Utimate Burgenting

Bradley Crouch

A birthday gift for Preston Mitchell



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CLASS STATS

Difficulty to Play (1-5): 3 Difficulty to Build (1-5): 2 Role: Full BAB Spellcaster Playstyle: Arcane caster specializing in area warding and temporary magical equipment

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RUNESMITH

At its heart, magic, as the sorcerer practices it, is the shaping of raw energy toward a specific purpose. What makes the sorcerer's job so taxing, however, is that he simultaneously draws and shapes said power. The focus required to do so directly leads to the inadequacies of arcane magic as opposed to its divine counterpart, the most notable being a lack of physical constitution and the inability to wear armor for fear of losing a spell due to stiff movements.

By disconnecting the drawing of power from the shaping of that power to its intended use, it is possible to produce arcane specialists who can hold their own in a physical confrontation. One means by which this can be done is through runes. Runes are precisely-drawn sigils made to focus raw magic to a single, highly-specific purpose. This tie to a physical "transformer" makes rune specialists, or runesmiths, the last word in temporary equipment enhancement, but also highly dependent upon access to said equipment to ply their trade. **Role:** Dependent as they are upon physical aids, runesmiths are, by necessity, proficient with a wide array of equipment. This makes them competent in a pitched battle, while also indispensable as arcane support.

Alignment: Any. Specialist arcane trades appeal to everyone from the righteous soul to the depraved lunatic.

Hit Die: d8

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

The runesmith's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

l equipn	10					Tal	ole: The	Runesn	nith		
Level	Base	Fort	Ref		Will	Special	pecial		Inscription Slots		
	Attack Bonus	Save	Save	Save		Least	Lesser	Greater	Grand master		
1st	+0	+2	+2	+2	Methodology, runes	2	—	—	_		
2nd	+1	+3	+3	+3	Practiced scribe	3	_	_	_		
3rd	+2	+3	+3	+3	Woven magic +1	3	—	—	_		
4th	+3	+4	+4	+4	Modify runes (1/day)	4	_	—	-		
5th	+3	+4	+4	+4	-	3	1		-		
6th	+4	+5	+5	+5	Compound runes (1/day)	4	1	—	Ι		
7th	+5	+5	+5	+5	Woven magic +2	4	2	—	-		
8th	+6/+1	+6	+6	+6	Modify runes (2/day)	4	2	—	_		
9th	+6/+1	+6	+6	+6	Rune mastery	5	2	—	—		
10th	+7/+2	+7	+7	+7	Compound runes (2/day)	5	3	—	_		
11th	+8/+3	+7	+7	+7	Woven magic +3	5	2	1	—		
12th	+9/+4	+8	+8	+8	Modify runes (3/day)	6	3	1	_		
13th	+9/+4	+8	+8	+8	Rune mastery	6	3	2			
14th	+10/+5	+9	+9	+9	Advanced compound runes (1/day)	6	3	2	_		
15th	+11/+6/+1	+9	+9	+9	Woven magic +4	6	3	2	_		
16th	+12/+7/+2	+10	+10	+10	Modify runes (4/day)	6	3	3	_		
17th	+12/+7/+2	+10	+10	+10	-	6	4	2	1		
18th	+13/+8/+3	+11	+11	+11	Compound runes (3/day)	6	4	3	1		
19th	+14/+9/+4	+11	+11	+11	Woven magic +5	6	4	3	2		
20th	+15/+10/+5	+12	+12	+12	Modify runes (5/day), ur rune	6	4	3	2		

CLASS FEATURES

All of the following are class features of the runesmith.

Weapon Proficiency: Runesmiths are proficient with simple weapons.

Armor and Shield Proficiency: Runesmiths are proficient with light and medium armor, as well as shields, but not tower shields. A runesmith wielding a shield or wearing armor with which he is not proficient increases the inscription point cost of all rune activations (see below) by +1 inscription point.

Methodology (Ex): At 1st level, choose one of the following methodologies, which represent the way the runesmith tends to prepare his runes. He gains the corresponding weapon proficiencies.

Calligraphy - The runesmith is proficient with the switchblade knife and the whip.

Chiseling - The runesmith is proficient with the light hammer, the warhammer, the lucerne hammer, and the maul.

Fingerpainting - The runesmith gains Improved Unarmed Strike as a bonus feat.

Gouging - The runesmith is proficient with light picks, heavy picks, and the pickaxe.

Painting - The runesmith is proficient with the starknife and the syringe spear.

Runes

A runesmith's primary source of power stems from his knowledge of transcribed magical glyphs, known within his profession as runes. Much like a wand that needs charged before each use, a rune acts as a magical capacitor and transformer of sorts, shaping raw magical energy to some specific purpose. To that end, a rune is of little use without a source of said raw magical energy generally a runesmith - on hand to do the channeling, and few runes make their way to magical emporiums as a result.



Learning Runes

A runesmith knows runes drawn from the runesmith rune list. A runesmith begins play with three runes, and learns an additional rune at each new runesmith level. Of these known runes, he can inscribe a number per day as dictated by **Table: The Runesmith**.

Runes come in two varieties: <u>equipment</u> and <u>projection</u>, and are further divided by power level, which in increasing order of relative power are Least, Lesser, Greater, and Grandmaster. Most runes are compatible with multiple power levels, and each individual power level is referred to as a variant. A runesmith must be able to inscribe runes of the lowest variant available to a particular rune in order to learn it. For example, as a *rune of frost* can be inscribed at any power level, a runesmith of any level may learn it; however, given *temper* can only be inscribed as a Lesser rune or a Greater rune, then a runesmith must be able to inscribe Lesser runes to learn it.



Equipment Runes - Equipment runes are inscribed upon gear, such as weapons, armor, and hats. Each individual rune indicates the type or types of equipment with which it is compatible. Only a single equipment rune can be present on an item at any one time, and most equipment runes grant a passive bonus to the wearer of that item. If the runesmith who inscribed the equipment rune is within Close range (25 feet + 5 feet/2 levels) of said rune, he may activate it (see below). Activation effects vary, but are generally short-lived, far-superior variants of the passive ability.

Because runes of great power tend to interfere with extant magical fields, only Least equipment runes may be inscribed upon magic items. By the same token, equipment inscribed with a Lesser, Greater, or Grandmaster equipment rune gains no benefit from spells and spell-like abilities that grant a bonus, be it an enhancement bonus, a weapon special ability, or otherwise, to weapons.

Projection Runes - Unlike equipment runes, projection runes work regardless of the object on which they are inscribed. As such, runesmiths carry them about in sketch pads, on small pieces of stone, or other portable media. They grant no passive bonus, and are unusable by anyone other than the inscribing runesmith. When a projection rune is presented in one hand and activated (see below), it glows and shoots forth magical energy in a cone or burst. The radii of two projections with the same name cannot overlap. Though they have no passive effect, the latent magic of creation sets a projection's activation cost to o the first time it is activated each day.

Inscribing Runes

A runesmith begins play with the ability to inscribe Least runes. He gains the ability to inscribe Lesser runes at 5th level, the ability to inscribe Greater runes at 11th level, and the ability to inscribe Grandmaster runes at 17th level.

The number of runes a runesmith can inscribe each day is based on his class level (see **Table: The Runesmith**). Each morning, a runesmith may spend 1 hour inscribing up to that many runes, a process which renders useless any runes he inscribed on previous days. Given the transient nature of inscribed runes, inscription tends not to be done with stone, hammer, and chisel, but rather with blood, ink, charcoal, paint, or some other, semipermanent means; that said, some staunch traditionalists still do chisel.

An individual cannot gain benefit from runes that have been inscribed upon equipment with which he is not proficient.

Activating Runes

All runes have an activation time, as well as an activation cost. The activation cost of runes is paid with inscription points from the runesmith's inscription pool. Activation times of a swift action, immediate action, or free action do not provoke attacks of opportunity. All other activation times do. The Difficulty Class for any saving throw called for by a rune is equal to 10 + 1/2 the runesmith's class level + the runesmith's Intelligence modifier.

Counterspelling and Dispelling Runes

Equipment runes are treated as magic items for the purpose of interacting with effects that hinder magic, such as *dispel magic* or *antimagic field*. If an equipment rune is suppressed while an activation effect is ongoing, its duration continues to elapse while suppressed. The effective caster level of an item with an equipment rune is equal to the runesmith level of its inscriber.

Projection runes are so similar to classical magic that they are treated as arcane spells, save that they are not subject to arcane spell failure. This means that projection runes can be cast on the defensive in order to avoid provoking attacks of opportunity, using the runesmith's class level as his caster level. Additionally, a runesmith who knows at least one projection rune is considered to be an arcane spellcaster. Each projection rune has a spell school, and can be counterspelled or dispelled just like any other arcane spell. See **Table: Rune/Spell Equivalence** for a rune's spell level equivalent for the purpose of counterspelling, dispelling, and defensive casting. The caster level of a projection rune is equal to the runesmith level of its projector.

Runes and Meeting Feat and Archetype Requirements

For the purpose of meeting the prerequisites of feats and archetypes, a runesmith has a caster level equal to his runesmith level. In addition, for the purpose of the aforementioned prerequisites, a runesmith is considered to have equivalent spellcasting as detailed in **Table: Rune/Spell Equivalence** below.

Note that since runesmiths don't cast actual spells, feats and prestige classes that grant arcane spell progression, additional spells known, or any other feature or ability linked to standard arcane magic doesn't grant a runesmith any benefit, with the exception of runesmiths who have gained standard arcane magic from another source.

Table: Rune/Spell Equivalence				
Variant	Spell Level Equivalent			
Least	1st			
Lesser	3rd			
Greater	6th			
Grandmaster	8th			

Inscription Pool (Su): At 1st level, a runesmith gains a pool of inscription points, literally a measure of his ability to pump raw magic into the runes he creates. The number of points in a runesmith's inscription pool is equal to twice his runesmith level + his Intelligence modifier. Inscription points are used to pay for the activation costs of the runesmith's runes.

The inscription pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Practiced Scribe (Ex): At 2nd level, a runesmith gains a bonus equal to half his runesmith level, rounded down, to Linguistics and Profession (scribe) skill checks.

Woven Magic (Su): Starting at 3rd level, a runesmith can apply Lesser, Greater, and Grandmaster equipment runes to magic weapons and armor with a +1 enhancement modifier. All special abilities present on weapons and armor to which a Lesser, Greater, or Grandmaster rune has been inscribed are suppressed for as long as that rune persists. At 7th level and every four runesmith levels thereafter, the maximum enhancement modifier of magic weapon or armor to which Lesser, Greater, and Grandmaster equipment runes may be added with no restriction increases by +1, to a maximum of +5 at 19th level.

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Modify Runes (Sp): Starting at 4th level, a runesmith may transform one of his inscribed runes within 30 feet to another rune of the same power level and type that he knows. This is a full-round action that provokes attacks of opportunity. For example, a Lesser projection rune must be changed into another Lesser projection rune. Compound runes and ur runes cannot be modified.

A runesmith may use this ability once per day for every four runesmith levels he possesses.



Compound Runes: At 6th level, whenever a runesmith inscribes his runes for the day, he may inscribe two Least equipment runes on the same item as though they were a single Lesser rune. Similarly, he may inscribe two Least projection runes as though they were a single Lesser rune. Activating a combined rune activates both runes at once. The activation cost is equal to the greater of the activation costs of the two runes, and the activation time is equal to the greater of the activation time set.

