIVATED: an activated rune-web has had the Rað-Rune written and can now be triggered.

TRIGGERED: a triggered rune-web is fulfilling the work, it was created to do.

DEAD: a rune-web that can not be activated anymore and which will not give off any energy anymore.

Rune-Levels vs Rune-Web-Levels:

It is important to discern between rune-levels and rune-web-levels (the level of a rune-web). Rune-levels confer the difficulty of a specific rune. With the rune-levels you calculate, how many runes can be learned for each rank in knowledge[runes] and the DC for a rune-web. The rune-web-level is decided by a runecreator by specifying the level before making his skill check. The rune-web-level will modify the DC of the skill-check, the number of hit points taken as subdual damage and the power of the rune-web. It can never be greater than 20.

When you are creating a rune-web, the rune-web-level applies to all runes within the rune-web and to all effects of any rune (area of effect, duration , damage) as a maximum. The rune-creator may decide the actual level and maximum for each effect separately up to the maximum effect given by the rune-web-level. (i.e. a runecrafter writing a rune-web with rune-web-level 4 with the runes Ach, Ass, Sunhi and Rað may opt for 4d6 damage and an area of effect of up to a 40 feet radius. but the same runecrafter may decide to reduce the damage to 2d6 and the area of effect to a 30 feet radius, though he would be better of by writing a 3rd level rune-web in this case. Still, he could do if he wants to.)

> **How to play the runes**:
> To avoid conflicts at the gaming-table, I suggest, that players, who play any type of rune-creator should be required to write down, which runes they use, what level the rune-web should have, where they craft or sing the rune and how big each rune is.
> Especially for runes, that are not triggered immediately, this can be very handy, because it will be possible to reproduce the runes quickly.

How to write:

No rune can be used alone to cause a rune-magic-effect. Only a rune-web of at least three runes will have any effect. The minimum rune-web is comprised of one master-rune, one minor rune and the rað-rune (the exception being utility runes, that need only two: the utility rune and rað, but some sages say, that utility runes are a special kind of simplified rune-web in themselves).

Each minor rune needs one master rune and may not have more than one master rune. Any number of modification runes, name-runes, color-runes or minor runes, that are used as name or modification runes, may be used in conjunction within a rune-web. To get more than one master rune to work in any single rune-web, the rune-creator has to write Dai-runes. Several rune-webs with master-runes can be connected to create one great rune-web actvated wih one Rað-rune with the Dai-rune, too. But each rune-web needs only one Rað-rune.

Rune size:

A rune may be written as small as one inch in diameter and up to any size, the rune-creator desires and the material it is created on, allows.

Who is effected:

The rune web will affect the person touching it only. Only specifically altered (with a modification rune: Sanhi, Senhu or Sa-Lusa) rune-webs will work in a different way.

Touching includes:

- anyone stepping on or walking over or touching an activated rune-web.
- anyone stepping on or walking over or touching a spot specified with Senhu or Sa-Lusa rune as a rune-triggering spot
- anyone within a Sunhi-rune-web
- anyone, who triggers a web, that uses the Sanhi-rune for triggering purposes.
- anyone, on whom the rune-web was written.
- sometimes, the rune-effect (for example a fire-blast) may effect someone away from the rune-web.
- sung runes may effect anyone in hearing range.

All rune-creators are able to trigger their rune-webs automatically on activation as a free action.

Saves vs. Runes

Rune-webs with physical effects that can be evaded, require a reflex-save. Runes activated with the Derðai-rune most often require saves vs. Fortitude. All others will require a Will-save.

The DC to avoid a rune-web-effect is 12 + ½ the level of the rune-web (rounded up) + the ability-

score-bonus relevant to the skill the runes where created with (intelligence for runewriting, charisma for runesinging, wisdom for runemage-casting).
A GM may allow a character a reflex-saving-throw to let her avoid the triggering of a rune-web.

Setting the DC of the rune-web

Depending on the method of rune-creation, the DC to create a rune-web equals all the rune-levels of all runes in the web plus the intended rune-web-level +4 (for crafting) or +8 (for singing).

Creation-Time of a Rune-Web:

The creation time for rune-webs equals the DC to create the rune-web in rounds.
The creation time may be reduced through several feats. Nearly all of them may work together.
Some of them reduce the time by rounds, others reduce the time by dividing the base creation time. Therefore it is important to know in which order these feats may be applied to the creation time:
The Order is as follows:

1. Rune Specialization to all runes specialized (with one specialised rune the rune will not be considered for the calculation, for more specialised runes in one web, all add one to DC and creation time).
2. Runic Energy Flow the web.
3. Faster Writing/ Faster Singing to the web.
4. Song Control to the whole rune-web.
5. Simplified Rune-Web to the whole rune-web

Simplified Rune-Webs may not be used with Rune Specialization or Song Control.

Rune-Strategies:
Because rune-creation is such a slow business, for most characters there will be a time, when there is no time to create a rune-web. Apart from tattoos and runestones a well prepared rune-web may be the best friend of a rune-creator. The best way to do this is to carve a small rune-web on a carry-able item leaving just the Rað-rune to be written. This will not guard the rune-creator from the subdual damage, but may increase his odds anyway.

Activating Rune-Webs:

Normally a rune-web is activated by finalizing it with the rað-rune and paying the energy-cost required by the rune. This cost is 1/3 of the DC, rounded up

Components:

To create a rune, materials are required, even when the rune is sung. The material has to be very fine to be used. To create a truly resistant mixture, most often something has to be added, that is adhesive (honey, glue, colour, vine).
Most rune-descriptions state under components, that "anything worth X" may be used, to create the rune. "Anything" means in this case, that some substance really worth the amount of money has to be used, in addition to the substance it is dissolved in.

Specifying Victims:

A runecreator may specify a victim, if he knows a non-ambiguous identifier (like a true-name) or got an item (or part of it) that was in the possession of the victim for more than a year. The item will be consumed when the rune-web dies.
A group of victims can be specified by using a name-rune or an identifier for each member of the group.
Negative specifications (i.e. specifying someone, who shall not be affected by the rune-web) can be done in the same way, although it is far easier to identify a single person in this case, by writing the name the runecreator knows close to the rune-web. The only difficulty, that may arise, is, that someone with the same name will not be affected either.
In addition to these Methods, the runecreator may specify items, that may pass his rune-web unmolested, in which case, the bearer of the item will not be harmed either. These items must be present during the rune-creation.
Using the Dai and Dis-Dai runes allows for the use of passwords or the connection of the rune-web to one person or item, even if this item or person is not present.

Recognizing active Runes:

Everything, that can recognize psionics or magic can recognize an activated rune-web. Rune-webs are clearly recognizable as such, because they will look differently from either psionics or magics. Only active rune-webs, that are hidden with the elde-rune can not be discovered without special means, such as true seeing and similar magic.
Otherwise, only characters with the knowledge [runes] skill are able to distinguish between an active and a non active rune-web by making a skill-check against DC 26.

Faking Rune-Webs:

Sometimes, it can be reasonable to fake or alter a rune-web, so that its parts can either not be identified properly or that some one else beliefs, that there is a fully functioning rune-web at all.
To alter a rune-web in a way, that it is harder for others to discern its true meaning, requires a rune-creation check vs. DC 15 and doubles the overall creation time. Each point of the skill-check above 15 is treated as a negative modification to the skill-check required to recognise a rune-web and discerning its meaning.
To create a rune-web, that does nothing at all but will be registered as a rune-web to all detection-magic and psionics, a rune-creator just needs to create the rune Rað and activate it on its own.

6. Rune-Description

All rune-descriptions follow the schema below.

Rune-Format:
Name of the Rune [Type of Rune: short description (rune-level)]
Time to Initiate*:* Time needed to write/sing this rune
Used with: what type of other runes this rune can be used with
Components*:* what kind of material has to be used to write the rune
Duration: how long will this rune last
Effect*:* what does this rune do.

Rað [finalize (1)]
Time to Initiate*:* 4 rounds
Used with: everything
Components*:* any
Duration: depending on other runes
Effect*:* This Rune is required to finalize any rune-web. Without this rune, the web can not be activated and will not work.

Ach [Master Rune: Inflict (2)]
Time to Initiate*:* 8 rounds
Used with: everything
Components*:* gold powder (1sp).
Duration: as other runes
Effect*:* Ach causes other runes to inflict their power on whatever subject is indicated. if nothing else is specified, the rune-effect will take effect immediately and instantaneous on being triggered

Anis [Minor Rune: Emotion: Fear (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: see below
Effect*: With Ach:* Anis will cause fear like the Cause Fear spell for one round per level.
With Derðai: Confers a phobia specified by a name-rune for 1 day per level.
With Döi: protects from fear, despair and phobia effects (even from phobias, that the character already got) and confers a moral-bonus to saves of +2 for ten minutes per level.
With Köi: banishes despair, phobias and fears.

Ara [Direction Rune: Up, above (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Ara gives any other rune a direction. In this case up or above. For the up-meaning, a height and distance for the end-point has to be specified. For the above-meaning something has to be specified, that can be below the rune Ara is created for. Several direction runes can be used for one rune-web to give specific locations or directions.

Aron [Minor Rune: Change: Life (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* resurrects a dead person for the duration of the rune-web (at least one hour per level). Must be created at at least 10th level. The recipient must not succeed in a fortitude save vs. the rune-crafter. The recipient may drop his save-bonus which he receives through his class, but not the bonus through his ability scores. The recipient may be dead for as long as (rune-web-level * 4)² in days. You got only one try per person.
With Derðai: Changes an undead or planar being into a living being (Name-rune, Saun and Dai are required) for two rounds per level (HDs, ability scores etc. remain the same, but the victim will detect as living and will be affected by spells as if living).
With Döi: Protection from living, giving any living creature an attack modification of –1 per three levels. Will not protect vs. magic and the modification will apply to a living being, that is protected by this rune, too.
With Köi: will cause any creature affected 4 hp damage per level. save against fortitude to negate.

Ass [Minor Rune: Forces: Energy (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: see below
Effect*: With Ach:* Ass will do 1d6 points of runic-energy-damage per level.
With Derðai: recharges major runestones by one point per two levels; heals energy-beings for 1 point per two levels, overcomes anti-magic fields (roll a save for the anti-magic-field creator with a DC equalling the rune-web-level + ability-score-bonus of the rune-creator (whichever is applicable). May overload psionics (per round standing on the field, the psionic will receive one virtual power point. Whenever these power points surpass the constitution score of the psionic, he will loose his consciousness as if he received enough subdual damage to bring him below 0 hit points. Each round, the psionic is exposed to the rune-web after loosing consciousness, he will loose one more hit point through subdual damage, although it is not possible to die through this usage of the Ass-rune. The psionic may make a will-save to avoid the effect each round. This version of Ass will last for one round per level.)
With Döi: protects from energy attacks for one minute per level. Per two levels of the rune-web, the rune-web will protect against one spell-level of spells.
With Köi: dispels active or triggered runes, symbols or wards and will damage a being made out of energy for 1d6 points per level.

Astis [Minor Rune: Change: soften (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* reduces hardness by one per two levels of the rune-web.
With Derðai: reduces strength by one point per two rune-web-levels for 10 minutes per level.
With Döi: Protects from weakening effects.
With Köi: will banish weakening (for example ability score losses to strength and constitution) effects and all magic, that weakens a creature or item.

