

Runeing

A Spell Scribe, also known as a Runer, is able to write symbols of power which cause amazing magical effects. With a simple drawing of an emblem in ink or chalk, the Runer is able to create stable, permanent magical effects. These symbols are tremendously intricate, but it's the Runer's art to draw them quickly and accurately.

Spell Scribe Basics

The symbols drawn by Spell Scribes are similar to those of a brand or trademark in that they are extremely rare, but lose their power when imitated. Symbols of power are most effective when they are the only one of their kind, and the more words of power of the same kind within a small vicinity will result in less powerful effects. Runes of the same kind are runes that have the same primary abilities.

Most words of power function best when 120ft or more away from each other. When within 120ft of another word of power of the same kind, the item's secondary effects activate instead. Many runes have different abilities for an increasing number of other runes in the area.

When there are more identical runes within 120ft than there are effect options for that rune, then all the runes have the final effect of that rune. For some runes, this means that all of these runes will have no effect, for others, it means that hundreds of runes can be made to glow or create warmth.

The exact reason for the 120ft radius phenomenon is unknown, and is often chalked up to the natural chaos of magic. There are two schools of thought on why the radius exists. The first is that the runes use a finite amount of magic which is siphoned from the local area, and other

runes within that area will compete for the same finite resource. The second school of thought believes that runes produce a signal that disrupts other runes of the same type in a vain attempt to be the original.

Rune Rarity

Runes are typically so rare, that if one Spell-Scribe knows a specific rune in an area, no other Spell Scribe would know how to replicate that rune. It is typically up to the Runer to spread the Runes they know.

It is often the Runer's downfall to oversaturate the market with their runes. Although many will pay well for Runed weapons, few will pay for runes that rarely activate their prime functions. Most Runers are advised to conserve their runes.

Printing and Defacing

Writing a small symbol down generally takes one minute, and typically affects a 5ft square of connected material. A larger rune does not increase the area affected or the power of the rune. You can also permanently inscribe a rune into metal or stone, which generally takes one hour and tools to chisel. A word of power can be destroyed by simple defacement: Being scratched, erased, washed away, or distorted.

Many Spell Scribes use the rune's frailty to their advantage, printing multiple sets of a rune on something fragile so that they can destroy the duplicates when they want to instantly activate the primary power of the rune.

Learning a Rune

When you take Runeing as a Trait, you learn two Runes of your choice from the list provided. You are also proficient in any check relating to Runeing.

Spell Scribes are able to learn new runes if they find one while travelling. Learning a new Rune requires one hour of practice with the rune. If the original rune is protected by other markings designed to disguise it, they must first pass a Runing check with a DC of 25. If the check is successful, the character learns how to create the rune. If during this check, the roll is 15 or lower, they accidentally distort the original beyond repairing, and require a new original rune.

Rune Format:

Rune Name: Description.

Prime: Effect Description.

Secondary: Effect Description.

Foeseeker: This rune points towards its possessor's closest enemy that is within 1,000ft of them, and will direct the momentum of the object it is inscribed on towards that target.

Prime: Automatically attempts to point towards nearest enemy to the holder, and removes any negative modifiers or disadvantage based on sight if placed on a projectile.

Secondary: No effect.

Shadowjack: This rune creates darkness where there should be none.

Primary: Creates an area of darkness, distorting all creatures and objects within 15ft into black silhouettes. Attacks against creatures and objects within this field have disadvantage.

Secondary: The runed object is shrouded in darkness, which affects up to 5ft of connected material. Checks to find the object without specifically looking for it is at disadvantage.

Tertiary: No effect.

Quiet: This rune will reduce any noise to silence.

Primary: This object does not emit noise, and if the runed object is struck, neither it nor the object striking it will emit any noise connected with the impact

Secondary: This object does not emit noise.

Tertiary: No Effect.

Stillness: This rune adjusts the weight of an object.

Primary: The object remains fixed in space, and requires at least 10,000lbs of pressure to move.

Secondary: The object is weightless, and it is easily manipulated by any pressure.

Tertiary: The object is up to half its weight lighter.

Quaternary: No effect.

Heat metal: This runes turns metal red hot, but leaves other materials alone.

Prime: The metal is so hot that white flames jet around it. If this rune is on a weapon, the weapon deals Fire Damage. Touching the metal while in this state deals 1d4 Fire damage per round.

Secondary: The metal is burning hot, and weapons with the rune deal Fire damage.

Tertiary: The metal is warm and glows slightly. Touching the metal while in this state may stave off non-magical cold effects.

The Ram: This rune amplifies force.