A runesmith may inscribe a single compound rune per day at 6th level, two per day at 10th level, and three per day at 18th level.

Rune Mastery (Ex): At 9th level, the runesmith gains a +1 luck bonus to saving throws against spells and abilities with a writing motif, such as *symbol of death, symbol of insanity, sepia snake sigil*, and *explosive runes*. In addition, if a spell with a writing motif normally allows no saving throw, then the runesmith is entitled to a Will save to stare the spell down and negate it. If the runesmith is the only individual who would be affected by a spell that he negates in this manner, the spell retroactively fails to trigger, and cannot trigger upon the runesmith again for 24 hours. At 13th level, this luck bonus improves to +2.

Advanced Compound Rune: At 14th level, whenever a runesmith inscribes his runes for the day, he may inscribe two Lesser equipment runes on the same item as though they were a single Greater rune. Similarly, he may inscribe two Lesser projection runes as though they were a single Greater rune. This consumes a Greater inscription slot. Activating a combined rune activates both runes at once. The activation cost is equal to the greater of the activation costs of the two runes, and the activation time is equal to the greater of the activation times of the two runes.

A runesmith may inscribe a single advanced compound rune per day.

Ur Rune: At 20th level, whenever a runesmith inscribes his runes for the day, he may inscribe a Least, a Lesser, and a Greater equipment rune on the same item as though they were a single Grandmaster rune. Similarly, he may inscribe a Least, a Lesser, and a Greater projection rune as though they were a single Grandmaster rune. This consumes a Grandmaster inscription slot. Activating an ur rune activates all three runes at once. The activation cost is equal to the greatest of the activation costs of the three runes, and the activation time is equal to the greatest of the activation times of the three runes.

A runesmith may inscribe a single ur rune per day.



FAVORED CLASS BONUSES

Instead of receiving an additional skill rank or hit point whenever they gain a level in a Favored Class, some races have the option of choosing from a number of other bonuses, depending upon their Favored Classes. The following options are available to the listed race who have runesmiths as their Favored Class, and unless otherwise stated, the bonus applies each time you select the listed Favored Class reward.

Aasimar – Every 3 times this bonus is selected, the runesmith gains 1 temporary hit point whenever he activates an equipment rune on an item worn or wielded by another creature. This bonus stacks, and the temporary hit points last for 1 round.

Drow - Add + 1/4 of a point to the runesmith's inscription pool.

Dwarf – Every 6 times this bonus is selected, the runesmith may inscribe an additional Least rune each day.

Elf – Add +1/4 of a point to the runesmith's inscription pool.

Gnome – Every 6 times this bonus is selected, choose a known weapon or armor equipment rune with a Least variant. The chosen rune's Least variant may be inscribed upon equipment upon which a rune has already been inscribed.

Half-elf – Add +1 to Craft and Profession checks made to earn a living during downtime.

Halfling – Every 3 times this bonus is selected, choose Fortitude, Reflex, or Will. The runesmith gains a +1 luck bonus to the chosen saving throw for 2 rounds whenever he activates a rune. He cannot choose the same saving throw more than twice.

Half-orc – Every 8 times this bonus is selected, choose an equipment rune. Whenever the chosen equipment rune is inscribed, if there exists a variant of that rune for the next higher power level (For example, when inscribing a Least rune, is there a Lesser variant of that rune?), then the runesmith may choose to grant the passive bonus of that next higher power level variant, but at the cost of being unable to activate that rune.

Hobgoblin – Every 8 times this bonus is selected, choose an equipment rune. Whenever the chosen equipment rune is inscribed, if there exists a variant of that rune for the next higher power level (For example, when inscribing a Least rune, is there a Lesser variant of that rune?), then the runesmith may choose to grant the passive bonus of that next higher power level variant, but at the cost of being unable to activate that rune.

Human - Add + 1/5 of a rune known.

Kitsune – Every 4 times this bonus is selected, choose a known projection rune with a Least variant. The chosen rune's Least variant may be activated at no cost twice per day rather than just once per day.

Kobold - Add + 1/4 to the Difficulty Class of all runes if the victim is a gnome.

Orc – Every 6 times this bonus is selected, choose a known weapon or armor equipment rune with a Least variant. The chosen rune's Least variant may be inscribed upon equipment upon which a rune has already been inscribed.

Puddling – Every 4 times this bonus is selected, choose a known projection rune with a Least variant. The chosen rune's Least variant may be activated at no cost twice per day rather than just once per day.

Tiefling – Whenever the runesmith activates an equipment rune he is actively wearing or wielding, his next physical attack made before the end of his next turn deals an additional point of damage for every 3 times this bonus has been selected.

Vanara – Add +1/4 of a point to the runesmith's inscription pool.

Vishkanya - Add + 1/5 of a rune known.

ΥΝΝΚΚΧ ΥΝΛΚΚΚΧ ΥΝΛΚΚΚΧ ΥΝΛΚΚΚΧ ΥΝΚΚΚΧ

RUNESMITH ARCHETYPES

Those adventurers who earn their mantle by their intellect tend to specialize in dramatic fashion. Consider, where one fighter may favor using hammers to debilitate foes and another prefers to use swords defensively, one wizard may rain down arcane fire, and another summons outsiders from the far-flung corners of the multiverse to do his bidding. Simply put, magical specialties are simply more visibly different, and as a quirky subset of magical practitioners, runesmiths tend to specialize in all sorts of odd directions.

CAMPAIGNER (RUNESMITH ARCHETYPE)

There's prepared, there's crazy prepared, and then there's this guy.

Campaigners have the following class features:

Always Prepared: A campaigner must learn the *sigil of the campaigning soldier* at 1st level. In addition, he must inscribe the aforementioned rune at least once every time he inscribes runes, using one of the highest power level rune slots he possesses. He must also elect to wear one of the cloaks upon which this rune has been inscribed at the highest power level possible. When drawing a random item from a filled pocket, the campaigner may roll twice and select which result he wishes to draw from the pocket.

Prepared Adventurer (Ex): At 2nd level, a campaigner gains The Adventuring Soldier as a bonus feat. He does not need to meet the prerequisites of this feat. In addition, at 4th level and every two campaigner levels thereafter, the number of temporary inscription points granted by the The Adventuring Soldier feat increases by +1.

This ability replaces practiced scribe.



Extra Pockets (Ex): At 6th level, a campaigner gains both The Devout Soldier and The Inquisitive Soldier as bonus feats. He does not need to meet the prerequisites of the feats.

This ability replaces compound runes.

Scrolldier (Ex): Starting at 6th level, Lesser *sigils of the campaigning soldier* inscribed by the campaigner may have either an arcana pouch or a gloriana pouch. Choose the desired pouch upon inscription.

Efficient Scrolling (Su): Starting at 10th level, the following feats no longer increase the activation cost of the *sigil of the campaigning soldier* when their corresponding pockets are refilled: The Devout Soldier and The Inquisitive Soldier.

In addition, scrolls drawn from pockets produced by the inscriber's *sigil of the campaigning soldier* are treated as though they had a caster level equal to the inscriber's campaigner level for the purpose of overcoming spell resistance and determining the Difficulty Class of any saving throws they call for, but not for determining their magnitude of effect, and only when cast by the inscriber himself.



Superior Scrolling (Su): Starting at 14th level, Greater and Grandmaster sigils of the campaigning soldier inscribed by the campaigner grant a greater arcana pocket and a greater gloriana pocket. These pockets come prefilled. The greater arcana pocket contains the scroll of a random 2nd-level arcane spell, while the greater gloriana pocket contains the scroll of a random 2nd-level divine spell. The caster level of the scroll is equal to half the inscriber's campaigner level, rounded down. The wearer of a cloak with a Greater or Grandmaster sigil of the campaigning soldier may cast any scroll drawn from its greater arcana pocket or its greater gloriana pocket without making a Use Magic Device check. The activation cost of the sigil of the campaigning soldier increases by +1 if that activation would refill the greater arcana or greater gloriana pockets. This cost increase stacks if both are to be refilled.

This ability replaces advanced compound runes.

Metascrolling (Su): At 18th level, the campaigner may spontaneously apply any metamagic feat with a +1 level modifier to any 1st or 2nd-level scroll drawn from the pockets of any cloak he inscribed with the sigil of the campaigning soldier. Doing so increases the casting time of the scroll to a full-round action and expends inscription points equal to the scroll's spell level.

The Big One (Su): At 20th level, whenever the campaigner inscribes a Grandmaster *sigil of the campaigning soldier*, he may have it produce an oblivion pocket. This pocket comes pre-filled. Once he produces an oblivion pocket, he cannot produce a new one for one week. The oblivion pocket can only have items drawn from it by the campaigner himself, and when drawn from, roll 1d6+3, 1d3+3, and 1d2+1. The campaigner pulls out three random scrolls with spell levels corresponding to the results of the three rolls. While wearing the cloak with the oblivion pocket, the campaigner may cast the drawn scrolls without making a Use Magic Device check. The oblivion pocket cannot be refilled by any means.

This ability replaces ur rune.



FORGEMASTER (RUNESMITH ARCHETYPE)

The popular view of the runesmith is that of a blacksmith-wizard. This leads to an interesting dichotomy of behaviors. On one hand, there are the runesmiths who behave like wizards, holing themselves up and honing their craft for years. On the other hand, there are those who behave like a local blacksmith who just so happens to be able to channel magical energy. This latter group is known as forgemasters, and it is a lucky community that has one at its beck and call.

Forgemasters have the following class features:

Class Skills: A forgemaster adds Knowledge (local) (Int) to his list of class skills.

Rented Runes (Sp): At 2nd level, whenever a forgemaster inscribes his runes for the day, he may inscribe copies of some of his equipment runes to other non-magical items. For each power level he can inscribe (Least, Lesser, etc.), the forgemaster may select a single variant he is currently inscribing. If he does, he inscribes that rune on two items rather than just one. Designate one of these two items as the "rental". A rented rune acts just like a normal rune, but cannot be activated. Rented runes persist until the next time the forgemaster inscribes runes.

This ability replaces practiced scribe and the compound rune slot granted at 10th level.

Rented Activation (Sp): At 4th level, whenever a forgemaster activates a Least rune that he inscribed, he may also activate a single rented rune he inscribed of the same variant. The rented rune must be within 30 feet. This doubles the activation cost of that rune, and increases the activation time to a full-round action, unless it is already longer. This ability can only be used if the forgemaster is wearing at least one of the two runed items to be activated.

At 8th level, the forgemaster may activate Lesser rented runes in this fashion.

At 12th level, he may activate Greater rented runes in this fashion.

At 18th level, he may activate Grandmaster rented runes in this fashion.

This ability replaces modify runes and the compound rune slot granted at 18th level.



PROJECTIONIST (RUNESMITH ARCHETYPE)

Magic as the wizard performs it is supremely hard on the mind. Not only does the wizard need the requisite memory to keep all sorts of awkward incantations straight, but he must also be able to recall these incantations while drawing and channeling magical energy. This approach to the arcane leaves many intelligent individuals face-down in the dust, for the contemplative mind can't handle the mental gymnastics required to sling spells. A subset of these failed wizards take to runesmithing as a way to bypass the requisite mental gymnastics, and, among them, some take to projections as the closest analog to the wizardly ways denied them.