Aus-Drir [Minor Rune: Forces: Produce Psi (1)]
Time to Initiate*:* 4 rounds
Used with: Ach, Derðai
Components*:* anything worth 20 cp or more.
Duration: instantaneous
Effect*:* Aus-Drir will turn the energy brought into it by the character creating the rune-web into psionic energy on a point by point basis. Only the hit points spend to activate the rune-web are not converted.
With Ach: will cause a blast, that will do 1d6 points of damage per hit point spend.
With Derðai: the energy will be converted slowly, so that a character with the right abilities could try to catch it. The character will receive 1/3 psionic-ability-level per hit point spend/ 1 power point per hit point spend above the ones to create the web.
With Döi: will protect from raw psionic energy and psionics, that produce pure energy by giving a bonus +1 per two levels.
With Köi: will banish pure psionic energy creating a field, that is psionically dead. The area will have a diameter of 5 feat per level and will last for one round per level.

Aus-Gliir [Minor Rune: Forces: Produce Magic (1)]
Time to Initiate*:* 4 rounds
Used with: Ach, Derðai
Components*:* anything worth 20 cp or more.
Duration: instantaneous
Effect*:* works just like Aus-Drir, except that the energy is changed into magic energy on the basis 1 point to 1/3 spell level.

> **Magic and psionic Energy**:
> This rule-supplement assumes, that psionic and magic energies are two entirely different things. If your game-world uses psionics and assumes, that magic and psionics are the same energy, ignore all reference to psionics and use magic everywhere psionics is mentioned. Runes, that apply to magic will in these cases apply to psionics, too.

Biha [Direction Rune: down, under (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Biha gives any other rune a direction. In this case down or below. For the down-meaning, a height and distance for the end-point has to be given. For the under-meaning something has to be specified, that can be above.

Colours [Attribute-Rune: color (1/10)]
Time to Initiate*:* one action
Used with: all
Components*:* anything worth 1 cp or more.
Duration: depending on other runes
Effect*:* Colours are used to either give someone or something a specific colour, or to colour the effects of a rune, or to specify a colour, or to colour a rune itself on activation. A character, who has learned one level of knowledge [runes] knows automatically all colour runes.

Dai [Modification-Rune: Master: Connect (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Rau, Utility Runes and Minor-runes
Components*:* silver powder (1sp), plus 10 XP
Duration: as other runes
Effect*:* Dai connects two rune-webs, when one is triggered, the other will be triggered, too. Dai can connect one specified person to a person, item, rune-web or area (for messages, damage etc.) . Distance does not matter.

Deba [Direction Rune: right (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Deba tells another rune or a charmed/ commanded person, that the direction, that has to be followed, is right. With numbers, a degree can be given (starting at the end of the straight line, that can be drawn from the eyes of the creator across the rune during the creation. (A full circle in raula and glani knowledge has 600 degrees).

Derðai [Master Rune: Change (2)]
Time to Initiate*:* 8 rounds
Used with: everything
Components*:* gold powder (1sp).
Duration: as other runes
Effect*:* Derðai changes the subject according to the utilized rune.
When nothing else is stated Derðai will last for one round per rune-web-level.

Dis-Dai [Modification-Rune: Master: Interrupt (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Rau, Utility Runs and Minor-runes
Components*:* silver powder (1sp), plus 10 XP
Duration: as other runes
Effect*:* Dis-Dai interrupts the effect after the triggering of an activated rune-web. It s possible to either interrupt the effect periodically for a set period, after a set time or to interrupt a rune-web

effect on a specified event and the restart or the effect on another specified event (or time).
After being interrupted, the rune-web is treated as if it was activated but without the possibility to be triggered, except when this is the event specified to restart the rune-web.

Döi [Master Rune: Protection from (2)]
Time to Initiate*:* 8 rounds
Used with: everything
Components*:* gold powder (1sp).
Duration: as other runes
Effect*:* Döi is used to protect from the condition force or monster, that is indicated by it's accompanying rune(s), either by granting a bonus to saving throws or by deflecting. When nothing else is stated Döi will last for one minute per level.

Drig [Minor Rune: Forces: Might (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Effect*: With Ach:* Channels energy into a weapon. For every 5 started levels, the character can make one smite attack with such a weapon with a damage equaling the rune-level. The type of smite (evil, good, elemental (water) etc.) has to be specified during the rune-creation. The weapon will stay charged for a duration equalling the rune-web-level in rounds.
With Derðai: For every 5 levels of the rune-web, a creature or item, that carries this rune, will be able to overcome one plus of a damage reduction, i.e. a 10th level rune-web will overcome a DR of X/+2. This will last for three rounds per rune-web-level.
With Döi: Gives a DR of 4/+1 per 5 levels for the duration of five rounds per level.
With Köi: Reduces the DR of a creature by one point per level for one minute per level.

Dul [Minor Rune: Change: Blind (1)]
Time to Initiate*:* 4 rounds
Used with: All major runes, Nuch
Components*:* anything worth 20 cp or more.
Effect*:* Dul will blind a person or protect a person from blindness. In conjunction with Nuch blindness can be healed.
With Ach: will cause immediate blindness for twenty minutes per level.
With Derðai: will give a –1 malus to all perception-skill-checks requiring sight per hour (i.e. the modification is increased each hour). When a modification of –6 is reached, the character is treated as if being blinded in regard to combat situations). The decline will continue for one hour per two rune-web-levels. Each hour a fortitude-save may be tried to avoid the decline. But all saves after the first will only stop the decline for one hour. The decline stops by itself when the regular time is over. The malus will stay for the same time again.
With Döi: Protects from Blindness. This includes effects, that dazzle through light or cause darkness centred on the protected area. It will not banish natural darkness or darkness a protected character enters.
With Köi: banishes Blindness, magical automatically, other for one hour per level.

Earn [Minor Rune: Forces: Evil (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Effect*: With Ach:* Earn will cause a subject to think evil thoughts. Paladins are not able to use their abilities for a number of rounds equalling the level of the rune-web.
With Derðai: the subject will be treated as being evil for 10 minutes per level of the rune-web although he is not evil. He will detect as evil and responds to spell as being of this alignment
With Döi: treat as protection from evil spell.
With Köi: just like the dispel evil spell, this rune may be used to banish an evil outsider back to his home plane. He receives a save with the DC of the rune-web-level plus the ability score bonus of the rune-creator. In addition the rune-web may be used to dispel any evil magic, like the spell, but with a save against the same DC as above.
Special Earn can be used to specify, that only evil persons should be effected. Treat earn in this case just like a name rune.

Ebel [Minor Rune: Forces: Law (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Effect*: With Ach:* Ebel will cause a subject to think lawful thoughts. Barbarians are not able to enter a rage for a number of rounds equalling the level of the rune-web.
With Derðai: the subject will be treated as being lawful for 10 minutes per level of the rune-web although he is not lawful. He will detect as lawful and responds to spell as being of this alignment
With Döi: treat as protection from law spell.
With Köi: just like the dispel law spell, this rune may be used to banish an lawful outsider back to his home plane. He receives a save with the DC of the rune-web-level plus the ability score bonus of the rune-creator. In addition the rune-web may be used to dispel any lawful magic, like the spell, but with a save against the same DC as above.
Special Ebel can be used to specify, that only lawful persons should be affected. Treat ebel in this case just like a name rune.

Eber [Minor Rune: Forces: Chaos (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Effect*: With Ach:* Eber will cause a subject to think chaotic thoughts. Paladins are not able to use their abilities for a number of rounds equalling the level of the rune-web.
With Derðai: the subject will be treated as being chaotic for 10 minutes per level of the rune-web although he is not chaotic. He will detect as evil and responds to spell as being of this alignment
With Döi: treat as protection from chaos spell.

With Köi: just like the dispel chaos spell, this rune may be used to banish an chaotic outsider back to his home plane. He receives a save with the DC of the rune-web-level plus the ability score bonus of the rune-creator. In addition the rune-web may be used to dispel any chaotic magic, like the spell, but with a save against the same DC as above.
Special Eber can be used to specify, that only chaotic persons should be effected. Treat eber in this case just like a name rune.

Efa [Direction Rune: straight, through (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Efa gives any other rune a direction. In this case straight and through.
For the through meaning, something to get through has to be specified.

Ejard [Minor Rune: Forces: Death (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Ejard deals 2d6 of negative energy damage per level (save for none).
With Derðai: Ejard will transform 1d6 hit points per level into negative hit points (treated as negative levels in regard to healing.)
With Döi: protects from one spell level per two rune-web levels or one rune-web level per rune-web level negative-energy damage. In the same way, it will protect from negative level damage from undead by one negative level per 2 rune-web-levels
With Köi: removes negative levels with one level per 10 rune-web-levels

Elde [Attribute-Rune: secretly, hidden, unknown, invisible; Invisibility (1)]
Time to Initiate*:* 4 round
Used with: all
Components*:* anything worth 20 cp or more.
Duration: depending on other runes
Description: Elde was one of the favourite runes of the runemasters of times gone past. Many was the rune-web, that stayed hidden from the searching eyes of their enemies. More than one dragon fell victim to a rune-web crafted with Elde during the third Dragon War.
It is said, that this rune was the last, that Amabea gave as a present to his children.
Effect*: With Ach:* renders any individual or item invisible (20 rounds per level or until broken through an attack by the invisible creature)
With Derðai: Elde will render any other rune written with it, invisible for as long as the rune is either activated or triggered..
With Döi: It will render any invisible, hidden or camouflaged creature visible, as long as it is in the rune-webs area of influence.
With Köi: Elde will dispel the invisibility in an affted area permanently.
Special: Elde can be used as a name rune. It will imply something hidden (as a description) or may indicate something unknown.

Feche [Minor Rune: Change: Message (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Sends a message: 20 words per level up to 10 yards per level in a language known by the runecreator, harkable by everyone in the described distance.
With Elde it will send such a message as a thought to all specified receivers.
With Kriy it will send the message as if shouted to all person specified.
With Derðai: sends thoughts for one round per level to all specified persons, a specified position or a connected person. With Dai, a two way communication is possible.
With Döi: Protects from detect thoughts, mind reading abilities, spells and telepathy (both ways).
With Köi: Dispels empathy and telepathy for one minute per level

For [Minor Rune: Move: Go, Send (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* forces the victim to go to a specified direction (it is not possible to send a victim into an obviously dangerous situation) or will force him to "dance" giving him a modification on attack of –1 per 4 levels and no dexterity bonus on AC. both effects will last for two rounds per level.
With Derðai:. enables the recipient to go for a longer duration (double all durations between checks) for a duration of 3 hours per level, or the recipient is treated as if he got the run-feat for a duration of 10 minutes per level. This has to be specified during the rune-creation, i.e. when For is created.
With Döi: protects from haste and slow effects as well as from all magic, that will make faster or slower. This includes all magic that grants a new means of transportation (flight, burrowing, teleportation) and polymorphing magic, that changes the speed (i.e. A carefully cast polymorph may work).
With Köi: Banishes all magic, that influence the speed of the recipient.

Gä [Master Modification Rune Protection by infliction (2)]
Time to Initiate*:* 8 rounds
Used with: Döi, Mestuch
Components*:* gold powder (1sp).
Duration: as other runes
Effect*:* Gä will modify a Döi rune-web in a way, that between ¼ and 1/3 of the web-level will inflict whatever was stated by an accompanying minor rune, as if the Ach-rune was used. Only the

remaining ¼ to ¾ of the web-level will be used for the Protection.
With Mestuch, Gä will trigger another rune-web.

Glir [Minor Rune: Forces: Magic (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Creates a place or area of wild magic that will last for one minute per level.
With Derðai: overcomes magic dead and wild magic areas by changing them to areas of normal magic. This will take one hour and will last ten minutes per rune-web-level (or may be permanent if the game master deems this appropriate).
With Döi: protection from magic by granting a +1 bonus per two levels (started) to all saving throws.
With Köi: creates a magic dead area. This will take ten minutes till the magic around the rune-web is depleted and will last for one minute per rune-web-level.