Primary: All pressure applied by an object creates instead 500lbs of pressure, knocking back a creature of a large size or smaller 10ft away on a hit.

Secondary: No effect.

Returning: This rune will always try to return to its owner.

Primary: This item will move towards its owner at least 30ft per round while within 1,000ft. It will take the straightest path, and can move up to 5lbs of weight out of the way.

Secondary: No effect.

Radiance: This rune glows with the radiant light of the sun.

Primary: This item produces 120ft of bright light, and deals 1d6 Radiant damage to all creatures within 15ft at the start of every round.

Secondary: This item produces 60ft of bright light, and weapons with this rune deal Radiant damage.

Tertiary: This item produce 30ft of bright light.

Cement: This rune makes anything into an adhesive.

Primary: Non-organic objects stick to this item and require 100lbs of force to remove. All items stuck to this item gain the Cement secondary property.

Secondary: Non-organic objects stick to this item and require 100lbs of force to remove.

Tertiary: Non-organic objects which already have the Cement tertiary property will stick to this item and require 100lbs of force to remove.

Tremble: This rune shakes relentlessly.

Primary: This item shakes so much that it breaks apart. The object takes 1d6 bludgeoning damage per turn.

Secondary: This item vibrates too wildly to hold well. Attacks made with the item have disadvantage.

Tertiary: No effect.

Focus: This rune draws the attention of those around it.

Primary: People's eyes are naturally drawn to this object, as if they are charmed. This affects people within 30ft of the rune itself, and they do not need to sense the rune to be distracted by it.

Secondary: No effect.

Water: This rune imbues its object with water.

Primary: This object is perpetually drowned, leaking one pint of pure water every hour. The object becomes slick, creatures attempting to grab or hold the object do so with disadvantage. The object reflects light, and creatures have advantage on checks to see it.

Secondary: This object is perpetually soaked, and is wet and slippery. The object becomes slick, and creatures attempting to grab or hold the object do so with disadvantage. The object reflects light, and creatures have advantage on checks to see it.

Tertiary: No Effect.

Deposit: This rune is a storehouse for lots of small items.

Primary: The rune itself becomes an intangible hole which leads to a space within the Shattered Span. The space is thin and narrow, about 1ft by 1ft, but is infinitely deep, and can fit small to large objects within. The walls of the hole are weak, and if punctured, will cause the rune to be destroyed. If the Rune is destroyed, all objects within the rune are returned to the material plane at the rune's last location.

Secondary: No effect, but objects already inside remain inside.

Drowsy: This rune makes people tired.

Primary: While within 30ft of this object, creatures take 1d6 non-lethal psychic damage every six seconds. Creatures who fall asleep near this rune will wake up in eight hours after a Full Rest, unless shaken awake. Creatures have disadvantage on observance checks while affected by this rune. When a creature is reduced to 0 hitpoints while within 30ft of this rune, they fall asleep.

Secondary: Creatures who fall asleep within 30ft of this rune will wake up in eight hours after a Full Rest, unless shaken awake. Creatures have disadvantage on observance checks while affected by this rune. When a creature is reduced to 0 hitpoints while within 30ft of this rune, they fall asleep.

Tertiary: Creatures who fall asleep while within 30ft of this rune will wake up in eight hours after a full rest, unless shaken awake. They have disadvantage on observance checks while in this state.

Quaternary: No Effect.

Eyes: This object of interest is easily viewed by others.

Primary: By concentrating your thoughts on the object, you can see through the rune as if it were an eye. Anyone who is aware of the rune can do this. The vision appears as though it were the person's imagination.

Secondary: All creatures within 60ft are aware of this object. They know its location but not what it is. This telepathic message comes in as intuition.

Suspension: This rune traps magic within.

Primary: After a spell is cast within 120ft of this rune, the spell is instead suspended, and the Rune is Primed and begins to glow. This effect cannot be used again while the Rune is Primed. When the Primed Rune is destroyed or a second Suspension Rune causes it to have no effect, the spell is released and functions as the Caster defined at the time of casting, targeting the same creatures or area.

Secondary: No effect.

Bubble: This rune is encased on a protective magic bubble.

Primary: This rune creates a magical barrier, covering a 5ft square from all sides centered around the object. This barrier will stop people, objects, and attacks from entering, and provides cover. This rune will not stop water or air from entering or leaving. The barrier has 1hp, and once the hp is gone, the rune deactivates for one minute.

Secondary: This rune creates a magical barrier covering 5ft square from all sides centered around the object, and stops liquids and gases from entering or leaving.

Tertiary: No effect