Projectionists have the following class features:

Projection Exclusivity (Ex): Starting at 1st level, a projectionist can only learn projection runes.

This ability modifies runes.

Metaprojection Study (Ex): At 3rd level and every four levels thereafter, a projectionist gains the Metaprojection Study feat as a bonus feat.

This ability replaces woven runes.

Projection Favoritism (Su): Starting at 4th level, whenever the projectionist would learn a new rune by virtue of increasing in level, he may choose to forego learning a new rune. If he does, he instead selects a known projection rune with a Least variant. When inscribed as a Least rune, the selected rune may be activated for free twice per day rather than just once.

Starting at 12th level, the projectionist may select a known projection rune with a Lesser variant instead. When inscribed as a Lesser rune, the selected rune may be activated for free twice per day rather than just once.

This ability replaces modify runes.

Metainscription (Sp): Starting at 8th level, a projectionist may activate any variant of an inscribed projection rune whose power level is less than or equal to the inscribed power level. For example, if the projectionist inscribes a Grandmaster *sign of the laggard*, he may use that inscribed rune to activate a Least *sign of the laggard*, a Lesser *sign of the laggard*, a Greater *sign of the laggard*, or a Grandmaster *sign of the laggard*. Only the actual inscribed variant can be activated for free in accordance with the free daily activation granted to all prepared projection runes.

This ability cannot be used in conjunction with combined runes or ur runes.

Metaprojection Focus (Ex): At 16th level, applying a metaprojection feat to an activation of a projection rune no longer increases the activation time of that rune.

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RUNESMITH FEATS

Equipment Focus (Rune)

What's the point of learning how to make runes if they don't work when you really need them?

Prerequisite: Runes class feature

Benefit: Choose an item slot that accepts equipment runes (armor, feet, hands, head, shoulders, or weapon). Add +1 to the Difficulty Class for all saving throws against runes you inscribe to the chosen equipment slot.

Special: You can gain Equipment Focus multiple times. Each time, select a new item slot.

Greater Equipment Focus (Rune)

If you can't do something well, you may as well not do it at all!

Prerequisite: Equipment Focus

Benefit: Choose an item slot that accepts equipment runes for which you have already taken the Equipment Focus feat. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This stacks with the bonus granted by the Equipment Focus feat.

Special: You can gain Greater Equipment Focus multiple times. Each time, select a new item slot.

Margin Inscription (Rune)

Weaker runes tend to be smaller, so learning how to write in the margins lets you cram something in there.

Prerequisite: Ability to inscribe Greater runes

Benefit: Whenever you inscribe runes for the day, you may inscribe two equipment runes on a single item, but if and only if one of those runes is a Least rune and the other rune is at least one power level lower than the greatest power level you can inscribe. You can only "double inscribe" a single item in this fashion each day.

Sidebar: Feat Selection for Projection Runes

Feats that grant bonuses to arcane spells without referring to individual spell slots or spell levels, such as Spell Focus, Greater Spell Focus, or Spell Penetration, apply to a runesmith's projection runes.

Master Modifier (Rune)

You like to change your mind.

Prerequisite: Modify runes class feature

Benefit: You may use the modify runes class feature an additional time per day.

Special: You can gain Master Modifier multiple times. Its effects stack.

Metaprojection Study (Rune)

If runes are simply magic in reverse, then metamagic is certainly within a runesmith's reach.

Prerequisite: Runes class feature

Benefit: Choose a metamagic feat for which you meet all the prerequisites. You gain that metamagic feat as a metaprojection feat. If you increase the activation time of a projection rune to a full-round action, you may apply a metaprojection feat that you know to the projection. Unlike a metamagic feat, which directly changes a spell's spell level, applying a metaprojection feat does not change the power level of a rune. A maximized Lesser rune is still a Lesser rune. Instead, the activation cost increases by a number of inscription points equal to the level increase of the metaprojection feat.

Special: You can gain Metaprojection Study multiple times. Each time, select a new metamagic feat whose prerequisites you meet.

Special: Metamagic feats with a variable level increase, such as Heighten Spell, cannot be taken as metaprojection feats.

Rune Study (Rune)

Some call you a dilettante, but you insist on being called well-rounded.

Prerequisite: Runes class feature

Benefit: Choose a single rune with a Least variant. You learn the chosen rune.

Special: You can gain Rune Study multiple times. Each time, select a new rune with a Least variant.

Rune Specialization (Rune)

One rune in particular has your attention.

Prerequisites: Runes class feature

Benefit: Choose a rune that you know. Whenever you replenish your inscription pool, you gain 2 temporary inscription points that last for 24 hours. These temporary inscription points may only be spent on activating the chosen rune.

The Adventuring Soldier (Rune)

The adventuring runesmith becomes accustomed to a different sort of campaigning.

Prerequisite: Know the *sigil of the campaigning soldier* rune

Benefit: Whenever you inscribe the *sigil of the campaigning soldier*, the wearer gains access to the dungeoneering pocket. This pocket comes pre-filled. In addition, whenever you replenish your inscription pool, you gain 2 temporary inscription points that last until the next time you replenish your inscription pool. These temporary inscription points can only be spent on activating the *sigil of the campaigning soldier*.

Table: Campaigning Soldier Dungeoneering		
d6	Object	
1	Lantern with flask of oil	
2	10-ft pole	
3	50 feet of silk rope	
4	Grappling hook on 25 feet of hempen rope	
5	Six wooden stakes numbered 1 through 6	
6	A bedroll	

The Devout Soldier (Rune)

Some say you're a priest in everything but name.

Prerequisite: Know the *sigil of the campaigning soldier* rune, ability to inscribe Greater runes

Benefit: Whenever you inscribe a Greater or Grandmaster *sigil of the campaigning soldier*, the wearer gains access to the gloriana pocket. This pocket comes pre-filled. The gloriana pocket contains the scroll of a random 1st-level divine spell, and the caster level of the scroll is equal to half the inscribing runesmith's runesmith level, rounded down. The wearer of a cloak with a Greater or Grandmaster *sigil of the campaigning soldier* may cast any scroll drawn from its gloriana pocket without making a Use Magic Device check. The activation cost of the *sigil of the campaigning soldier* increases by +1 if that activation would refill the gloriana pocket.



The Inquisitive Soldier (Rune)

You are a favorite of wizards who simply have to know every spell.

Prerequisite: Know the *sigil of the campaigning soldier* rune, ability to inscribe Greater runes

Benefit: Whenever you inscribe a Greater or Grandmaster *sigil of the campaigning soldier*, the wearer gains access to the arcana pocket. This pocket comes pre-filled. The arcana pocket contains the scroll of a random 1st-level arcane spell, and the caster level of the scroll is equal to half the inscribing runesmith's runesmith level, rounded down. The wearer of a cloak with a Greater or Grandmaster *sigil of the campaigning soldier* may cast any scroll drawn from its arcana pocket without making a Use Magic Device check. The activation cost of the *sigil of the campaigning soldier* increases by +1 if that activation would refill the arcana pocket.

Trickster's Opus (Rune)

You take borrowed magic to its very zenith.

Prerequisite: Know the *trickster's calling card* rune, ability to inscribe Grandmaster runes

Benefit: Your *trickster's calling card* rune can now be inscribed as a Grandmaster rune. This has the same activation cost, activation time, and activation duration as a Greater *trickster's calling card*. A Grandmaster *trickster's calling card* functions as a Greater, save that you choose a 2nd-level spell from the wizard spell list in addition to those you already choose for a Greater. The chosen spell can be cast as a spell-like ability by the wearer in the same manner as other chosen spells.



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RUNE SUMMARIES

Note: Given that equipment runes are only compatible with the armor, feet, hands, head, shoulders, and weapon item slots, any equipment runes that list "all slots" in the rune summary mean they are simply compatible with all six of those slots.

RUNES BY POWER LEVEL

EQUIPMENT RUNES

(Format: Name - slot)

Least

Apprentice's Chickenscratch - shoulders Archmage's Sigil - head Aurora's Emblem - head Berserker's "Armor" - armor Emblem of Purgation - armor Emblem of the Scout - feet Evader's Deletion - all slots Exemplar's Example - head Hoarfrost Emblem - weapon Hurler's Dag - hands Insignia of the Persuasive Lunatic - head Mark of Lethal Legerdemain - weapon Medic's Mark - hands Messenger's Mark - feet Mutable Sigil - all slots Paranoid Prescience - weapon Rune of Change - all slots Rune of Corrosion - weapon Rune of Deflection - head Rune of Frost - armor Sigil of the Campaigning Soldier - shoulders Sigil of the Stubborn Ass - feet Talisman of the Swan - weapon Umbral Sigil - shoulders Vampire's Ward - armor





Lesser

Archmage's Sigil - head Berserker's "Armor" - armor Crest of the Bullfighter - shoulders Duelist's Insignia - hands Duelist's Ward - armor Emblem of the Engineer - weapon Emblem of Purgation - armor Emblem of the Scout - feet Evader's Deletion - all slots Exemplar's Example - head Hangman's Assistant - shoulders Hoarfrost Emblem - weapon Hurler's Dag - hands Insignia of the Persuasive Lunatic - head Mark of Lethal Legerdemain - weapon Medic's Mark - hands Messenger's Mark - feet Mutable Sigil - all slots Paranoid Prescience - weapon Rune of Change - all slots Rune of Corrosion - weapon Rune of the Firewalker - feet Rune of Frost - armor Rune of the Shadowy Corner - head Sigil of the Campaigning Soldier - shoulders Sigil of the Shag Rug - feet Sigil of the Stubborn Ass - feet Sign of the Ninja - hands Talisman of the Swan - weapon Temper - weapon Thunderstorm's Mark - weapon Transmuter's Rune - armor, weapon Umbral Sigil - shoulders Vampire's Ward - armor

Greater

Archmage's Sigil - head Aurora's Emblem - head Berserker's "Armor" - armor Calling Card of the Fool - weapon Crest of the Bullfighter - shoulders Duelist's Ward - armor Emblem of Purgation - armor Evader's Deletion - all slots Exemplar's Example - head Hangman's Assistant - shoulders Hoarfrost Emblem - weapon Hurler's Dag - hands Insignia of the Persuasive Lunatic - head Mark of Obliteration - hands Medic's Mark - hands Messenger's Mark - feet Mutable Sigil - all slots Paranoid Prescience - weapon Rune of Change - all slots Rune of Corrosion - weapon Rune of Deflection - head Rune of the Firewalker - feet Rune of Frost - armor Rune of the Shadowy Corner - head Sigil of the Campaigning Soldier - shoulders Sigil of the Stubborn Ass - feet Sign of the Ninja - hands Talisman of the Swan - weapon Temper - weapon Thunderstorm's Mark - weapon Trickster's Calling Card - hands Umbral Sigil - shoulders Vampire's Ward - armor

Grandmaster

Archmage's Sigil - head Berserker's "Armor" - armor Duelist's Insignia - hands Emblem of Purgation - armor Emblem of the Scout - feet Exemplar's Example - head Hangman's Assistant - shoulders Hoarfrost Emblem - weapon Hurler's Dag - hands Insignia of the Persuasive Lunatic - head Mark of Lethal Legerdemain - weapon Medic's Mark - hands Messenger's Mark - feet Mutable Sigil - all slots Paranoid Prescience - weapon Rune of Corrosion - weapon Rune of Frost - armor Rune of the Shadowy Corner - head Sigil of the Campaigning Soldier - shoulders Sigil of the Shag Rug - feet Sigil of the Stubborn Ass - feet Sign of the Ninja - hands Talisman of the Swan - weapon Thunderstorm's Mark - weapon Umbral Sigil - shoulders Vampire's Ward - armor