Gnu [Minor Rune: Change: Repair (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* works like the mending spell, but will leave no trace. From 12th level on, even magical items may be repaired. Heals constructs for one point per rune-web-level.
This repair is permanent.
With Derðai: gives a bonus to one craft-skill, selected on rune-creation of +1 per level for the duration of two hours per level.
With Döi: Protects from constructs.
With Köi: Reduces the craft ability by one per level for two hours per level. Will turn a construct as if it was an undead with two hit dice more, taking the rune-web-level as the priest-level

Görko [Minor Rune: Forces: Great Pressure (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* will hit all affected for 1d6 points of damage per rune-web-level. This is bludgeoning damage.
With Derðai: Either lifts 50 pounds per level by one foot upwards or sideways per round, or inflicts 1d6 points of damage per round.
With Döi: Protects from great pressure and reduces damage from bludgeoning and slashing weapons by 2.
With Köi: banishes pressure effects and ends spells, that do damage through impact.

Gve [Minor Rune: Change: Weight (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Increases the weight of a victim or Object by 20% per level for one round per level.
With Derðai: changes weight by 10% per two rounds. will last one minute per level. This can not reduce the weight below 10% of the normal weight.
With Döi: Protects from crushing damage, bludgeoning damage (one hit point per three levels as a DR) and spells, that increase or reduce the weight.
With Köi: Dispels weight altering magic (such as polymorph spells).

Hastir [Minor Rune: Change: Energy Dissipation (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Discharges magical and psionical energy at a rate of 1 spell level for 2 rune-web levels or 2 psionic points for 1 rune-web level. These discharges can be created on spells, that trigger the rune-web, during the casting of the spell (or during the concentration on the psionics, on magical or psionical energy fields.)
With Derðai: drains a magical item: per two rune-web-levels, one level, that is required for the creation of the item, can be drained. Magic items, that are not drained completely, may recover or are robbed of some powers (e.g. charges). This will take twenty minutes per level of the item.
With Döi: Protects from energy dissipation for 5 minutes per level.
With Köi: will banish or stop energy-draining magic and rune-webs.

Iir [Minor Rune: Forces: Light (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: see below
Effect*: With Ach:* creates light equalling the intensity of one torch per level for 5 minutes per level. This will brighten quite an area, but will not harm anyone.
It dispels magical darkness for the duration of the rune.
With Derðai: will create a light beam straight into the air up to two meters per level with a width according to the size of the rune-web. This beam can be directed with the according runes. it will work like a sunbeam, doing 1d6 damage per level to undead, destroying those, that can be destroyed by sunlight. Only Iir-runes written with level 14 and up will cause blindness. Light sensitive creatures are effected as if the light was true daylight. the beam will last for one round per level.
It dispels magical darkness in its path permanently.
With Döi: Protects from harmful light effects.
With Köi: Dispels Light and magical light effects. illusions based on light may save as the creator of the illusion (all light will be dispelled: that is even darker than darkness, and for one round, even creatures with darkvision will not be able to see).

Igli [Minor Rune:Change: Shrink (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* inflicts size-decrease by 10% per level, non-cumulative, i.e. a person, 2 meters in hight would loose 20 cm for the first level, an additional 18 cm for the second etc. This will last 1 round per level.
With Derðai: alters growth for anything for 1 month per level by 10% (good for crops, children in a superhuman-engineering project etc) non-cumulatively (see above).
With Döi: Protects and dispels shrinking effects of persons and items entering the area of effect.
With Köi: Dispels any size-changing spell and effect (i.e. polymorph and the druids wild shape are dispelled, too)..

Ithan [Minor Rune: Move: Swim(1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* grants a skill-bonus to swim checks of +6 +1 per level for one minute.
With Derðai: grants the ability to breath water for one hour per level.
With Döi: Protects from swimming creatures touching or entering the affected creature or area for the duration.
With Köi: reduces swim-skill by 6 +1 per level for one minute per level or slows native water creatures to one fourth their water speed.

Kearn [Minor Rune: Forces: Good (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as
Effect*: With Ach:* Kearn will cause a subject to think good thoughts. Blackguards are not able to use their abilities for a number of rounds equalling the level of the rune-web.
With Derðai: the subject will be treated as being good for 10 minutes per level of the rune-web although he is not good. He will detect as good and responds to spell as being of this alignment
With Döi: treat as protection from good spell.
With Köi: just like the dispel good spell, this rune may be used to banish an good outsider back to his home plane. He receives a save with the DC of the rune-web-level plus the ability score bonus of the rune-creator. In addition the rune-web may be used to dispel any good magic, like the spell, but with a save against the same DC as above.
Special Kearn can be used to specify, that only good persons should be effected. Treat Kearn in this case just like a name rune.

Kesh [Minor Rune: Emotion: Secret, Surprise, Confusion (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* confuses a victim for 5 rounds per level as the condition described in the Core Rulebook II.
With Derðai: gives a strong suggestion, that there is something hidden around (even with a specific hint, what is hidden). This can even be the urge to trigger the rune-web (when created with this intend, the effect will last for 3 hours per level). Or confers a secret, that only a specified person will get to know after triggering the rune-web. The affect got to be specified when the Kesh-rune is written.
With Döi: Protects from confusion and insanity effects by giving a save bonus of 1 per 4 levels (started: +1 on 1st, +2 on 5th).
With Köi: banishes confusion permanently and insanities for 1 hour per level.

Köi [Master Rune: Banish (4)]
Time to Initiate*:* 8 rounds
Used with: everything
Components*:* gold powder (10 sp).
Duration: as other runes
Effect*:* Köi will banish an indicated creature or group of creatures, requiring Lürsa in this combination. To banish a group of creatures, double the energy-cost. Either a name-rune or an identifier got to be present (either the true-name or an item belonging to the creature). The creature got a normal save to avoid banishment. The creature is banished to its home-plane or 10 yards per rune-web-levvel in a random direction (if no direction is given).
Köi may be used to banish the effect of any condition or spell, that is not a wound (i.e. with köi, you could banish blindness). To make the banishing permanent, you got to use Shalah, except where indicated.
Köi is one of the most expensive runes to write.

Kriy [Minor Rune: Change: Shriek (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Kriy will do 1d6 points of sonic damage per level, a successful fortitude save halves damage. The sound will affect those affected by the rune-web only.
With Derðai: will set the volume of sound that is possible in a given area (indicated by the rune-web). The rune-creator will set a volume according to the average volume in the area. Per five levels, she may raise or lower the volume by one volume-level. Volume levels are:

- silence: No sound at all.
- extremely low: only 1 foot away from the source is it possible at all to hear anything. if everything around is silent. +10% spell failure when casting spells with a verbal component.
- very low: the sound is harkable about 10 feet away, but understood only 1 foot

away. +5 % spell failure when casting spells with a verbal component.
- low: Nothing is heard from 40 feet away. Discern-able from 10 feet away.
- below average: maximum range of the sound is 100 feet, but it is understandable from 30 feet away.
- average: no effect.
- above average: equals someone speaking loudly.
- high: equals someone shouting. is annoying and causes a concentration check on all spell-casters against DC 5.
- very high: equals someone shouting loudly. forces spell-casters to make a concentration-check against DC 10. In addition everyone got to make a fortitude save to avoid temporally reduced hearing ability for 1d4 rounds. The DC is 8. The effect of reduced hearing ability equals the effect of the very low sound.
- extremely high: equals street at a market day with carts rumbling by and everybody shouting (or a medieval battlefield). As above but the DCs are 14 and 12. You have to shout to make yourself hear-able at a distance of 10 feet.
- deafening: the sound temporally deafens everybody hearing it for 1d6 rounds. Fortitude save to negate vs. the normal DC. does 1 point of damage to brittle objects like glass per round.
- totally deafening: as above but add +4 to the DC and the deafening is permanent. If the save succeeds, the effect is temporally. It does 2 point of damage to brittle objects like glass per round.
- destroying: as above although the DC is raised by +4 and it does 1 point of damage to everything effected per round.

The sound will affect those affected by the rune-web only. The sound volume will stay set for one round per rune-web-level.
With Döi: protects from 2 points of sonic damage per level and confers a +1 saving throw bonus vs. not damaging sound attacks per 4 levels.
With Köi: will rob a given area, item or person in the area it was written on of all sound for one minute per level.

Lurgi [Minor Rune: Emotion: Pain (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Lurgi will cause intense pain for one round causing 1d6 hit points of damage per rune-web-level.
With Derðai: intense pain for one round per level for 1d4 hp of damage per level, requiring a concentration check per round to cast spells or do any other activity that requires intense concentration.
With Döi: Protects against pain and will allow to stay conscious, even when below 0 hp for 1 minute per level.
With Köi: removes pain and pain effects and stops a wound from bleeding (even one done from a weapon of wounding).

Lürsa [Minor Rune: Move: Transfer, Teleportation (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* will teleport up to 50 pounds per level to any place described. Check the teleport table for the spell for teleporting to a place of target. Per level, the chance to land of target is reduced by one per extra hit point spend for energy.
With Derðai: will transfer the effect of a rune-web connected to the Lürsa via the Dai-rune to the specified place. Of target effects are handled in the same way as with Ach. Be careful where you put send you effects.
With Döi: Protects the place of the rune-web or a creature from being teleported or from teleporting into it.
With Köi: will rob any creature for one minute per level of all teleportation abilities and all abilities to travel through time, to another plane of existence or to use summoning spells etc.

Mass [Minor Rune: Creation: Water (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* creates (level * 10)^2 litre of water
With Derðai: Changes (level * 10)^2 litre of non-magical liquids to water or (level)^2 non-living, not undead or animated matter to water.
With Döi: protection from water for one round per level. Can be used to breath under water by creating a bauble.
With Köi: Dehydrates a creature, causing 1d6 points of damage per level, 2d6 to creatures with the water-subtype, or dispels (level * 10)^2 litre of water, i.e. the water is sent to the elemental plane of water never to return.

Mechr [Minor Rune: Forces: Growth (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* inflicts growth by 10% per level (up to 100%) lasting 1 round per level.
With Derðai: alters growth for anything for 1 month per level by 10% (good for crops, children in a superhuman-engineering project etc).
With Döi: Protects and dispels growth effects of persons and items entering the area of effect.
With Köi: Dispels any size-changing spell and effect (i.e. polymorph and the druids wild shape are dispelled, too).

Mestuch [Master Rune: Detect (2)]
Time to Initiate*: 8* rounds
Used with: see.below.
Components*:* gold powder (1sp).
Duration: 5 minutes per level
Effect*:* Mestuch grants the ability to see or recognize things. Mestuch can be used with the Master-Modification runes and the modification runes. With any one Utility Rune, the user will be able to see magical wards, protected areas and activated rune-webs. Mestuch can be used with emotion, force, move and name minor runes.

With Emotions: You detect the emotional state and all charms.

With Forces: You detect the force or that a specific force is behind a given effect.

With Move: You will see, that a move of the according type was used.

With Names: you will detect all beings of a given name and see them in their true form.

Against the last effect all creatures receive a normal will-save.

Mestuch must be applied to the body of the person benefiting from it or on any other surface, in which case, it must be used with the Dai-rune to connect to one or more beings.

With Gä, Mestuch will behave just like Nu-sei and can be written on anything with the added possibility, that other runes may be applied to this rune-web.