PROJECTION RUNES

Least

Crossed Vines Darkening Sigil Designation of the Firing Range Draconic Presence Draconic Visage Infirmary's Signpost Legion of Stuff Mark of the Apprentice Phalanx Sentinel's Badge Sigil of the Horseman's Bane Sigil of the Horseman's Bane Sigil of the Leaky Construct Sign of the Elements Stamp of the Hero Stamp of the Laggard

Lesser

Crossed Vines **Darkening Sigil Designation of the Firing Range** Draconic Visage **Exodus Rune** Giant Step Hall of the Oath Infirmary's Signpost Legion of Stuff Library's Doormat Liliput Steps Luminous Mark Medusa's Statuary Phalanx Physician's Waypoint Sentinel's Badge Sigil of Segregation Sign of the Elements Smoothing Sigil Stamp of the Hero Stamp of the Laggard



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Greater

Breath of the Nosferatu Creation Crossed Vines **Draconic Presence** Draconic Visage Elemental Magnetism Exodus Rune **Giant Step** Infirmary's Signpost Legion of Stuff Liliput Steps Mason's Mark Medusa's Statuary Miner's Mark Phalanx **Ouarantine** Sentinel's Badge Sigil of the Horseman's Bane Sign of the Elements Stamp of the Hero Stamp of the Laggard

Grandmaster

Designation of the Firing Range Draconic Visage Exodus Rune Infirmary's Signpost Legion of Stuff Medusa's Statuary Phalanx Quarantine Sentinel's Badge Sigil of Segregation Sign of the Elements Stamp of the Hero Stamp of the Laggard



RUNES ALPHABETICALLY BY FUNCTION

Legend

Equipment

Rune Name - Power Levels Item Slot (P)assive - Ability summary (A)ctive - Ability summary (S)pecial - Ability summary

Projection

Rune Name - Power Levels (E)ffect - Ability Summary

Power Levels

Lt = Least Lr = Lesser Gr = Greater Gm = Grandmaster

EQUIPMENT RUNES

Apprentice's Chickenscratch - Lt, Gr Shoulders

- P Gain a random bonus when worn.
- A Transform that bonus to a luck bonus.

Archmage's Sigil - Lt, Lr, Gr, Gm Head

P - Increase the size of the inscription pool when worn. A - None.

Aurora's Emblem - Lt, Gr

Head P - Gain an insight bonus against daze and blindness effects.

A - Blast a target with a flash of light.

Berserker's "Armor" - Lt, Lr, Gr, Gm

Armor

P - Increase temporary hit points gained from all sources. A - Gain temporary hit points, and DR/- for so long as the temporary hit points last.

S - Must be inscribed upon skin, and doesn't work when armor is worn.

Calling Card of the Fool - Gr

Weapon

P - Roll twice on the confusion table when confused.

A - The weapon acts like a rod of wonder for one activation.

Crest of the Bullfighter - Lr, Gr

Shoulders

- P Gain a bonus to non-musical Perform checks, as well as a bonus to feinting at higher power levels.
- A Charging creatures that miss keep moving forward.

Duelist's Insignia - Lr, Gm Hands

 ${\rm P}$ - Gain proficiency and the benefits of Weapon Focus and/or Weapon Specialization with weapons made by the gloves.

A - Produce a dagger and a rapier.

Duelist's Ward - Lr, Gr

Armor

P - Gain a shield bonus to AC equal to the armor's enhancement bonus.

A - Grant a nearby creature the shield bonus to AC.

Emblem of the Engineer - Lr

Weapon P - All creatures are proficient with the runed siege engine.

A - A single creature is treated as a full crew for the purpose of reloading the runed siege engine.

Emblem of Purgation - Lt, Lr, Gr, Gm

Armor

P - Gain a scaling morale bonus to Strength and/or Constitution.

A - Double the aforementioned morale bonus(es).

Emblem of the Scout - Lt, Lr, Gm

Feet

P - Gain a bonus to base land speed. A - Gain one of a wide variety of effects based on power level.

Evader's Deletion - Lt, Lr, Gr

Armor, Feet, Hands, Head, Shoulders, Weapon P - Hide another rune from divination magic. A - None. S - This rune can be stacked on top of other runes.

Exemplar's Example - Lt, Lr, Gr, Gm Head

P - Gain a luck bonus to a chosen skill.

A - Change the chosen skill.

Hangman's Assistant - Lr, Gr, Gm

Shoulders

P - Use the cloak as a natural weapon.

A - Perform various tricks with the cloak natural weapon. S - The cloak can be independently targeted and damaged while active, and reducing it to o hit points ends the activation.

Hoarfrost Emblem - Lt, Lr, Gr, Gm Weapon

 ${\rm P}$ - Creatures damaged by the weapon have their speed reduced.

A - Weapon explodes in bursts of frigid cold that damage in a 5-ft. radius.

Hurler's Dag - Lt, Lr, Gr, Gm Hands

P - Load ammunition into extradimensional space, and choose a weapon rune to grant to loaded ammunition. A - Fire all the loaded ammunition at a single target.

Insignia of the Persuasive Lunatic - Lt, Lr, Gr, Gm

Head

P - Gain an insight bonus to Bluff, Diplomacy, and Intimidate

A - Deploy attack dogs from the hat itself.

Mark of Lethal Legerdemain - Lt, Lr, Gm

Weapon

P - Gain the ability to conceal weapons, up to and including those that are bigger than the creature concealing it, as though they were light weapons.

A - When drawing a runed concealed weapon, everyone is flatfooted against it.

Mark of Obliteration - Gr

Hands

P - Gain Improved Unarmed Strike. A - Make a single unarmed attack, dealing additional damage for each attack sacrificed.

Medic's Mark - Lt, Lr, Gr, Gm

Hands P - Potions absorbed by the gloves gain a bonus to caster level.

A - Absorb a potion.

S - An absorbed potion can be delivered as a touch. When the rune ends, any absorbed potion is lost.

Messenger's Mark - Lt, Lr, Gr, Gm

Feet P - Gain the ability to pass through difficult terrain as though it were not difficult. A - Gain one of a number of abilities based on mobility.

Mutable Sigil - Lt, Lr, Gr, Gm

Armor, Feet, Hands, Head, Shoulders, Weapon P - None. A - Transform into another, weaker, rune for a period of time.

Paranoid Prescience - Lt, Lr, Gr, Gm Weapon P - Gain a bonus to initiative rolls.

A - Gain an insight bonus to one attack.

Rune of Change - Lt, Lr, Gr

Armor, Feet, Hands, Head, Shoulders, WeaponP - Increase, or decrease, the runed item's hardness.A - The runed item gains an alchemically-themed property based on its item type.

Rune of Corrosion - Lt, Lr, Gr, Gm Weapon

P - Runed weapon deals additional acid damage. A - Creatures previously damaged by the weapon take a penalty to AC.

Rune of Deflection - Lt, Gr

Head P - Deflect or reflect mundane ranged attacks that exactly meet the wearer's AC.

A - Deflect or reflect all mundane ranged attacks that miss.

Rune of the Firewalker - Lr, Gr Feet

P - Gain resistance to energy when walking over the source of damage.

A - Leave a trail of energy when walking.

Rune of Frost - Lt, Lr, Gr, Gm Armor

P - Creatures that attack the wearer take cold damage.

A - Radiate an aura of cold damage.

Rune of the Shadowy Corner - Ls, Gr, Gm Head

P - Roll twice for Stealth and Perception checks, albeit at a penalty.

Sigil of the Campaigning Soldier - Lt, Lr, Gr, Gm Shoulders

P - Pull random useful items out of pockets in the cloak. A - Refill the pockets.

Sigil of the Shag Rug - Lr, Gm Feet

P - Deal electricity damage to attackers if and only if the wearer moved far enough this round.

A - Build up static electricity through movement, then deliver it as touch attacks or in electric nova bursts.

Sigil of the Stubborn Ass - Lt, Lr, Gr, Gm Feet

P - Gain an insight bonus to CMD. A - Gain kicks as bonus attacks.

Sign of the Ninja - Lr, Gr, Gm Hands

P - Gain proficiency with shuriken A - Create a full attack worth of shuriken.

Talisman of the Swan - Lt, Lr, Gr, Gm

Weapon

P - Do not provoke attacks of opportunity with specific movement.

A - Increase the wielder's reach with this weapon.

Temper - Lr, Gr

Weapon P - Deal additional fire damage. A - Deal more additional fire damage.

Thunderstorm's Mark - Lr, Gr, Gm

Weapon

P - Deal additional electricity damage.

A - Arcing lightning bolts damage nearby creatures.

Transmuter's Rune - Lr

Armor, Weapon P - If the runed item is made of adamantine or mithral, it is treated as though it were made of both. A - None.

Trickster's Calling Card - Gr

Hands

 ${\rm P}$ - Choose two cantrips and a 1st-level wizard spell. The wearer can cast these a limited number of times per day. A - Recharge the number of times per day the chosen spells can be cast.

Umbral Sigil - Lt, Lr, Gr, Gm

Shoulders

- P Ranged attacks may miss the wearer. A All attacks may miss the wearer.
- A All attacks may miss the wearer.

Vampire's Ward - Lt, Lr, Gr, Gm

Armor

 ${\rm P}$ - Gain an insight bonus to saves against death effects, as well as resistance to all magic and DR/- when at 0 hit points or lower.

A - Delay death with constant inscription point expenditure.





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PROJECTION RUNES

Breath of the Nosferatu - Gr E - Deal damage to the weakest creature in a cone, and gain temporary hit points.

Creation - Gr E - Create one or more copies of a desired mundane item with supplied raw materials.

Crossed Vines - Lt, Lr, Gr E - Entangle areas in an area, plus other effects.

Darkening Sigil - Lt, Lr E - Produce an area of magical darkness.

Designation of the Firing Range - Lt, Lr, Gm E - Grant bonuses to ranged attacks in an area, including the ability to use the Intelligence modifier to damage.

Draconic Presence - Lt, Gr E - Scare creatures in a cone.

Draconic Visage - Lt, Lr, Gr, Gm E - Deal a chosen type of energy damage to those in a cone.

Elemental Magnetism - Gr E - Creatures caught in the cone take additional energy damage of a chosen type.

Exodus Rune - Lr, Gr, Gm E - Designate an entry area and an exit area. Teleportation is enabled between the two.

Giant Step - Lr, Gr E - Increase the size of creatures in the area.

Hall of the Oath - Lr E - Lies cannot be told in the area.

Infirmary's Signpost - Lt, Lr, Gr, Gm E - Grant creatures in the area fast healing.

Legion of Stuff - Lt, Lr, Gr, Gm E - Command a small army of animated objects that cannot leave the area of the projection.

Library's Doormat - Lr E - Product an area of magical silence.

Lilliput Steps - Lr, Gr E - Decrease the size of creatures in the area.

Luminous Mark - Lr E - Creatures to enter the area glow like a torch; this thwarts invisibility.

Mark of the Apprentice - Lt E - Gain the ability to prestidigitate in an area.