Written on an Item, the Mestuch rune will give the rune-creator or a person connected, the specified information for either 1 minute per level or all information about an item, that is to know of a time equalling (rune-web-level in minutes)[4] in days. written on a person, only knowledge for half the time may be acquired.

Names [Several (1/3)]
Time to Initiate*:* 2 rounds
Used with: all
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* To specify a person, that should be effected by a rune-web, the name of the person (or something belonging to the person) has to be placed close to the rune before activation. To describe a whole group of persons, name-runes can be used. In addition these runes are used to specify creatures to be protected from or to be summoned.

For a list of name-runes, look at the list at the beginning of this chapter.

Naus [Minor Rune: Emotion: Hate (1)]
Time meto Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* will cause intense hate in the victim. The victims may roll an additional will-save against DC 20 or will attack, kill or betray anyone, he dislikes or that is specified. Generalisations using name-runes do not suffice, but every person to be specified must be mentioned on its own. Victims, who failed their save receive a +1 on attack-rolls, -2 on AC and all knowledge skill checks.

With Derðai: for two rounds per level of the rune, the victim will fall into a rage, like a barbarian of the level of the rune-web for the duration of the rune-web in rounds. If the time of the rage exceeds the constitution-score of the victim, the victim will fall unconscious immediately after the rage. Otherwise the rage ends with the normal results described in the core rulebook I.

With Döi: creates a 10 feet circle of tranquillity. Every affected creature in the circle got to save every round or succumb to tranquillity: Hate dissipates, rage dissipates, no urge to attack can be kept up. This circle will last for one minute per level.

Even constructs and undead are affected.

With Köi: ends rage and hate effects. Targets may make a will-save to avoid the effect.

Nu-Gli [Utility Rune: Magic (1/2)]
Time to Initiate*:* 2 rounds
Used with: Sanhi
Components*:* anything worth 10 cp or more.
Duration: one round per level
Effect*:* This utility rune is triggered by magic or psionics or the presence of magical creatures, wizards or sorcerers. When triggered, it will sound a shrill alarm for one round per level.

Note: Utility runes do not require a Masterrune to activate.

Nu-h(e) [Utility Rune: Silent (1/2)]
Time to Initiate*:* 2 rounds
Used with: Sanhi
Components*:* anything worth 10 cp or more.
Duration: one round per level
Effect*:* This utility rune is triggered, if itself or an item, it is scribed on, is disturbed. When triggered, it will sound a silent alarm, that can only be heard by the character, who created the rune.

Note: Utility runes do not require a Masterrune to activate.

Nu-Sei [Utility Rune: Trigger (1/2)]
Time to Initiate*:* 2 rounds
Used with: any other rune
Components*:* anything worth 10 cp or more.
Duration: one round per level, special
Desctiption: Sometimes, it is strange, how effects of two different things can be so similar. Take for example the rune Nu-Sei. Like all utility-runes, it does not require a masterrune to be activated, only rað. But you will get the same effect from it, as if you used Mestuch with Gä.

This coincident led to a popular theory among the new generation of runecrafters, that the runecrafters of old knew of a technique, to create simplified rune-webs of even smaller size than those known today.

But since the runecrafters believe lots of strange things about the still unknown creators of the runes, this is probably just another strange coincidence.

Effect*:* This utitlity rune is triggered, if itself or an item, it is scribed on, is disturbed. When triggered,

it will sound a silent alarm, that can only be heard by the creator, who created the rune and will trigger another rune, as described for Ach, or a rune-web, that must be not further away than one foot per level.
Note: Utility runes do not require a Masterrune to activate.

Nu-Xarr [Utility Rune: Sound (1/2)]
Time to Initiate*:* 2 rounds
Used with: Sanhi
Components*:* anything worth 10 cp or more.
Duration: one round per level
Effect*:* This utility rune is triggered if itself or an item, it is scribed on, is disturbed. When triggered, it will sound a shrill alarm for one round per level.
Note: Utility runes do not require a Masterrune to activate.

Nuch [Minor Rune: Forces: positive Energy, Heal (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as
Effect*: With Ach:* Nuch will heal three hit points per level through positive energy or do three points of damage per level to undead and evil outsiders, that can not be regenerated or fast healed. This rune is not able to heal any subdual damage.
With Derðai: Nuch will change 6 hit of damage to subdual damage per level or will deal 6 points of subdual damage to evil outsiders.
With Döi: Nuch will protect from the effect of positive energy for four points of damage per level.
With Köi: banishes positive energy fields, and possibly outsiders from the plane of positive energy.

Oerd [Minor Rune: Change: Wall (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: see below
Effect*: With Ach:* changes substances lying around and specified by a name rune to a wall for one round per level. The size of the wall is one square yard per level. Depending on level and material, the wall will be able to withstand between one hp and 1d6 hp per level.
With Derðai: creates a wall from substances specified by a name-rune, that will either last as long, as the material is there but at least ½ day per level. The wall needs 10 minutes per level to assemble. For further information see Ach.
With Döi: will protect an area from wall spell, i.e. in this place, no wall spell may be cast and all walls build after the rune was triggered will fall down again.
With Köi: banishes any wall of a spell level lower or equal to the rune-web-level divided by two.

Oor [Minor Rune: Forces: Dark (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* creates darkness in a 10 foot radius per level for 1 minute per level. Treat this as magical darkness.
With Derðai: Allows the runecreator to manipulate shadows. See shadow conjuration for the effects of this rune. The spell-level, that can be emulated equals ¼ of the rune-web-level (completed: 0 level spells on first through 3rd. 1st level spells from 4th to 7th level 2nd level spells etc.) to a maximum spell-level of 5.
With Döi: Protects from shadow magic and dispels all shadows (not the monster) in the rune-web-area, which may unnerve some people. The shadows return when the rune-web dies or a person or ite leaves the affected area.
With Köi: dispels magical darkness and shadow magic as well as banishes shadows and shades.

Oorulard [Minor Rune: Forces: Undead (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Creates an Undead. This requires the according name-rune plus Saun plus Dai (to connect the undead to the rune-creator.). the undead will last for one hour per rune-web-level. It will have 1 HD per two rune-web-levels. The undead is corporeal and is under the control of the rune-creator.or e
With Derðai: Changes a being into an Undead (Name-rune, Shaun and Dai are required) for two rounds per level (HDs, ability scores etc remain the same, but the victim will detect as evil and undead and will be affected as if it was undead, for example, he can be turned or rebuked, but not destroyed).
With Döi: Protection from undead, preventing them from entering the area and ffecting any one inside the area or who is protected by the rune-web with an undead ability.
With Köi: allows the runecrator to turn, rebuke or control undead as if he was a cleric of a level equalling the rune-web-level (or gives a bonus to already possessed turning abilities) for one round per two levels.

Rau [Master Rune: Summon (2)]
Time to Initiate*:* 8 rounds
Used with: everything
Required Runes: Lürsa, a name-rune
Components*:* gold powder (1sp) possibly other sacrifices.
Duration: instantaneous
Effect*:* summons whatever is indicated by the accompanying runes. Rau requires a name rune. The character may summon one being of a CR not greater than the rune-web-level. The Creature is not bound to the character in any way (better build some Syashy-rune-webs). Another way to get control over the creature is, to connect the Rau-rune to an effect, that will happen, when the rune-creator is killed for example. Duration for the summoning is one minute per level.

Reish [Minor Rune: Change: Paralyse (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* works like Hold Person. From 3rd level on, it works like Hold Animal, from 7th level on like Hold Monster for one round per level.
With Derðai: paralyses the nerve centres. The victim may not think clear thoughts for 1 round per level but may move at half it's movement rate.
With Döi: Protects from paralysis.
With Köi: will banish paralysis, even illness induced paralysis and damage to the attribute scores Dex and Con (one point per level).

Sa-lusa [Modification-Rune: Master: Distance pointer (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Utility Runes and Minor-runes
Components*:* silver powder (1sp).
Duration: as other runes
Effect*:* Sa-Lusa carries the effect of the rune-web to a place indicated by accompanying direction and number runes, up to a distance of 40 feet per level of the rune-web.

Sanhi [Modification-Rune: Master: Area Effect (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Utility Runes and Minor-runes
Components*:* silver powder (1sp).
Duration: as other runes
Effect*:* increases the effected area of the rune-web to up to a 10 foot radius per level of the rune-writing or increases the area, in which the rune-web will be triggered. This rune can not be active while carried. To achieve both effects, Sanhi has to be created twice.

Saun [Modification-Rune: Master: Increase (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Rau, Utility Runes and Minor-runes
Components*:* silver powder (1sp), plus 5 XP per level of the rune-web
Duration: as other runes
Effect*:* multiplies the duration and range of any accompanying rune by two. This factor is increased by one for every 5th rune-web-level (up to a maximum of six on 20th level). Rune-webs written with this rune will not end, when the triggered rune-web is destroyed, but only, when the effect ends or is dispelled.

Sefa [Direction Rune: back, out (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Sefa gives any other rune a direction. In this case back and out. For the out-meaning something to get out has to be described. As all direction-runes, this rune can be combined with other direction-runes, to give a way, that has to be followed, like a program.

Senhu [Modification-Rune: Master: Ray (2)]
Time to Initiate*:* 8 rounds
Used with: Ach, Derðai. Döi, Göi, Utility Runes and Minor-runes
Components*:* silver powder (1sp).
Duration: as other runes
Effect*:* This rune will redirect the effect of a rune-web into one direction, into a ray, three feet wide, that travels up to 20 feet per level of the rune-web or until it is stopped. Direction and angle have to be indicated with number runes and direction runes.

Shalah [Modification-Rune: Master: Permanence (2)]
Time to Initiate*:* 8 rounds
Used with: any other rune
Components*:* gold powder (10sp), plus 50 XP times the DC.
Duration: as other runes
Effect*:* Shala makes a rune-web permanent, until the web itself is destroyed, or it can be used to make the effect of a rune-web permanent (i.e. Lurgi: eternal pain) until the effect is banished in this case. The destruction of the triggered rune-web will have no effect, the effect of the rune-web will carry on (with the exception of webs with the masterrune Gö, which will end, when the rune-web is destroyed). The rune-creator got to decide during the creation. If both should be made permanent, shalah has to be written twice. With shalah created Köi-webs will stay permanently banished, even when the rune is destroyed.

Shas [Minor Rune: Creation: Cold (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as
Effect*: With Ach:* Shas will create a bone chilling cold dealing 1 point of damage per round for 6 rounds per level.
With Derðai: .over the period of one hour, an area will cool by 5 degrees per level and staying this way for twenty minutes per level
With Döi: protects from 3 points of cold damage per level or 1 point of magical cold damage per round.
With Köi: banishes any magical cold-effect.

Shu [Minor Rune: Change: Sleep (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: see below
Effect*: With Ach:* Shu will send the victim into a slumber for five rounds per rune-web-level, just like the sleep-spell, but without restrictions to the hit dice. It will cause even elves to fall into a reverie This effect will last for 5 minutes per level.
With Derðai: will tire a victim (either it becomes fatigued or receives one exhaustion level) until it is

able to recover. This effect will last for 20 minutes per level.
With Döi: will protect from spells, that cause sleep or exhaustion, but not from exhaustion gained through other means.
With Köi: either reduces the exhaustion level by one for five levels or will change fatigue to non fatigued (or exhausted to fatigued) for 12 levels.