Mason's Mark - Gr E - Instantly produce a primitive fortress. **Medusa's Statuary** - Lr, Gr, Gm E - Impose a penalty to Dexterity to all creatures caught in the cone, petrifying some.

Miner's Mark - Gr E - Instantly dig a temporary hole.

Phalanx - Lt, Lr, Gr, Gm E - Grant a small shield bonus to AC as an immediate action.

Physician's Waypoint - Lr E - Focusing on any creature to enter the area grants vital information on that creature, as the status spell.

Quarantine - Gr, Gm E - The first two creatures to enter the area are diseased.

Sentinel's Badge - Lt, Lr, Gr, Gm E - Ward an area against intrusion with an alarm system, a personal damage reduction bubble, and various contingent runes.

Sigil of the Horseman's Bane - Lt, Gr E - Create an area of (possibly explosive) caltrops.

Sigil of the Leaky Construct - Lt E - Create an area of slippery oil.

Sigil of Segregation - Lr, Gm E - Prevent a certain type of alien or unnatural creature from entering or leaving the area of the projection.

Sign of the Elements - Lt, Lr, Gr, Gm E - Trap rune blasts the next creature to enter the area with elemental damage.

Smoothing Sigil - Lr E - A cone of generic goo smoothes difficult terrain, making it easy to traverse.

Stamp of the Hero - Lr, Gr, Gm E - Grant one of many variations on the *haste* spell.

Stamp of the Laggard - Lt, Lr, Gr, Gm E - Impose one of many variations on the *slow* spell.



RUNES LIST - EQUIPMENT

Apprentice's Chickenscratch

Type: Equipment Slot: Shoulders Power Level: Least, Greater Action to Activate: 1 swift action Activation Cost: Least - 1 inscription point, Greater - 2 inscription points Activation Duration: 1 minute/level

Apprentice runesmiths are usually told to practice on cloaks, for they are large, regular surfaces and are fairly forgiving given the wide sweep that they cover. This doesn't stop some apprentices from producing some wildly off-kilter runes, however.

PASSIVE

Least - When inscribing this rune, roll on the table below. The wearer gains the listed benefit. *Greater* - As Least, but the rolled bonus has a magnitude of +2.

ACTIVE

Least/Greater - The bonus granted by this rune's passive is a luck bonus rather than its listed type.

	Table: Apprentice's Chickenscratch Effects		
d8	Effect		
1	+1 resistance bonus to Fortitude saving throws		
2	+1 resistance bonus to Reflex saving throws		
3	+1 resistance bonus to Will saving throws		
4	+1 enhancement bonus to natural armor bonus to AC		
5	+1 morale bonus to damage rolls		
6	+1 morale bonus to attack rolls		
7	+1 morale bonus to CMB		
8	+1 morale bonus to CMD		

Archmage's Sigil

Type: Equipment Slot: Head Power Level: Least, Lesser, Greater, Grandmaster

Wizardly ways, particularly those of wizards who compulsively produce scrolls, are surprisingly compatible with those of the runesmith. The archmage's sigil is the result of their cooperation: a rune that generates power of its own, but has no other actual use.

PASSIVE

Least - The size of the wearer's inscription pool increases by +1. Only the inscriber of this rune can gain benefit from it.

Lesser - As Least, but the size of the wearer's inscription pool increases by +2.

Greater - As Least, but the size of the wearer's inscription pool increases by +4.

Grandmaster - As Least, but the size of the wearer's inscription pool increases by +6.

ACTIVE

None.



Aurora's Emblem Type: Equipment Slot: Head Power Level: Least, Greater Action to Activate: 1 move action Activation Cost: 1 inscription point Activation Duration: Least - 1 minute, Greater - 3 rounds

Those cultures that come into being under the light of a periodic aurora tend to become quite attached to their sometime spectacle.

PASSIVE

Least - The wearer gains a +1 insight bonus to saving throws against all spells and abilities that blind or dazzle on a failed saving throw, as well as against gaze abilities. *Greater* - As Least, but a +2 insight bonus.

ACTIVE

Least - The wearer gains the ability to direct a blast of light at a creature within 60 feet as a swift action. The target creature is dazzled for 2d4 rounds with a Fortitude save to negate.

Greater - As Least, but the target creature is instead blinded for 1 round with a Fortitude save to negate.

Berserker's "Armor"

Type: Equipment Slot: Armor Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 minute/level (D)

There are tales of barbarian tribes whose warriors painted themselves before going into battle, sometimes without armor at all. The very fact that this actually works drew the attention of a group of runesmiths, who, after much research, teased out a small measure of the barbarians' secret.

PASSIVE

Least - Whenever the wearer would gain temporary hit points, increase the number of temporary hit points gained by +1.

Lesser - As Least, but increase the number of temporary hit points gained by +2 instead. A source of temporary hit points cannot be increased beyond double in this manner. For example, if a source would grant 1 temporary hit point, then this bonus only allows it to increase to 2 temporary hit points, or double the base amount.

Greater - As Lesser, but increase the number of temporary hit points gained by +3 instead.

Grandmaster - As Lesser, but increase the number of temporary hit points gained by +5 instead.

ACTIVE

Least - The wearer gains 1d₃ + half the inscriber's runesmith level temporary hit points, rounded down. These temporary hit points persist for the duration of the rune's activation. While the wearer has temporary hit points from any source over the course of this activation, it also has DR 1/-.

Lesser - As Least, but the wearer gains 1d₃ + the inscriber's runesmith level temporary hit points instead.

Greater - The wearer gains 2d6 + the inscriber's runesmith level temporary hit points, rounded down. These temporary hit points persist for the duration of the rune's activation. While the wearer has temporary hit points from any source over the course of this activation, it also has DR 3/-.

Grandmaster - As Greater, but the wearer gains 2d10 + inscriber's runesmith level temporary hit points, and the damage reduction increases to DR 6/-.

SPECIAL

Unlike other armor runes, *berserker's "armor"* must be inscribed upon the bare skin (or whatever passes for an outside covering) of a creature, and its effects are suppressed whenever that creature is wearing armor.

Calling Card of the Fool

Type: Equipment Slot: Weapon Power Level: Greater Action to Activate: 1 swift action Activation Cost: 1 inscription point Activation Duration: 1 round/level or until discharged (D)

The Fool's role in court is twofold. First and foremost, he is an entertainer; however, the Fool is also a pundit, the only man in court who can speak the true mind of his liege, so long as he couches it in the silly and ridiculous.

PASSIVE

Greater - While the wielder of a weapon with this rune is confused, it rolls twice on the table that determines its behavior each round and chooses one result to follow.

ACTIVE

Greater - A weapon with this rune is temporarily considered to be a rod of wonder in addition to its status as a weapon. After being used once, the weapon is no longer considered as such.

Crest of the Bullfighter

Type: Equipment Slot: Shoulders Power Level: Lesser, Greater Action to Activate: 1 immediate action Activation Cost: 1 inscription point Activation Duration: instantaneous

Bullfighting is a very special kind of bloodsport that pits an oversized bovine against a man with a cape and some mounted helpers with spears. Given the animal usually loses, those races whose culture has evolved against losing sapient life in the arena tend to tolerate it, and those races whose cultures embrace the bloodsport in its fullest still find bullfighting bloody enough to be a good time. In the end, its straddling of concepts makes bullfighting the single most acceptable form of bloodsport in the known world.

PASSIVE

Lesser - The wearer gains a +5 competence bonus to all non-musical, non-oratory Perform checks, such as Perform (dance).

Greater - As Lesser, but the wearer also gains a +2 circumstance bonus to Bluff checks made to feint.

ACTIVE

Lesser - This rune can only be activated in response to the wearer being charged. If the creature charging the wearer misses, then it continues moving in a straight line until it has moved a total distance of twice its base land speed, or until it runs into a solid obstruction or another creature. It is treated as having charged any creature in runs into, but may choose not to attack that creature. **Greater** - As Lesser, but if the charging creature runs into another creature, it must attack it.

Duelist's Insignia

Type: Equipment Slot: Hands Power Level: Lesser, Grandmaster Action to Activate: 1 standard action Activation Cost: Lesser - 2 inscription points, Grandmaster - 3 inscription points Activation Duration: 1 hour

Few runesmiths are proper duelists, as duelists are sprightly buggers who'd rather run from a hit than take it and keep following through. Given that lack of overlap, stealing what they do best becomes a very high-value proposition.

PASSIVE

Lesser - The wearer gains the benefit of the Weapon Focus feat, but only when wielding weapons produced by gloves or gauntlets with this rune. In addition, the wearer is proficient with all weapons produced by this rune.

Grandmaster - As Lesser, but the wearer also gains the benefit of the Weapon Specialization feat. Like the Weapon Focus feat, it only applies to weapons produced by gloves or gauntlets with this rune.

ACTIVE

Lesser - A masterwork rapier and a masterwork dagger appear in the wearer's hands. If one or both hands are occupied, then one or both weapons clatter to the ground. Weapons produced in this manner vanish immediately in the following situations: if the sale of such a weapon is attempted or if the rune is activated again.

Grandmaster - As Lesser, but the weapons produced are +*4 weapons*.

Duelist's Ward

Type: Equipment Slot: Armor Power Level: Lesser, Greater Action to Activate: 1 immediate action Activation Cost: 1 inscription point Activation Duration: see text

When hunkering down in full plate and grabbing a shield the size of a dinner table just isn't feasible, there's a rune to simulate the experience.

PASSIVE

Lesser/Greater - The wearer has a shield bonus to AC equal to the enhancement bonus of the armor upon which duelist's ward is inscribed.

ACTIVE

Lesser - None.

Greater - The wearer grants the shield bonus to AC conferred by duelist's ward to a willing creature within 30 feet. The subject retains this shield bonus to AC until the beginning of the wearer's turn. The wearer may delay its turn to prolong the effect.

Emblem of the Engineer

Type: Equipment Slot: Weapon Power Level: Lesser Action to Activate: 1 swift action Activation Cost: 1 inscription point Activation Duration: 1 round

Most militaries operate under a system that uses the officer corps as a way to get noblemen into positions of authority and prestige. This doesn't work in the artillery corps, as a good artilleryman (or, at the very least, the artilleryman's officer) needs to be able to do math. Seeing a disconnect between culture and necessity, runesmiths quickly devised a way to bridge the gap and make industry, not education, the limiting factor for heavy warfare, so long as the runesmiths are paid, of course.

PASSIVE

Lesser - If the runed weapon is a ballista, catapult, or similar ranged siege weapon, then all creatures that operate it are considered to have the Siege Engineer feat.

ACTIVE

Lesser - If the runed weapon is a ballista, catapult, or similar ranged siege weapon, then a single creature counts as a full crew team for the purpose of reloading the runed weapon.

Emblem of Purgation

Type: Equipment Slot: Armor Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 round/level (D)

Sometimes, a warrior just has to get really, really angry.

PASSIVE

 ${\it Least}$ - The wearer gains a +1 morale bonus to Constitution.

Lesser - The wearer gains a +1 morale bonus to Strength and Constitution.

 ${\it Greater}$ - The wearer gains a +2 morale bonus to Constitution, and a +1 morale bonus to Strength.

Grandmaster - The wearer gains a +2 morale bonus to Strength and Constitution.

ACTIVE

Least/Lesser/Greater/Grandmaster - The morale bonuses granted by the runed item doubles. (Remember, *moment of greatness fans*, the doubling of a doubling is a tripling!)