Stef [Minor Rune: Move: Fly (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* woks similar to a fly-spell. On rune-level one through three it will work like levitate. All recipients may go only in one direction. Will last for twenty minutes per rune-web-level. Unwillig recipients can avoid this effect wit a successfull will-save.
With Derðai: as ach, but everyone may go his own way. Will last for ten minutes per level.
With Döi: Protects from anything, that would lift the recipient from the ground. He is not even able to jump.
With Köi: Dispells flying (even natural Flying) for one minute per rune-web-level.

Syashi [Minor Rune: Emotion: Command, Charm(1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* the victim is charmed (as the charm person spell) for ten minutes per level. A Syashi-web of a rune-web-level of at least 7 will work as a charm monsters spell.
With Derðai: victim will be subjected to a suggestion, that will set in after one minute and will last for (one hour per level)² or until completed (see the according spell).
With Döi: Protects from charms, suggestion and other compulsion effects.
With Köi: Köi will dispel a compulsion.

Unda [Direction Rune: left (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Unda tells another rune or a charmed/ commanded person, that the direction, that has to be followed, is left. With numbers, a degree can be given (starting at the end of the straight line, that can be drawn from the eyes of the creator across the rune during the creation). (A full circle in raula and glani knowledge has 600 degrees).

Toerl [Minor Rune: Change: Disintegrate (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* victim takes 1d6 hp damage per level. If killed in this way, the body is utterly destroyed. This rune becomes more deadly with a hit location system, destroying body-parts.
With Derðai: dissolves matter slowly. victims and objects subject to this rune will take 1d6 hp damage per round for one round per level. Dissolving begins with the body-parts closest to the rune-web.
With Döi: Protects from disintegration.
With Köi: will stop disintegration, etherealness, rusting effects and all magic, that dissolves matter..

Urgi [Minor Rune: Change: harden (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* increases the hardness of an item or creature by one per two rune-web-levels for the duration of one round per rune-web-level on creatures and one minute per level on items. For a volume greater than that of a medium sized creature, Sanhi is required. (a creature would loose 2 points of dexterity per point of hardness.)
With Derðai: The recipients strength is increased by one per two rune-web-levels for 20 minutes per rune-web-level.
With Döi: Protects from strengthening and hardening magic and effects.
With Köi: Banishes strength magic and magic, that gives a bonus to attack in combat and all magic, that gives a protection through a change of the skin.

Urs [Minor Rune: Change: Knowledge (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as Masterrune
Effect*: With Ach:* Urs will either grant a +1 bonus per 4 levels to all intelligence based skills for one minute per level, or the rune-web will grant +20 on a single knowledge skill check. The precise effect has to be set on creating the Urs-rune
With Derðai: Urs will grant the ability to read, speak and understand any language for one minute per level.
With Döi: will grant protection from magical detection for a duration of one minute per level. This includes all detection spells and scrying, except spells, that search for thoughts.
With Köi: removes the ability to scry or make magical detections from one item for 1 minute per level.

Ursh [Direction Rune: bend (1/2)]
Time to Initiate*:* 2 rounds
Used with: movement-runes, Senhu, Sa-lusa
Components*:* anything worth 10 cp or more.
Duration: depending on other runes
Effect*:* Urs will tell another rune or a charmed/ commanded person, to make a bend in its movement, up, down, left or right. The direction and the degree of the bend have to be specified. The other direction runes can be used without bend, even to specify a change of direction, but the

change of direction will be rather hard and very noticeable.

Vakin [Minor Rune: Creation: Fire (1)]
Time to Initiate*:* 4 rounds
Used with: any
Components*:* anything worth 20 cp or more.
Duration: as
Effect*: With Ach:* Vakin will create a fire blast for 1d6 damage per level.
With Derðai: The rune-web will fuel a fire the size of the rune-web for ten minutes per level. The flames will deal normal damage.
With Döi: protects from 3 points of fire damage per level or 1 point of magical fire damage per round.
With Köi: banishes any magical fire-effect.

Wa-Dis [Modification-Rune: Master: Reverse (2)]
Time to Initiate*:* 8 rounds
Used with: everything
Components*:* silver powder (1sp).
Duration: as other runes
Effect*:* With this rune, the effect of one rune in the rune-web is reversed (Growth becomes Shrink).
If Wa-Dis modifies Döi, the protection is pointed inwards forming a “cage”.

7. Prestige Classes

Aircrafter (acr)

The Air Crafter is a runecrafter, who decides early in his career, to aim for loftier rune-creation, namely the air rune. Normaly, the air rune feat may be learned not earlier than class level nine. These runecreators are much more eager to learn it and it would be possible to obtain this prestige class on 5th level. The Air Crafter increases his knowledge in the use of air runes in such a way, that his possibilities of creation are sometimes mistaken for that of a wizard.

Prerequisits	
Feats:	Faster Rune Writing, Reduced Material, Deeper Rune Knowledge
Skill:	Knowledge [runes]: 7; Craft [runewriter] 7
Other	Find a master of the air runes as a tutor, who is willing to teach the chracter

Game Rule Information

Air Crafters have the following game statistics:
Alignment: any non chaotic, they have to follow the teachings of their master.
Hit Die: d6

Class Skills

The Air Crafter class skills are Activate Rune Tattoo, Alchemy, Appraise, Concentration, Craft, Craft (runewriting), Decipher Script, Diplomacy, Forgery, Gather Information, Knowledge (runes), Knowledge (arcane), Perform, Perform (runesinging), Profession, Sense Motive, Speak Language, Spellcraft, Use Magic Device
Skill Points at 1st level: (4+Int.modifier)*4
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Air Crafter:
Weapon and Armor: gains no weapon or armor proficiency.

Air Rune: The Air Crafter receives the Air Rune Feat as a bonus feat on first level, regardless of prerequisits given by the feat.
Rune-Crafting: The air crafter learns to craft runes. He makes a level check vs. a DC of 4 +1 per level of the rune +1 per level of the rune-web. This level-check does not stack with or add to the craft [runewriter] skill, although 5 ranks in the craft [runewriter] skill grant a synergy bonus of +1 to the level check. The air crafter adds his intelligience bonus to this level check.
In most aspects, this class-ability works just like the skill, allowing the character to take ten or twenty etc.
Levels in the rune-crafting abilitiy gained in other classes stack with this ability.
Advanced Rune-Knowledge: The air crafter got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

RuneType	rune-level
Utility Runes	½
Minor Runes	1
Mod. Minor (i.e. Direction, Attribute)	½
Mod. Master	2
Names	1/3
Numbers	1/5

A air crafter could learn two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes with one point worth of rune-levels.
These bonus points can be used in combination with those points gained from the knowledge (runes) skill.
The points can be pooled, i.e. the need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+0	+0	+0	+2	Air Rune, Rune-Crafting, Advanced Rune Knowledge
2nd	+1	+0	+0	+3	Air Rune Mastery +1
3rd	+2	+1	+1	+3	Increased Time of the Rune
4th	+3	+1	+1	+4	Air Rune Mastery +2, Air Spell
5th	+3	+1	+1	+4	Bonus Feat
6th	+4	+2	+2	+5	Air Spell Bonus
7th	+5	+2	+2	+5	Air Rune Mastery +3, Air Spell Bonus, Improved Counter Rune
8th	+6	+2	+2	+6	Air Rune Permanence
9th	+6	+3	+3	+6	Bonus Feat
10th	+7	+3	+3	+7	Air Mage, Air Rune Mastery +4

Air Rune Mastery: The Air Crafter receives a air-rune-mastery-bonus on his craft [runewriter] skill check for crafting air runes on second level. This bonus increases by the given number on the levels four, seven and ten.

Increased Time of the Rune: an air rune, crafted by an air crafter of level three and up adds the class level of the air crafter times two to the time, it will last, until, it dissipates.

Air Spell: The Air Crafter is able to inhale one air rune-web, that he crafted. He may activate this web by using the rað rune. The activation cost is doubled. The level of the rune-web may not be above the craft [runewriter] skill.

Bonus Feat: The character receives one bonus feat of the rune-creator list.

Air Spell Bonus: The Air Crafter may inhale a second rune-web. The level of both rune-webs added together may not be more than the craft[runewriter]-skill multiplied by two. On seventh level, the character receives a third air rune-web, he may inhale. From then on, the three rune-levels added together may not be more than the craft [runewriter]-skill multiplied by two.

Improved Counter Rune: the character receives a bonus of +7 on all counter-rune-checks.

Air Rune Permanence: The character is able to use the Shalah and the Saun runes with an air rune.

Air Mage: the character receives a fourth air rune-web, he may inhale. The level of the rune-webs inhaled added together may not be more than three times the craft [runewriter] skill. In addition, the activation-energy cost is reduced to 1.5 times the normal cost.

Archdweomercrafter (arw)

The Archdweomercrafter can be many things, but he is always versatile. The knowledge of the runes grants him the might to create long lasting and powerful effects. The knowledge of spells helps him out in situations, where his runes would be to slow.

Prerequisits	
Feats:	Rune Magic
Skill:	Knowledge [runes]: 6; Knowledge [arcane] 6 or Knowledge [religion] 6 or Knowledge [nature] 6;
Other	Able to cast 2nd level spells; Knowledge of two Master-Runes and at least 6 other Runes. Ability to succeed at a rune-level-check vs. DC 27

Game Rule Information

Archdweomercrafter have the following game statistics:

Hit Die: d6

Class Skills

The Archdweomercrafter class skills Activate Rune Tattoo, Alchemy, Appraise, Concentration, Craft (Runewriting), Craft, Decipher Scrip, Forgery, Hide, Knowledge (any), Listen, Perform, Perform (Runesinging), Profession, Sense Motive, Speak Language, Spellcraft, Use Magic Device

Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Archdweomercrafter:

Weapon and Armor: gains no additional weapon or armor proficiency. Armor will impair the max. dexterity adjustment and the armor penalty on dancing. In addition it may impair the ability to cast arcane spells.

Rune-level-bonus: The Archdweomercrafter gets a rune-level-bonus that he adds to his rune-level-bonus or his craft (runecrafting)/ perform (rune-singing) check. If the character got more than one method of rune-creation, he must decide on which method to apply this bonus.

Advanced Rune-Knowledge: The archdweomercrafter got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels.

Each rune got a cost depending on its kind:

RuneType	**rune-level**
Utility Runes	½
Minor Runes	1
Mod. Minor (i.e. Direction, Attribute)	½
Mod. Master	2
Names	1/3
Numbers	1/5

The charcter could learn two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes with one point worth of rune-levels.

These bonus points can be used in combination with those points gained from the knowledge (runes) skill.

The points can be pooled, i.e. the need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.

Convert the Energy: At second level, the archdweomercrafter gains the ability to convert his runic energy with the aus-gliir rune into the type of

Lv.	BAB	Fort	Ref	Will	Rune-level-bonus	Special Abilities	Spells per Day
1st	+0	+0	+0	+2	+1	Advanced Rune Knowledge, Bonus Feat,	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	+2	Convert the Energy (runic to spell)	
3rd	+1	+1	+1	+3	+3		+1 level of existing spellcasting class
4th	+2	+1	+1	+4	+4	Bonus Feat	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	+5	Convert the Energy (spell to runic)	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	+6	Master Rune	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	+7	Bonus Feat	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	+8	Convert the Energy (spell to runic-creation-time)	
9th	+4	+3	+3	+6	+9		+1 level of existing spellcasting class
10th	+5	+3	+3	+7	+10	Bonus Feat	+1 level of existing spellcasting class

spell-energy he advances his spell-levels with. If he does not possess the knowledge of the aus-gliir rune, this rune is learned as a bonus-rune in addition to any other rune he may know. To convert the energy, he got to know the Derðai rune. The character can use the energy gained in this manner to fuel a spell. A spell fueled by converted energy stays prepared and can be used again. If the character casts spells spontaneously, he does not use up one of his spells per day.

The character can use this ability once per day per class level in the archdweomercrafter class.

From 5th level, the archdweomercrafter is able to convert spell energy into runic energy, i.e the rune-creator can channel the spell-energy into the a rune-web instead of fueling it with his hit points. One spell level equals one hit point. The character can mix hit points and spell-levels and may use more than one spell.

This ability can be used as long as the character got spells left. A spell used in this way is considered to be cast.

From 8th level on, the character can channel spell energy into the rune-creation process itself. This reduces creation-time (already reduced by any means the rune-creator got access to) by one round per two spell level spend. The character can reduce the time by a number of rounds equal to the highes level spell used or the number of spells spend to reduce the creation-time but never below one round.

Master Rune: On 6th level, the rune-crafter gains knowledge of one additional master rune. This master rune is in addition to any other master rune, the rune-crafter may know.

Spells per Day: When a new Archdweomercrafter level is gained, the character gains new spells per day as if he had also gained a level in any one spellcasting class he belonged to before he added the prestige class he belonged to previously, except second and 8th level. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of Archdweomercrafter to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one spellcasting class before he became an Archdweomercrafter, he must decide to which class he adds each level of Archdweomercrafter for the purpose of determining spells per day.

Bonus Feat: The Archdweomercrafter receives bonus-feats like a fighter, but these bonus feats must be used for feats from the feat list in this guide or skill focus.

Bloodcrafter (bcr)

Blood is a potent stuff. All rune-creators know about its power. Some learn the appropriate feats to use their blood to fuel their runes. Some, though take it further and become Bloodcrafter. Their speciality is the use of not their own blood, but the blood of others.

Prerequisits	
Feats:	Blood Rune, Improved Blood Rune, Runic Energy Flow, Runic Might
Skill:	Knowledge [runes]: 9, Heal 4
Other	Alignment: any none-good

Game Rule Information

Bloodcrafters have the following game statistics:
Hit Die: d8

Class Skills

The Bloodcrafter class skills are Activate Rune Tattoo, Alchemy, Concentration, Craft, Craft (runewriting), Decipher Script, Forgery, Heal, Knowledge (runes), Knowledge (anatomy), Knowledge (arcane), Profession, Spellcraft.
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Bloodcrafter:
Weapon and Armor: gains no weapon or armor proficiency. Armor will impair the maximum dexterity adjustment. Light weapons are preferred.
Rune-Crafting: The bloodcrafter learns to craft runes. He makes a level check against a DC of 4 +1 per level of the rune +1 per level of the rune-web. This level-check does not stack with or add to the craft [runewriter] skill, although 5 ranks in the craft [runewriter] skill grant a synergy bonus of +1 to the level check. The bloodcrafter adds his intelligience bonus to this level check.
In most aspects, this class-ability works just like the skill, allowing the character to take ten or twenty etc.
Levels in the rune-crafting ability gained in other classes stack with this ability.
Advanced Rune-Knowledge: The bloodcrafter got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

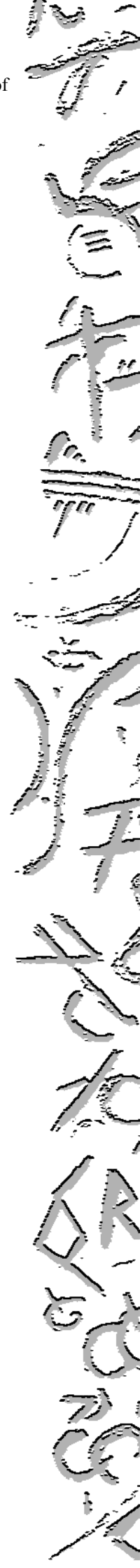
RuneType	rune-level
Utility Runes	½
Minor Runes	1
Mod. Minor (i.e. Direction, Attribute)	½
Mod. Master	2
Names	1/3
Numbers	1/5

A bloodcrafter could learn two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes with one point worth of rune-levels.
These bonus points can be used in combination with those points gained from the knowledge (runes) skill.
The points can be pooled, i.e. the need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.
Blood Rune Mastery: The Bloodcrafter receives a blood-rune-mastery-bonus of +2 to his craft[rune-writing]-check whenever he is crafting a rune, using the blood rune or improved blood rune feat.
Blood Flow: Whenever the bloodcrafter draws blood from another person to fuel his runes, he causes only the normal subdual damage as lethal damage to the creature.
Stream of Blood: After the initial drawing of blood, the bloodcrafter may draw blood while being away from the creature. The distance between the victim and the bloodcrafter may not be greater than 10 feet per level. He can keep this connection up for three rounds per level and the victim automatically looses one hit point per round in addition to the hit points, the crafter draws. The bloodcrafter does not need to draw the blood as an additional round.
Controll Blood: The bloodcrafter may use the bond, that he established by using the blood of a victim for the crafting of a rune-web, to control the victim as if he was using the dominate spell. The rune-web must have been craft with the Dai-rune to connect it to the victim. The victim got a save vs. this domination against DC 12+ bloodcrafter-level. The domination will last for ten minutes per level. But do not have to be initiated immediately. The domination can be activated any time that the bloodcrafter and the victim are on the same plane.
The crafter can have up to two creatures per level in his domination pool.
After the domination, the victim is free from the domination of the bloodcrafter, as long as the bloodcrafter does not use her blood for crafting again.
Conquere Blood: From level five on, the bloodcrafter may use the connection established for

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+0	+2	+0	+2	Blood Rune Mastery +2, Rune-Crafting, Advanced Rune Knowledge
2nd	+1	+3	+0	+3	Blood Flow
3rd	+1	+3	+1	+3	Stream of Blood
4th	+2	+4	+1	+4	Controll Blood
5th	+2	+4	+1	+4	Conquer Blood

control blood to cause harm to the victim. He may use one rune-web, and only one rune-web, on the victim at any distance, as long as both are on the same plane.

Afterwards the victim is free from the domination of the bloodcrafter.



Crafter of the Night Rune (cnr)

Some rune-creators have a more sinister bend, like their cousins the wizards. And while it seems to be far easier to cast a spell to raise the dead, the might of the Oorulard-rune is nothing to neglect and allows for far greater armies of undead in the end.
The crafter of the night rune is a rune-creator devoted to creating undead, mostly corproeal ones.
Although the prestige class is named "crafter" of the night rune, rune-singers can qualify for this class, too. Singers of the Night Rune are an eerie lot, but still more frightening are Dancers of the Night Rune, characters, who first took the rune-dancer prestige class.

Prerequisits	
Feats:	Craft minor runestones
Skill:	Knowledge [runes]: 10
Other	Runes: Ach, Köi, Oorulard, Ulethalgug, Ulethaldin Alignment: any none-good

Game Rule Information

Crafters of the Night Rune have the following game statistics:
Hit Die: d4

Class Skills

The Crafter of the night rune class skills are Activate Rune Tattoo, Alchemy, Concentration, Craft, Craft (rune-crafting), Decipher Script, Forgery, Knowledge (runes), Knowledge (arcane), Knowledge (undead), Perform, Perform (runesinging), Profession, Spellcraft.
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Crafter of the Night Rune:
Weapon and Armor: gains no weapon or armor proficiency. Armor will impair the maximum dexterity adjustment. Light weapons are preferred.
Rune-Crafting: The crafter of the night rune learns to craft runes. He makes a level check vs. a DC of 4 +1 per level of the rune +1 per level of the rune-web. This level-check does not stack with or add to the craft [runewriter] skill, although 5 ranks in the craft [runewriter] skill grant a synergy bonus of +1 to the level check. The crafter of the night rune adds his intelligience bonus to this level check.
In most aspects, this class-ability works just like the skill, allowing the character to take ten or twenty etc.
Levels in the rune-crafting abilitiy gained in other classes stack with this ability.
Advanced Rune-Knowledge: The crafter of the night rune got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

RuneType	rune-level
Utility Runes	½
Minor Runes	1
Mod. Minor	½
(i.e. Direction, Attribute)	
Mod. Master	2
Names	1/3
Numbers	1/5

A crafter of the night rune could learn two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes with one point worth of rune-levels.
These bonus points can be used in combination with those points gained from the knowledge (runes) skill.
The points can be pooled, i.e. the need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.
Improved Undead Turning: The Crafter of the Night Rune receives a bonus to his level of +2 when calculating his level to turn or rebuke undead while using a rune-web.
Night Rune Mastery: When creating rune-webs, that involve one of the undead-runes, the rune-crafter receives the given night-rune-mastery-bonus to his creation check, +2 on first level, +4 on 6th and +6 on 10th level. These modifications to not stack.

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+0	+0	+0	+2	Improved Undead Turning +2, Night Rune Mastery +2, Rune-Crafting, Advanced Rune Knowledge
2nd	+1	+0	+0	+3	Undead Rune Carrier
3rd	+1	+1	+1	+3	Create Permanent Undead ½
4th	+2	+1	+1	+4	Create Greater Undead
5th	+2	+1	+1	+4	Bonus Feat.
6th	+3	+2	+2	+5	Night Rune Mastery +4
7th	+3	+2	+2	+5	Greater Undead Rune Carrier
8th	+4	+2	+2	+6	Animation of the Parts
9th	+4	+3	+3	+6	Undead Rune Energy
10th	+5	+3	+3	+7	Create Permanent Undead ¼, Night Rune Mastery +6

Undead Rune Carrier: The Crafter of the Night Rune may use any corporeal undead under his control instead of a rune-stone.

Create Permanent Undead: When using the Shalah-rune to make the undead-state permanent, he got to pay less XP and material. On 3rd level the costs are halved, on 10th level they are only ¼ of the original cost.

Create Greater Undead: The Crafter of the Night Rune is able to create greater undead when using an Ach + Oorulard rune-web. The rune-web-level is set by the CR of these undead and is calculated as CR of the undead +3.

Bonus Feat: On 5th level, the Crafter receives a bonus feat, that must be taken from the rune-creator list.

Greater Undead Rune Carrier: The Crafter may create runes on the body of an undead, that can be activated and triggered without affecting the undead itself. In addition, this allows a triggered rune to be carried.

Animation of the parts: From level 7 on, the crafter of the night rune may animate undead parts (arms, legs etc.) and give them simple instructions on creation. He even can use the Dai-rune to connect such an animated part to another person, who could use it as a prothesis.

Undead Rune Energy: Through dark practices, the crafter of the night rune has learned the secret of using the negative energy of his undead to fuel his runewebs. Any undead, the crafter created can be used. The undead must not be further away than 5 feet per level of the crafter. The crafter may substitute three points of subdual damage, he would take by one hit die of the undead. These hit dice are permanently lost and can not be healed. In addition, the crafter may reduce the creation-time by one round per two hit dice used in this way. The creation time may not be reduced to less than one action.

Rune Dancer (rud)

The Rune Dancer has learned, that dance can be as much a viable method to create runes, as writing, carving or singing.

Prerequisits	
Feats:	Rune Singing
Skill:	Knowledge [runes]: 7; Perform [runesinging] 4 or Runesinging-class-ability, Perform [dancing] 7
Other	Constitution of 13 (rune dancing is very tiring. Finding a teacher.