Emblem of the Scout

Type: Equipment Slot: Feet Power Level: Least, Lesser, Grandmaster Action to Activate: Least - 1 swift action, Lesser - 1 move action, Grandmaster - 1 swift action Activation Cost: Least/Lesser - 1 inscription point, Grandmaster - 2 inscription points Activation Duration: Least - 1 round, Lesser - 2 rounds, Grandmaster - 1 minute/level

The emblem of the scout's shape suggests wiry mobility in a package that is anything but ostentatious.

PASSIVE

Least - The wearer gains a +5-foot bonus to his base land speed. This is an enhancement bonus.

Lesser - As Least, but the wearer also treats Stealth as though it were a class skill.

Grandmaster - The wearer gains a +10-foot bonus to his base land speed. This is an enhancement bonus. In addition, the wearer treats Stealth as though it were a class skill and may roll twice and take the better result when performing the Stealth skill.

ACTIVE

Least - The wearer gains a +2 dodge bonus to AC.

Lesser - The wearer becomes invisible, as the *invisibility* spell.

Grandmaster - Upon the activation of this rune, its wearer makes a Stealth check as a free action, opposed by a Perception check made by each enemy within 60 feet. For the duration of the activation, the wearer is considered to be invisible, as the *invisibility* spell, but only from the point of view of creatures who lost the opposed roll. Whenever the wearer performs an action that would end the *invisibility* spell, each creature within 60 feet that considers the wearer to be invisible may make an additional Perception check against the original Stealth check. If a creature wins the opposed roll, it no longer considers the wearer to be invisible.



Evader's Deletion

Type: Equipment

Slot: Armor, Feet, Hands, Head, Shoulders, Weapon Power Level: Least, Lesser, Greater

Sometimes, the wealth and capabilities that you do not flaunt are more important than those you do.

PASSIVE

Least - When inscribed upon a mundane item, or a magic item with a caster level of 5th or less, that item ceases to produce a detectable magical aura and gains a +10 insight bonus to saving throws against divination spells cast with it as a target, such as *scrying*. If a divination spell requires a caster level check to succeed, the DC of that check increases by +10 instead. This protection does not extend to the wielder or wearer of that item.

Lesser - As Least, but it protects magic items with a caster level of 12th or less.

Greater - As Least, but it protects any non-artifact magic item.

ACTIVE

None.

SPECIAL

Unlike other equipment runes, *evader's deletion* may be inscribed upon magic items of any sort without restriction, and it does not suppress any of the item's abilities.

Exemplar's Example

Type: Equipment Slot: Head Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 full-round action Activation Cost: 1 inscription point Activation Duration: instantaneous

There's always somebody with more skill.

PASSIVE

Least - When inscribing this rune, choose a skill. The wearer gains a +1 luck bonus to the chosen skill.

Lesser - As Least, but a +2 luck bonus to the chosen skill instead.

 ${\it Greater}$ - As Least, but a +3 luck bonus to the chosen skill instead.

Grandmaster - As Least, but a +5 luck bonus to the chosen skill instead.

ACTIVE

Least/Lesser/Greater - When activated, choose a skill. Exemplar's example now grants its bonus to the newlychosen skill rather than the to the previously-chosen skill. **Grandmaster** - As Least; however, the inscriber may choose to increase the activation time of this rune to 1 minute. If he does, the activation cost is set to 0 inscription points for that activation.

Hangman's Assistant

Type: Equipment Slot: Shoulders Power Level: Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 minute/2 levels or until destroyed (see text)

Being an executioner is hard work, and sometimes a noose just isn't at hand. A cloak will do in a pinch.

PASSIVE

Lesser - The wearer gains the ability to use the runed cloak as a primary natural attack with a reach of 5 feet. The cloak deals 1d4 points of damage (1d3 for a Small wearer) and applies no ability modifier to damage. It has hit points equal to twice the runesmith level of the inscriber and hardness equal to the wearer's Intelligence modifier.

Greater - As Lesser, but the cloak now applies the wearer's Intelligence modifier to damage.

Grandmaster - As Greater, but the cloak now has a reach of 10 feet.

ACTIVE

Lesser - When activated, the wearer may perform the following with its runed cloak:

Trip (*Ex*) - Whenever the wearer successfully hits a creature with its cloak, it may attempt attempt a combat maneuver check to trip the creature as a swift action without provoking an attack of opportunity, using its Intelligence modifier in place of its Strength modifier when making the combat maneuver check.

Greater - When activated, the wearer may perform the following, as well as all Lesser active abilities, with its runed cloak:

Constrict (Ex) - When the wearer's cloak successfully grapples an opponent, it can begin constricting its victim as a swift action, dealing damage equal to that of its cloak attack.

Grab (*Ex*) - Whenever the wearer successfully hits a creature with its cloak, it may attempt to grapple that foe with its cloak as a swift action without provoking an attack of opportunity, using its Intelligence modifier in place of its Strength modifier when making the combat maneuver check. The wearer does not gain the grappled condition, but it can no longer attack with its cloak for the duration of the grapple.

Grandmaster - When activated, the wearer may perform the following, as well as all Lesser and Greater active abilities, with its runed cloak:

Strangle (Ex) - Whenever the wearer's cloak is grappling a creature, that creature is considered strangled, and cannot speak or cast spells with verbal components.

SPECIAL

If a cloak with *hangman's assistant* is reduced to 0 hit points while it is activated, that activation ends immediately, though the residual magic repairs the cloak somewhat. The cloak's current hit points are set to what its current hit points were at the point of activation. It cannot be activated again for 1 minute.

Hoarfrost Emblem

Type: Equipment Slot: Weapon Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 round + 1 round/3 levels

It's a wonder that weapons with this rune don't just crumble to bits at the first sharp impact, but that's magic for you.

PASSIVE

Least - Creatures dealt damage by a weapon with this rune have their base land speed reduced by -5 feet for 1 round. This penalty does not stack, and a creature's base land speed cannot be reduced below half in this manner.

Lesser - As Least, but the penalty to movement speed can stack, to a maximum of -10 feet.

Greater - Creatures dealt damage by a weapon with this rune have all of their forms of movement reduced by -5 feet for 1 round. This penalty stacks, to a maximum of -10 feet, though no form of movement can be reduced below half in this manner.

Grandmaster - As Greater, but the penalty to movement speed stacks to a maximum of -15 feet.

ACTIVE

Least - The penalty imposed by this rune's passive ability has a duration of 2 rounds while active. In addition, this weapon explodes in a burst of cold on a successful hit, dealing 1 point of cold damage to all creatures in a 5-ft.-radius burst centered on the creature struck. The wielder is immune to this damage.

Lesser - As Least, but the explosion of cold now deals 1d3 points of cold damage.

Greater - As Least, but the explosion of cold now deals 1d6 points of cold damage.

Grandmaster - As Least, but the explosion of cold now deals 1d8 points of cold damage. In addition, the penalty imposed by this rune's passive ability has a duration of 1 minute if applied while the rune is active.



Hurler's Dag

Type: Equipment Slot: Hands Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 swift action Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 round

Inspired by the "war paint" worn by overly-serious halflings entering rock-skipping tournaments, the hurler's dag turns any individual into a master chucker.

PASSIVE

Least - A pair of gloves or gauntlets with this rune has a capacity of 2 (see SPECIAL, below).

Lesser - When inscribing this rune, choose a known Least equipment rune that is compatible with weapons. Ammunition fired from a glove with hurler's dag is invested with the passive benefit of the chosen rune. A pair of gloves or gauntlets with this rune has a capacity of 3 (see SPECIAL, below).

Greater - As Lesser, but choose a Lesser equipment rune that is compatible with weapons instead. A pair of gloves or gauntlets with this rune has a capacity of 4 (see SPECIAL, below).

Grandmaster - As Lesser, but choose a Greater equipment rune that is compatible with weapons instead. A pair of gloves or gauntlets with this rune has a capacity of 5 (see SPECIAL, below).

ACTIVE

Least/Lesser/Greater/Grandmaster - As a standard action, the wearer launches all stored ammunition in the gloves' inventory (see SPECIAL, below) at a single creature. Treat each unit of ammunition as a separate ranged attack with a range increment of 30 feet that deals 1d8 points of damage on a successful hit. The type of damage (bludgeoning, piercing, or slashing) is dependent upon the types of ammunition fired. All enhancement bonuses and weapon special abilities present on the fired ammunition apply as normal.

SPECIAL

Gloves or gauntlets with the *hurler's dag* rune have a capacity (listed in PASSIVE, above), as well as an inventory. The inventory is the number of units of ammunition stored inside the gloves, while the capacity is the maximum number of units of ammunition that can be stored. As a standard action that provokes attacks of opportunity, the wearer of a pair of gloves or gauntlets with hurler's dag may press a number of units of ammunition (bolts, arrows, shuriken, etc.) not to exceed the gloves' remaining capacity against the gloves, which vanish into extradimensional space. Loading gloves with the *hurler's dag* is permanent until used, but ends immediately if the rune is lost. Any ammo contained in a pair of gloves with the *hurler's dag* when the rune is lost is itself lost.

Insignia of the Persuasive Lunatic

Type: Equipment Slot: Head Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 full-round action Activation Cost: Least/Lesser - 1 inscription point; Greater - 2 inscription points Activation Duration: 5 rounds + 1 round/level

Far too often, crazy people have the sort of personal magnetism that gets others to do what they want.

PASSIVE

Least/Lesser - The wearer gains a +1 insight bonus to Bluff, Diplomacy, and Intimidate skill checks. *Greater/Grandmaster* - The wearer gains a +2 insight bonus to Bluff, Diplomacy, and Intimidate skill checks.

ACTIVE

Least - Two dogs leap out of the runed hat and attack as the wearer directs. They are treated as summoned creatures.

Lesser - As Least, but each of the dogs have a +2 inherent bonus to Strength and Constitution, as well as +2 Hit Dice.

Greater - As Least, but each of the dogs have a +4 inherent bonus to Strength and Constitution, as well as +4 Hit Dice.

Grandmaster - As Least, but each of the dogs have a +6 inherent bonus to Strength and Constitution, as well as +6 Hit Dice.



Mark of Lethal Legerdemain

Type: Equipment Slot: Weapon Power Level: Least, Lesser, Grandmaster Action to Activate: 1 immediate action Activation Cost: 1 inscription point Activation Duration: see text

There are two kinds of illusionists: the actual mages and those who use dexterous movement and clever tricks to mimic the effects of magic. Among the laymen, the actual mages are far more impressive, for what they do is real. Among the actual mages, those who use clever tricks are far more impressive, as it's not something that can be duplicated by anyone with a spellbook.

PASSIVE

Least - A one-handed weapon with this rune may be concealed through the use of the Sleight of Hand skill as though it were a light weapon. In addition, the runed weapon may be drawn from concealment as a move action.

Lesser - Any weapon with this rune may be concealed through the use of the Sleight of Hand skill by a creature whose size category is greater than or equal to that of the weapon. Runed weapons concealed in this manner are treated as though they were light weapons. In addition, the runed weapon may be drawn from concealment as a move action.

Grandmaster - Any weapon with this rune may be concealed through the use of the Sleight of Hand skill by any creature. Somehow, this even works if the weapon is physically larger than the creature attempting to conceal it. Runed weapons concealed in this manner are treated as though they were light weapons. In addition, the runed weapon may be drawn from concealment as a move action.