Game Rule Information

Air Crafters have the following game statistics:
Hit Die: d6

Class Skills

The Rune Dancer class skills Activate Rune Tattoo, Alchemy, Appraise, Balance (Dex), Bluff (Cha), Concentration, Craft, Craft, Decipher Script, Diplomacy, Disguise (Cha), Escape Artist (Dex), Forgery, Hide, Intuit Direction (Wis), Jump (Str), Gather Information, Knowledge (any), Listen,), Move Silently (Dex), Perform, Pick Pocket (Dex), Profession, Sense Motive, Speak Language, Spirit Ritual, Spellcraft, Tumble, Use Magic Device
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Runedancer:
Weapon and Armor: gains no weapon or armor proficiency. Armor will impair the max. dexterity adjustment and the armor penalty on dancing. In addition rune-dancing is subjected to the arcane spell failure. Light weapons are preferred.
Rune Dancing: treat this ability just like the Rune Singing feat except, that the feats learned for the Rune Singing feat do not apply to Rune Dancing. Perform [dance] skill is used to determine the success of the rune-web-creation.
All feats, that may be applied to rune-crafting may be applied to rune-dancing, but have to be learned separately
The DC for rune-dancing is 8 +1 per level of the rune +1 per level of the rune-web.
This is a plain skill-check with the Perform [dancing] skill and uses the whole rank and not the halfed.
Advanced Rune-Knowledge: The rune-dancer got an advanced knowledge of runes and how to craft them. This knowledge is in addition to any knowledge the character may gain with his ranks in the knowledge (runes) skill. For every level, the character possess, he receives one point worth of rune-levels. On first level, he receives 3 additional points worth of rune-levels.
Each rune got a cost depending on its kind:

RuneType	**rune-level**
Utility Runes	½
Minor Runes	1
Mod. Minor (i.e. Direction, Attribute)	½
Mod. Master	2
Names	1/3
Numbers	1/5

A rune-dancer could learn two utility runes or one minor rune or one modification minor rune and one utility rune or any possible combination of other runes with one point worth of rune-levels.
These bonus points can be used in combination with those points gained from the knowledge (runes) skill.
The points can be pooled, i.e. the need not be used on the level they are gained, but can be used on later levels, for example to learn a modification master rune.
Convert Runes/ Deeper Rune Knowledge: the character receives these feats as bonus feats, applying to rune-dancing.
Rune Dance Mastery: the character receives a rune-dance-mastery-bonus to his rune-dancing checks.
Quick Rune Dance: You may half your dancing/ creation time for creating a rune-web, but must add +3 to the DC for the rune-creation.
Waterdance: As long, as you dance, you may dance across any surface of any liquid. You touch this surface with the soles of your feet. You got to succeed at a Perform [dance] check vs. DC 18. The needed energy required for this ability are 3 hit points of subdual damage. Each ten minutes after

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+0	+0	+2	+2	Runedancing, Convert Runes, Deeper Rune Knowledge, Advanced Rune Knowledge
2nd	+1	+0	+3	+3	Rune Dance Mastery +1
3rd	+2	+1	+3	+3	Quick Rune Dance
4th	+3	+1	+4	+4	Waterdance
5th	+3	+1	+4	+4	View Dance
6th	+4	+2	+5	+5	Airdance
7th	+5	+2	+5	+5	Charming Dance
8th	+6	+2	+6	+6	Dancing without song, Rune Dance Mastery +2
9th	+6	+3	+6	+6	Firedance
10th	+7	+3	+7	+7	Earthdance

the first ten, that you dance, inflicts one hit point of subdual damage.

View Dance: You may cause your danced rune-webs to effect on one person viewing it for every two levels of rune-dancer class.

Airdance: you dance through the air effectively flying at your base speed and with good maneuverbility. You got to succeed at a Perform [dance] check against DC 21. The needed energy required for this ability are 5 hit points of subdual damage. Every minute after the first minute, that you dance, inflicts one hit point of subdual damage.

Charming Dance: you may dance a charming dance, that entrances every onlooker for as long as you dance. You got to know the Syashi rune. You got to succeed at a Perform [dance] check vs. DC 20. The needed energy required for this ability are 6 hit points of subdual damage. Each five minutes after the first five, that you dance, inflicts one hit point of subdual damage.

Dancing without Song: you do not need any instruments or song accompanying you, while you dance the runes. The DC is raised by two.

Firedance: Firedance allows the rune dancer, to withstand the heat of any fire as long as he dances.

You got to succeed at a Perform [dance] check vs. DC 25. The needed energy required for this ability are 10 hit points of subdual damage. Each minute after the first, that you dance, inflicts one hit point of subdual damage.

In addition, you may produce fire with every step you dance. For this application of firedance, you got to know the Vakin rune. You got to succeed at a Perform [dance] check vs. DC 18. The needed energy required for this ability are 3 hit points of subdual damage. Each 10 rounds after the first ten round, that you dance, inflicts one hit point of subdual damage.

Earthdance: You are able to produce an earthquake through your dance. This equals the effect of the spell of the same name. You got to succeed at a Perform [dance] check vs. DC 25. The energy required for this ability are 20 hit points of subdual damage. You got to dance for five rounds to get the result.

Rune-Weapon Sworn (rws)

There are two types of rune-weapons, the intelligent and the weapons of true ownership. Rune weapon sworn are warriors, who have bonded with a weapon of true ownership and want to improve this bond.

Prerequisits	
Feats	Weapon Focus with bound weapon.
Other	BAB: +7 Must be bound to a rune weapon of true ownership.

Game Rule Information

Rune weapon sworn have the following game statistics:

Hit Die: d10

Class Skills

The Rune weapon sworn class skills are Activate Rune Tattoo, Concentration, Climb, Craft, Craft (runewriting), Jump, Knowledge (runes), Profession, Swim.

Skill Points at Each Add. Level: 2+Int.modifier

Class Features

All of the following are class features of the Rune weapon sworn :

Weapon and Armor: a Rune weapon sworn gains no weapon or armor proficiency. Armor will impair the maximum dexterity adjustment..

Deeper Weapon Bond: The Rune weapon sworn can improve his weapon one level early.

Easy Improvement: The Rune weapon sworn has to pay 10% less XP to improve his weapon.

Empower Weapon: By spending hit points, the rune weapon sworn can give his weapon additional powers. The character must spend 3 hit points on for one weapon ability equalling a +1 bonus. On first level, the max. bonus, that can be gained in this way is +1 and increases by +1 per level. This additional weapon ability lasts for four rounds plus one round per constitution bonus. This ability can be used once per point of the charisma ability, but the cost of each use of this ability increases by one for each use.

Call Weapon: From second level on, the character can call his weapon to his hand, when he was disarmed or was not able to get to his weapon. The weapon will fly up to 10 feet per level, over walls and tries to get by obstacles, but it has to be able to physically move through this space.

Improved Call Weapon: From fourth level on, the weapon can be teleported over up to a distance of 150 feet.

Two Sided Bond: When a Rune weapon sworn dies while holding his weapon, his soul enters the weapon and the weapon becomes intelligent. The new weapon loses four of its weapon bonuses but will be at least a weapon +1.

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+1	+2	+0	+0	Deeper Weapon Bond, Empower Weapon
2nd	+2	+3	+0	+0	Call Weapon,
3rd	+3	+3	+1	+1	Easy Improvement
4th	+4	+4	+1	+1	Improved Call Weapon
5th	+5	+4	+1	+1	Two Sided Bond

Tattooed Warriors (taw)

Tattooed Warriors use the power of rune-tattoos to the fullest by speciallising in the recharging and empowering of their runes.
Anybody with a greater tattooed rune can become a tattooed warrior.

Prerequisits	
Weaon Proficiency:	Must be able to use at least one martial melee weapon
Skill:	Activate Rune Tattoo 6
Other	BAB: +6 Must possess at least one greater rune-tattoo.

Game Rule Information

Tattooed Warriors have the following game statistics:
Hit Die: d8

Class Skills

The tattooed warrior class skills are Activate Rune Tattoo, Concentration, Climb, Craft, Craft (runewriting), Jump, Knowledge (runes), Profession, Swim.
Skill Points at Each Add. Level: 4+Int.modifier

Class Features

All of the following are class features of the Tattooed Warrior:
Weapon and Armor: a tattooed warrior gains no weapon or armor proficiency. Armor will impair the maximum dexterity adjustment. It may additionally impede his ability to activate his runes.
Faster Recovery: The tattooed warrior's body-energy becomes increasingly better able to empower the rune-tattoos on the body. Each level , the tattooed warrior decreases the time for the energy recovery by the given amount per rune-level, i.e. a greater rune-tattoo requires half an hour per rune-level, but a rune-tattoo of a 4th level tattooed warrior is recharged after 18 minutes per rune-level.
Additional Rune-Tattoo allowed: Each time the tattooed warrior receives this ability, his body can carry one additional rune-tattoo. In addition, the tattooed warrior is considered to have 10 hit points per level more than he actually got for calculation of the power of the rune-webs on his body, only.
Empower Rune-Tattoo: The tattooed warrior is able to increase the power of a rune-web tattooed on his body. To increase the power of a rune-tattoo, the tattooed warrior got to pay the required cost in subdual damage and succeed at a activate rune-tattoo check against the rune-web-level of the changed rune-web, as if he was creating the rune-web. The tattooed warrior receives a bonus of +1 per level in the tattooed warrior class.
Simplified Rune-Web-Tattoo: The tattooed warrior learns one simplified rune-web on second and on fourth level again, that he is able to create a simple rune-tattoo from as if he was a rune-crafter of his tattooed warrior level (+ any rune-crafter or rune-charlatan level or + his craft (rune-crafting) skill ... whichever is higher) and as if he got the create rune-tattoo feat.
He can only use this ability with simplified rune-webs and only on himself.
Exchange Rune-Tattoo: On 2nd, 3rd, 4th and 5th level, a tattooed warrior can exchange one of the greater rune-tattoos on his body for a different tattoo.

Lv.	BAB	Fort	Ref	Will	Special Abilities
1st	+1	+2	+0	+0	Faster Recovery 3, Additional Rune-Tattoo allowed, Empower Rune-Tattoo
2nd	+2	+3	+0	+0	Faster Recovery 6, Simplified Rune-Web-Tattoo, Exchange Rune-Tattoo
3rd	+3	+3	+1	+1	Faster Recovery 9, Additional Rune-Tattoo allowed, Exchange Rune-Tattoo
4th	+4	+4	+1	+1	Faster Recovery 12, Simplified Rune-Web-Tattoo, Exchange Rune-Tattoo
5th	+5	+4	+1	+1	Faster Recovery 15, Additional Rune-Tattoo allowed, Exchange Rune-Tattoo

Appendix A: Examples

Runes Involved (rune-level)	DC*/creation time	energy required
Ach (2) + Iir (1) + Rað (1)	12 + lv.	4 + 1/ 3 lv.
Rau (2) + Name Rune (1/2) + Rað (1)	12 + lv	4 + 1/ 3 lv
Derðai (2) + Oor (1) + Senhu (2) + Sanhi (2) + Shalah (2) + Sefa (1) + Rað (1)	26 + lv	9 + 1/ 3 lv
Rað (1)	6 + lv	2 + 1/ 3 lv

*DC for a crafted rune.
twF: time required to craft the rune with faster writing.
twFR: time required to craft the rune with Faster Writing and Runic Energy Flow
twFRS: time required to craft the rune with faster writing and Runic Energy Flow and Rune Specialization on Rað. Rað is the first rune, that should be specialized on, because it is used most often.
SRW: Time and DC for a simplified rune-web.
r: round
lv.: rune web-level

Description of the used Rune-Webs:

Ach + Iir + Rað: Creates light for 5 minutes per rune-web-level with the intensity of a torch.

Rau + Name-Rune (e.g. Erdi) + Rað: will summon one devil of a CR equalling the rune-web-level, that will stay for one minute per rune-web-level. More than enough time for the devil to be nasty to the rune-creator, because he did not prepare anything to keep the devil at bay.

Ach + Oor + Senhu + Shalha + Sanhi + Sefa + Rað: will create darkness in a 10 feet radius per level. That radius is enhanced by Sanhi to 20 feet per level. Shalah makes the darkness permanent. The darkness will not be created around the rune, but up to 20 feet per level of the rune-web behind the rune-web (Senhu and Sefa).

Lookup (how to calculate)

DC: 4 (8 for rune-singing) **+ 1** per level of the rune-web **+2** per rune-level (all runes summed together, fractions from different rune-types are not added and rounded up. Fractions from the same rune-type are added together and than rounded.)
Creation Time: equals DC
Energy Required: DC/3 (rounded up)

Appendix B: Rune-Index

Alphabetically: Rune-Name

Ach (Inflict)
Anis (Fear)
Ara (Up, above)
Arg-Gruiner (Elemental, Earth)
Aron (Life)
Ashei (Ball)
Ass (Energy)
Aus-Drir (Produce Psi)
aus-gliir (Produce Magic)
Biha (down, under)
Chaelin (Dragon)
Dai (Connect)
Deba (right)
Derðai (Change)
Dis-Dai (Interrupt)
Döi (Protection from)
Dul (Blind)
Earn (Evil)
Ebel (Law)
Eber (Chaos)
Efa (Straight, through)
Ejard (Death)
Elde (secretly, hidden, unknown, invisible; Invisibility)
Erdei (Demon)
Erdi (Devil)
Erdu (Angel)
Feche (Message)
For (Go, Send)
Gä (Protection by Infliction)
Glani (Dwarf)
Glir (Magic)
Gnu (Repair)
Görko (great Pressure)
Gve (Weight)
Hastir (Energy Dissipation)
Hayk (Earth)
Holb (Fish)
Igli (Shrink)
Iir (Light)
Ildralshi (Human)
Ithan (Swim)
Ius (Insects)
Kearn (Good)
Kesh (Confusion, Surprise, Secret)
Köi (Banish)
Kriy (Shriek)
Lurgi (Pain)
Lürsa (Transfer, Teleportation)
Mar (Plants)
Mass (Water)
Mechr (Growth)
Mestuch (Detect)
Naus (Hate)
Nuch (Healing)
Nu-gli (Magic)
Nu-Gruiner (Elemental, Water)
Nu-h(e) (Silent)
Nu-sei (Trigger)
Nu-Xarr (Sound)
Oerd (Wall)
Oor (Dark)
Oorulard (Undead)
Pfach (Air)
Rau (Summon)
Raula (Raula)
Reish (Paralyze)
Sa-Lusa (Distance Pointer)
Sanhi (Area Effect)
Saun (Increase)
Sefa (back, out)
Sen-Gruiner (Elemental, Air)
Senhu (Ray, Pointer)
Shalah (Permanence)
Shas (Cold)
Shu (Sleep)
Sshe (Reptiles)
Stef (Fly)
Syashi (Command, Charm)
Toerl (Disintegrate)
Tshi (Birds)
Uan (Move)
Ulethaldin (Undead, Non-Corporal)
Ulethalgug (Undead, Corporal)
Uljuen (Feen, Fearies)
Unda (left)
Urgi (harden)
Urs (Knowledge)
Ursh (bend)
Vakin (Fire)
Vakin-Gruiner (Elemental, Fire)
Wa-Dis (Reverse)
We-Ath (Weather)
Xarge (Fungus)
Yan (Mamals)

Alphabetical Order: Translated Names

Air	Pfach
Angel	Erdu
Area Effect	Sanhi
back, out	Sefa
Ball	Ashei
Banish	Köi
bend	Ursh
Birds	Tshi
Blind	Dul
Change	Derðai
Chaos	Eber
Cold	Shas
Command	Syashi
Connect	Dai
Dark	Oor
Death	Ejard
Demon	Erdei
Detect	Mestuch
Devil	Erdi
Disintegrate	Toerl
Distance Pointer	Sa-Lusa
down, under	Biha
Dragon	Chaelin
Dwarf	Glani
Earth	Hayk
Elemental, Air	Sen-Gruiner
Elemental, Earth	Arg-Gruiner
Elemental, Fire	Vakin-Gruiner
Elemental, Water	Nu-Gruiner
Energy	Ass
Energy Dissipation	Hastir
Evil	Earn
Fear	Anis
Feen, Fearies	Uljuen
Fire	Vakin
Fish	Holb
Fly	Stef
Fungus	Xarge
Go, Send	For
Good	Kearn
great Pressure	Görko
Growth	Mechr
harden	Urgi
Hate	Naus
Healing	Nuch
Human	Ildralshi
Increase	Saun
Inflict	Ach
Insects	Ius
Interrupt	Dis-Dai
invisible	Elde
Knowledge	Urs
Law	Ebel
left	Unda
Life	Aron
Light	Iir
Magic	Glir
Mamals	Yan
Message	Feche
Move	Uan
Pain	Lurgi
Paralyze	Reish

Permanence	Shalah
Plants	Mar
Produce Magic	aus-gliir
Produce Psi	Aus-Drir
Protect & Infliction	Gä
Protection from	Döi
Raula	Raula
Ray, Pointer	Senhu
Repair	Gnu
Reptiles	Sshe
Reverse	Wa-Dis
right	Deba
Secret	Kesh
Shriek	Kriy
Shrink	Igli
Sleep	Shu
Straight, through	Efa
Summon	Rau
Swim	Ithan
Transfer	Lürsa
Undead	Oorulard
Undead, Corporal	Ulethalgug
Undead, Non-Corporal	Ulethaldin
Up, above	Ara
Utility: Magic	Nu-gli
Utility: Silent	Nu-h(e)
Utility: Sound	Nu-Xarr
Utility: Trigger	Nu-sei
Wall	Oerd
Water	Mass
Weather	We-Ath
Weight	Gve

Ordered by Rune-level

Rune-Level 2:

Mestuch	(Detect)
Ach	(Inflict)
Dai	(Connect)
Derðai	(Change)
Dis-Dai	(Interrupt)
Döi	(Protection from)
Gä	(Protection by Infliction)
Köi	(Banish)
Rau	(Summon)
Sa-Lusa	(Distance Pointer)
Sanhi	(Area Effect)
Saun	(Increase)
Senhu	(Ray, Pointer)
Shalah	(Permanence)
Wa-Dis	(Reverse)

Rune-Level 1:

Anis	(Fear)
Aron	(Life)
Ashei	(Ball)
Ass	(Energy)
Aus-Drir	(Produce Psi)
aus-gliir	(Produce Magic)
Drig	(Might)
Dul	(Blind)
Earn	(Evil)
Ebel	(Law)
Eber	(Chaos)
Ejard	(Death)
Elde	(secretly, hidden, unknown, invisible; Invisibility)
Feche	(Message)
For	(Go, Send)
Glir	(Magic)
Gnu	(Repair)
Görko	(great Pressure)
Gve	(Weight)
Hastir	(Energy Dissipation)
Igli	(Shrink)
Iir	(Light)
Ithan	(Swim)
Kearn	(Good)
Kesh	(Confusion, Surprise, Secret)
Kriy	(Shriek)
Lurgi	(Pain)
Lürsa	(Transfer, Teleportation)
Mass	(Water)
Mechr	(Growth)
Naus	(Hate)
Nuch	(Healing)
Oerd	(Wall)
Oor	(Dark)
Oorulard	(Undead)
Rað	(Finalize)
Reish	(Paralyze)
Shas	(Cold)
Shu	(Sleep)
Stef	(Fly)
Syashi	(Command, Charm)
Toerl	(Disintegrate)
Urgi	(harden)
Urs	(Knowledge)
Vakin	(Fire)

Rune-Level 1/2:

Ara	(Up, above)
Biha	(down, under)
Colors	
Deba	(right)
Efa	(Straight, through)
Nu-gli	(Magic)
Nu-h(e)	(Silent)
Nu-sei	(Trigger)
Nu-Xarr	(Sound)
Sefa	(back, out)
Unda	(left)
Ursh	(bend)

Rune-Leve 1/3:

Arg-Gruiner	(Elemental, Earth)
Chaelin	(Dragon)
Erdei	(Demon)
Erdi	(Devil)
Erdu	(Angel)
Glani	(Dwarf)
Holb	(Fish)
Ildralshi	(Human)
Ius	(Insects)
Mar	(Plants)
Nu-Gruiner	(Elemental, Water)
Raula	(Raula)
Sen-Gruiner	(Elemental, Air)
Sshe	(Reptiles)
Tshi	(Birds)
Ulethaldin	(Undead, Non-Corporal)
Ulethalgug	(Undead, Corporal)
Uljuen	(Feen, Fearies)
Vakin-Gruiner	(Elemental, Fire)
Xarge	(Fungus)
Yan	(Mamals)

Design Note

History

Way back, when second edition drew the money out of my pockets, the Historical References came out, namely the Vikings Handbook. Here, I found the runes, I liked, but that were rather like spells.
In addition, I owned at the time an older edition of the Palladium RPG. Palladium RPG was similar enough to AD&D, that I tried to convert the rules for Ward-Magic to the system I was playing.
I did not succeed, especially, because I tried to mix both systems and add new stuff, while I tried to make the system open to all classes.

But the rune-mage, while no one played one, did not leave my campaign Orfinlir, and I integrated the idea of the rune-magic into the background-story and the way, magic and psionics worked, deciding that rune-magic, in the truest form, would be a mixture of arcane magic and psionics.

When 3rd Edition came out, somone suddenly stated, that he would be interested in playing a dwarf, who could do magic. While allowed under d20 rules, dwarves on Orfinlir are not. Not knowing, what would hit me, I replied to him, "why do you not play a rune-crafter?" He did not know either and wanted to play one.

And there I was with nothing but a few ideas.

Decisions

The first decision, I had to make, was, which system I wanted to use, runes, that are like spells or runes, that build the basis of a toolbox.
I wanted as much versatility as possible, therefore I decided to use both and the simplified rune-webs where born. This cried for a character class and the runecharlatan was born.
Way back during the 2nd edition, I wanted bards to be able to sing the runes. This led to the rune-singer.
The next important decision was the way, runes could be learned. I always wanted fighters and other characters to be able to do some magic, getting something special, therefore the decision was clear. Feats and skills where the way to go.
The last important decision was the way, the runes where presented. I am not a great artist, but still, I could have done some runes. But the players would remember the runes and sooner or later someone would state, if he could remember a rune, his character should be able, too. Giving only names to the runes, stating, that there are different schools to write a rune, led to the strange names for the runes, that are based upon a bit of the raula-language, that had already been created.

Playing a Rune-Crafter

Sometimes, playing a rune-crafter is a bit boring. You stand in the background and craft, and craft, and craft, while your friends cast and fight, while you even craft some more. When you are done, the fight is over.
Nonetheless, it can be great fun, to play a rune-crafter. He can do lots of damage even on lower levels, he can heal, he can aid in close to everything with the right runes. Rune-tattoos can be a welcome addition to any characters toolbox and never forget, that role-playing is not all about fighting in the front line (although I will be the first to concede, that my rune-singer was a bit hard pressed, when it came to a direct confrontation, she was not prepared for and that the speed, the rune-crafter of the group crafted his runes surpassed her speed by far).

Add-ons and revisions of this guide can be found at http://www.orfinlir.de (especially the usefull Rune-Calc-utility).
Feel free to comment on Rune-Magic at the board or send me an email to singewald@yahoo.com.

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