ACTIVE

Least/Lesser/Grandmaster - This rune may only be activated in response to the runed weapon being drawn from a concealed location. When activated, creatures that did not detect the concealed weapon while it was hidden are considered flatfooted against all attacks made with the runed weapon until the end of the wielder's turn. If the runed weapon is passed to another creature, the benefit of this activation ends immediately.



Mark of Obliteration

Type: Equipment Slot: Hands Power Level: Greater Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 1 round

The mark of obliteration empowers the fists of the recipient, to the point that many unscrupulous runesmiths make a killing in underground boxing leagues.

PASSIVE

Greater - The wearer may make unarmed attacks as though it had the Improved Unarmed Strike feat, but only when making an unarmed attack with its fists, or whatever passes for fists for its species.

ACTIVE

Greater - As a full-round action, the wearer may make a single unarmed attack, dealing an additional 2d8 points of damage if its base attack bonus is from +6 to +10, an additional 4d8 points of damage if its base attack bonus is from +11 to +15, or an additional 6d8 points of damage if its base attack bonus is +16 or higher. This is treated as a full-attack action for the purpose of the *sigil of the stubborn ass*.



For six seconds, you can be this guy.



Medic's Mark

Type: Equipment Slot: Hands Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: see text Activation Cost: 1 inscription point Activation Duration: instantaneous

From the hospital to the battlefield, medical personnel save lives, and this rune both symbolizes and embodies their constant struggle with the supply lines needed to maintain life.

PASSIVE

Least - None

Lesser - The caster level of any potion contained within gloves with the *medic's mark* increases by +1, to a maximum of the inscribing runesmith's runesmith level. **Greater** - As Lesser, but the caster level increases by +2 instead.

Grandmaster - As Lesser, but the caster level increases by +3 instead.

ACTIVE

Least/Lesser - Whenever a 1st-level or lower potion is poured onto an empty (see SPECIAL, below) pair of gloves or gauntlets with the *medic's mark*, a standard action that provokes attacks of opportunity, the activation cost may be paid as a free action. If it is, the potion seeps into the gloves, filling them (see SPECIAL, below).

Greater - As Lesser, but 2nd-level or lower potions can fill the gloves.

Grandmaster - As Greater, but 3rd-level or lower potions can fill the gloves.

SPECIAL

When a pair of gloves or gauntlets with the *medic's mark* is filled, the wearer may deliver the potion contained therein with but a touch to a willing creature. This is either a standard action or is performed in place of the first attack in a full-attack action. Once delivered, the gloves become empty and can be filled again. Filling gloves with the *medic's mark* is permanent until used, but ends immediately if the rune is lost. Any potion contained in a pair of gloves with the *medic's mark* when the rune is lost is itself lost.



Messenger's Mark

Type: Equipment Slot: Feet Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser/Greater - 1 inscription point, Grandmaster - 2 inscription points Activation Duration: Least - 1 minute/level, Lesser - 1 round, Greater - 1 round, Grandmaster - 1 minute/level

Fleet of foot or master riders all, messengers carry news that can make or break a kingdom. No matter the challenge or obstruction, such a message must go through!

PASSIVE

Least - The wearer treats the first 5 feet of difficult terrain through which it walks each round as though it were not difficult terrain.

Lesser - As Least, but 10 feet instead. *Greater* - As Least, but 15 feet instead.

Grandmaster - As Least, but 20 feet instead.

ACTIVE

Least - The wearer becomes immune to the entangled condition. If it is already entangled when this rune activates, it remains entangled, but cannot be entangled anew.

Lesser - The wearer gains a fly speed equal to its base land speed with good maneuverability.

Greater - The wearer may walk on walls and ceilings as the *spider climb* spell.

Grandmaster - As Least, Lesser, and Greater combined.



Mutable Sigil

Type: Equipment

Slot: Armor, Feet, Hands, Head, Shoulders, Weapon Power Level: Least, Lesser, Greater, Grandmaster Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 minute/level

Mutable sigils are drawn using the basic conceits of other runes: a hard angle here, a sweeping curve there, and perhaps some dots for good measure. When outside influence is pressed upon such a rune, it can behave like another, lesser rune for a time.

PASSIVE

None.

ACTIVE

Least - Choose a single Least equipment rune that is compatible with the type of equipment upon which this rune is inscribed. This rune is treated as the chosen rune for the duration of its activation, save that the chosen rune cannot be activated.

Lesser - Choose a single Least equipment rune that is compatible with the type of equipment upon which this rune is inscribed. This rune is treated as the chosen rune for the duration of its activation, and can itself be activated.

Greater - As Lesser, but choose a Lesser equipment rune instead.

Grandmaster - As Lesser, but choose a Greater equipment rune instead.

Sidebar: Mutable Sigil and On-Inscription Effects

Though the *mutable sigil* can copy most any equipment rune, there is one very important step that it misses, namely the inscription step. Consider the sigil of the campaigning soldier. Based on the power level of the rune slot used to inscribe the sigil of the campaigning soldier, a number of the pockets produced by the sigil begin their existence filled and ready to be looted. Since a mutable sigil transforms itself into another equipment rune, any effects that happen while the runesmith inscribes that rune do not happen. As a result, a *mutable sigil* transforming to a sigil of the campaigning soldier always has no filled pockets upon transformation. Some other runes, such as the rune of the firewalker, have such critical uponinscription steps that they become more or less useless should a *mutable sigil* copy it.

Be sure to read the entry of the rune to which a *mutable sigil* is to transform carefully. This is anything but a panacea for the undeclared inscriber.

Paranoid Prescience

Type: Equipment Slot: Weapon Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: Least/Lesser/Greater - 1 standard action, Grandmaster - 1 swift action Activation Cost: 1 inscription point Activation Duration: see text

The paranoid are not crazy when somebody is actually out to get them.

PASSIVE

 \boldsymbol{Least} - The wielder has a +1 insight bonus to initiative rolls.

Lesser - As Least, but a +2 insight bonus. *Greater* - As Least, but a +3 insight bonus. *Grandmaster* - As Least, but a +4 insight bonus.

ACTIVE

Least - The next attack made with this weapon before the end of the inscribing runesmith's next turn is made with a +5 insight bonus to its attack roll.
Lesser - As Least, but a +10 insight bonus.
Greater - As Least, but a +15 insight bonus.
Grandmaster - As Least, but a +20 insight bonus.



L'Viollet-Le-Duc del



Rune of Change

Type: Equipment Slot: Armor, Feet, Hands, Heat, Shoulders, Weapon Power Level: Least, Lesser, Greater Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: Least - 10 minutes/level (D),

Lesser - 1 minutes/level (D), Greater - 1 hour/level (D)

The rune of change does not refer to change of the self, such is the domain of the mutable sigil, but rather to the capacity for change in other systems.

PASSIVE

Least - The hardness of the item upon which the rune of change is inscribed increases by +1, or decreases by -1. Choose whether to harden or soften the object when inscribing it.

Lesser - As Least, but its hardness increases/decreases by +2/-2.

Greater - As Least, but its hardness increases/decreases by +3/-3.

ACTIVE

Least - The item upon which the rune of change is inscribed becomes covered in a thin sheet of lead. This blocks or dulls many forms of magic, and increases the item's weight by 10%.

Lesser

If inscribed upon a weapon - When used to sunder an object, this weapon ignores half of that object's hardness, rounded up.

If inscribed upon armor - This armor grants damage reduction as though it were made of adamantine.

If inscribed upon a non-weapon, non-armor object - Adamantine weapons do not ignore the hardness of this object.

Greater - As Lesser.



Rune of Corrosion

Type: Equipment Slot: Weapon Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 swift action Activation Cost: 1 inscription point Activation Duration: instantaneous

Be it salt, an acid, or a base, corrosion pits and marks all the same.

PASSIVE

Least - A weapon with this rune deals an additional point of acid damage.

Lesser - As Least, but 1d3 points of acid damage. Greater - As Least, but 1d6 points of acid damage. Grandmaster - As Least, but 1d8 points of acid damage.

ACTIVE

Least/Lesser - When this rune is activated, all creatures that took acid damage from this rune in the last round take a -2 penalty to AC for rounds equal to the inscribed weapon's enhancement bonus, minimum 1 round. A successful Fortitude save negates. This penalty does not stack.

Greater - As Least, but a -4 penalty to AC

Grandmaster - When this rune is activated, all creatures that took acid damage from this rune in the last round take a -4 penalty to AC for rounds equal to twice the inscribed weapon's enhancement bonus, minimum 1 round. A successful Fortitude save negates. This penalty does not stack.



Rune of Deflection

Type: Equipment Slot: Head Power Level: Least, Greater Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Greater - 2 inscription points Activation Duration: Least - 1 minute/level (D), Greater - 1 round/2 levels

Helmets save lives!

PASSIVE

Least - Whenever the wearer would be struck by a nontouch ranged attack whose attack roll exactly matches the wearer's AC, the attack misses instead. Ammunition that misses in this manner never breaks. Exceptional ranged attacks, like a thrown boulder, are not stopped by a mere helmet.

Greater - Whenever the wearer would be struck by a non-touch ranged attack whose attack roll exactly matches the wearer's AC, then the attack deflects off of the wearer and attacks the original attacker instead, using the original attacker's attack roll. Exceptional ranged attacks, like a thrown boulder, are not stopped by a mere helmet.

ACTIVE

Least - The wearer gains a +4 shield bonus to AC.

Greater - Whenever any non-touch ranged attack fails to hit the wearer, then the attack deflects off of the wearer and attacks the original attacker instead, using the original attacker's attack roll. Exceptional ranged attacks, like a thrown boulder, are not stopped by a mere helmet.

Rune of the Firewalker

Type: Equipment Slot: Feet Power Level: Lesser, Greater Action to Activate: 1 standard action Activation Cost: 2 inscription points Activation Duration: see text

From hot coals in the marketplace to initiation rituals on the frozen ground, running across hazardous materials is a tried-and-true means to prove manhood.

PASSIVE

Lesser - When adding this rune to an item, choose acid, cold, electricity, or fire. The wearer has resistance 5 against the chosen energy type, but only when walking over the source of the damage.

Greater - As Lesser, but resistance 10.

ACTIVE

Lesser - When this rune is activated, the wearer leaves behind a trail of bubbling goo on the ground of all squares through which it passes this turn. This goo persists for 3 rounds and deals damage equal to the inscriber's runesmith level to creatures that step into a square occupied by the goo. The energy type of the goo is the same as the energy type against which the rune passively protects.

Greater - When this rune is activated, the wearer becomes immune to the energy type against which the rune passively protects, but only when walking over the source of the damage. In addition, hazardous squares of any sort over which the wearer walks become non-hazardous for 3 rounds and allow others to pass without harm.





Rune of Frost

Type: Equipment

Slot: Armor

Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point,

Greater/Grandmaster - 2 inscription points

Activation Duration: Least - 1 round + 1 round/3 levels,

Lesser/Greater/Grandmaster - 1 round/2 levels

PASSIVE

Least - Creatures that strike the wearer in melee with a natural weapon or while unarmed take 1 point of cold damage.

Lesser - As Least, but 1d4 points of cold damage.

Greater - Creatures that strike the wearer in melee take 1d4 points of cold damage.

Grandmaster - As Greater, but 1d8 points of cold damage.

ACTIVE

Least - The suit of armor inscribed with the *rune of frost* emanates a deathly chill, dealing 1d6 points of cold damage to creatures that begin their turn within 5 feet of it. The wearer of the armor is immune to this cold damage.

Lesser - As Least, but the deathly chill damages creatures that begin their turn within 10 feet of the armor.

Greater - The suit of armor inscribed with the *rune of frost* emanates a deathly chill, dealing 2d6 points of cold damage to creatures that begin their turn within 10 feet of it. The wearer of the armor is immune to this cold damage, and the cold damage ignores resistance.

Grandmaster - As Greater, but 2d8 points of damage.

Rune of the Shadowy Corner

Type: Equipment Slot: Head Power Level: Lesser, Greater, Grandmaster

Before there was magic, there were sneaky people, and after there was magic, the sneaky people became even sneakier.

PASSIVE

Lesser - Whenever the wearer makes a Stealth check, it may instead roll twice and take the better result, albeit at a -4 penalty.

Greater - As Lesser, but the wearer may choose to roll twice for both Perception and Stealth checks, and takes only a -2 penalty when rolling twice and taking the better result.

Grandmaster - As Greater, but the wearer takes no penalty when rolling twice and taking the better result.

ACTIVE

None.

Sigil of the Campaigning Soldier

Type: Equipment Slot: Shoulders Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 full-round action Activation Cost: Least/Lesser/Greater - 1 inscription point, Grandmaster - 2 inscription points Activation Duration: See text

Soldiering is long periods of dullness punctuated by moments of mortal fear, and being able to stay well fed with well-maintained gear on the road is, for many, far more important than individual skill in battle. After all, if your opponent is weak with hunger and you have a sharpened axe, the battle's half over.

PASSIVE

Least - Pockets appear all over a cloak with this rune. A Least *sigil of the campaigning soldier* grants access to the cookware, containers, and tools pockets. When this rune is inscribed, choose one of the aforementioned pockets. The chosen pocket comes pre-filled (see SPECIAL, below). *Lesser* - As Least, but a Lesser *sigil of the campaigning soldier* also grants access to the foodstuffs and weapons pockets.

Greater - As Lesser, but a Greater *sigil of the campaigning soldier* also grants access to the armor pocket. In addition, choose three of the pockets to which the wearer has access rather than just one. All three pockets come pre-filled.

Grandmaster - As Greater, but a Grandmaster *sigil of the campaigning soldier* also grants access to the medicine pocket. All of the pockets to which the wearer has access come pre-filled.

ACTIVE

Least/Lesser/Greater - Choose an empty pocket to which the wearer has access. It is filled.

Grandmaster - All empty pockets to which the wearer has access become filled.

SPECIAL

As a standard action that provokes attacks of opportunity, the wearer may reach into a filled pocket and draw out an item. Roll on the table corresponding to that pocket. When an item is drawn from a filled pocket, it is emptied. All objects created by a *sigil of the campaigning soldier* last until the next time the inscribing runesmith replenishes his inscription pool; however, consumed objects, such as food, are permanent. Attempts to sell an object created by this rune cause that object to vanish immediately. Most shopkeepers will then refuse to pay.



Ultimate Runesmithing Interjection Games

	mpaigning r Armor
d6	Object
1	Leather armor
2	Chain shirt
3	Hide armor
4	Breastplate
5	Half plate
6	Full plate

Table: Campaigning Soldier Containers

d6	Object
1	Backpack
2	10 vials
3	5 flasks
4	1-gallon clay amphora
5	Wheelbarrow (6 cu. ft.)
6	Belt pouch for coins

Table: Campaigning Soldier Cookware

d6	Object
1	12-inch skillet
2	1-quart pot
3	1-quart colander
4	1-quart tea kettle
5	18-inch rotisserie
6	Plate, silverware, and mug for one

Table: Campaigning Soldier Foodstuffs

d6	Object
1	Three fresh chicken eggs
2	One pound of potatoes
3	One half-pound of rabbit leg, raw
4	Two cups of flour
5	One quart of fresh milk
6	One quart of beer

Table: Campaigning Soldier Medicine

d6	Object
1	antitoxin
2	Potion of cure light wounds (CL 5th)
3	Potion of cure moderate wounds (CL 3rd)
4	Potion of remove curse (CL 7th)
5	Potion of slow poison (CL 7th)
6	Potion of remove disease (CL 7th)

Table: Campaigning Soldier Tools

d6	Object
1	Hammer and 10 nails (improvised light hammer)
2	Handsaw
3	Crowbar
4	6-foot ladder
5	Sickle
6	Pickaxe (improvised light pick)

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Table: Campaigning

Soluter weapoils		
d6	Object	
1	Light crossbow and 10 bolts	
2	Shortsword and dagger	
3	Longspear	
4	Scythe	
5	Warhammer	
6	Greatsword	

Sigil of the Shag Rug

Type: Equipment Slot: Feet Power Level: Lesser, Grandmaster Action to Activate: 1 move action Activation Cost: Lesser - 1 inscription point, Grandmaster - 4 inscription points Activation Duration: see text

Originally a fashion statement, all it took was a single visiting gnome for shag carpeting to be weaponized in the most ridiculous possible manner.

PASSIVE

Lesser - Whenever the wearer moves along the ground for a distance that is greater than or equal to its base land speed in a single action, it becomes charged with static electricity, dealing 1d3 points of electricity damage to creatures that hit it in melee until the beginning of its next turn.

Grandmaster - As Lesser, but it deals 2d4 points of electricity damage.

ACTIVE

Lesser - When this rune is activated, its wearer gains 1 static point for every 5 feet it moves until the end of its turn, to a maximum number of static points equal to the inscriber's runesmith level. Only movement made while in contact with a solid surface, such as the ground, generates static points. These static points persist for 1 minute. As a standard action, or in place of the first two mainhand attacks in a full attack action, the wearer may make a melee touch attack. If it hits, the wearer expends all of its static points and deals electricity damage equal to the inscriber's runesmith level + the number of static points expended.

Grandmaster - As Lesser, but the wearer cannot deliver its static points as a touch. Instead, at the end of its turn, the wearer explodes, dealing electricity damage equal to twice the number of static points it possesses to all other creatures in a 10-ft. radius with a Reflex save for half damage. The wearer then loses half of its static points, rounded up.

Sigil of the Stubborn Ass

Type: Equipment

Slot: Feet Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 swift action Activation Cost: 1 inscription point Activation Duration: Least - 2 rounds, Lesser - 3 rounds, Greater - 2 rounds, Grandmaster - 3 rounds

The mule is a steadfast, if ornery, creature, and is held in high regard by the dwarven community, who see something of themselves in the animal.

PASSIVE

Least - The wearer has a +1 insight bonus to CMD against any combat maneuver that would move him from the square he is currently occupying.

Lesser - The wearer has a +1 insight bonus to CMD.

Greater - As Least, but the wearer gains a +2 insight bonus instead.

Grandmaster - The wearer has a +2 insight bonus to CMD.

ACTIVE

Least - Whenever the wearer performs a full-attack action and all of his attacks hit, he may kick a creature in a square he threatens as a swift action. Treat this kick as a secondary natural attack that deals 1d6 points of bludgeoning damage on a successful hit. Do not apply any ability or enhancement modifiers to this damage, and do not apply any additional damage from spells, class features, feats, special abilities, and so on to this damage.

Lesser - As Least, but the wearer may kick if at least one attack in a full-attack action hits.

Greater - Whenever the wearer performs a full-attack action and at least one of his attacks hits, he may kick a creature in a square he threatens as a swift action. Treat this kick as a secondary natural attack that deals 1d6 points of bludgeoning damage on a successful hit. Apply the enhancement bonus of the wearer's armor to his attack and damage rolls, but do not apply any ability modifier, nor any effects from spells, class features, feats, special abilities, and so on to this damage.

Grandmaster - As Greater, but the wearer kicks the same target twice if all of his attacks hit.



Sign of the Ninja

Type: Equipment Slot: Hands Power Level: Lesser, Greater, Grandmaster Action to Activate: 1 swift action Activation Cost: Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: instantaneous

Contrary to popular belief, ninjas do leave signs of their passing.

PASSIVE

Lesser/Greater/Grandmaster - The wearer is proficient with shuriken.

ACTIVE

Lesser - This rune can only be activated if the wearer has at least one hand free. A number of masterwork shuriken equal to the number the wearer is able to throw as a fullattack action, taking into account spells and abilities that increase this number, such as flurry of blows or the haste spell, appear in the wearer's open hand. These shuriken have no finite duration; however, should the sign of the ninja be activated again or should the wearer let the shuriken out of its hands for any reason other than attacking with them, they vanish immediately. Thrown shuriken produced by the sign of the ninja have a 100% chance to break.

Greater - As Lesser, but +2 shuriken are produced instead.

Grandmaster - As Lesser, but +1 flaming frost shock shuriken are produced instead.



Talisman of the Swan

Type: Equipment Slot: Weapon Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 swift action Activation Cost: Least - 1 inscription point, Lesser/Greater/Grandmaster - 2 inscription points Activation Duration: 1 round

The swan is a graceful and majestic bird, yes, but it is also a highly aggressive and territorial creature. The combination makes it a terror to behold.

PASSIVE

Least - The wielder of a weapon with this rune does not provoke attacks of opportunity with the first 5 feet of each of its move actions.

Lesser - The wielder of a weapon with this rune does not provoke attacks of opportunity with the last 10 feet of each of its move actions.

Greater - The wielder of a weapon with this rune does not provoke attacks of opportunity with its movement while charging.

Grandmaster - The wielder of a weapon with this rune does not provoke attacks of opportunity with its movement.

ACTIVE

Least - When using the runed weapon, the wielder's reach is considered to be 5 feet longer. This does not apply to the reach of abilities that allow multiple creatures to be attacked in a single action.

Lesser - As Least, but +10 feet longer instead. *Greater* - As Least, but +15 feet longer instead. *Grandmaster* - As Least, but +20 feet longer instead.

Temper

Type: Equipment Slot: Weapon Power Level: Lesser, Greater Action to Activate: 1 move action Activation Cost: 2 inscription points Activation Duration: 1 minute

The right rune can make a blade seethe with the flames that forged it.

PASSIVE

Lesser - A weapon with this rune deals an additional 1d4 points of fire damage.

Greater - As Lesser, but an additional 1d6 points of fire damage.

ACTIVE

Lesser - The runed weapon gains the *flaming* weapon special ability. Unlike most weapon special abilities, this is not suppressed by virtue of being runed.

Greater - As Lesser, but it gains the *flaming burst* weapon special ability instead.



Thunderstorm's Mark

Type: Equipment Slot: Weapon Power Level: Lesser, Greater, Grandmaster Action to Activate: 1 move action Activation Cost: Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 2 rounds

The thunderstorm's mark is fairly unique among runes in that a simple inscription is not good enough. The area around the rune must first be "washed" with color in a way reminiscent of the scorch marks directly surrounding a lightning strike.

PASSIVE

Lesser - A weapon with this rune deals an additional 1d4 points of electricity damage.

Greater - A weapon with this rune deals an additional 1d6 points of electricity damage.

Grandmaster - As Greater, but the wielder also gains a +2 morale bonus to initiative checks.

ACTIVE

Lesser - The first time this weapon deals physical damage each round, an arc of electricity strikes a creature that is between 10 and 20 feet from the target of the successful weapon attack. This arc of electricity deals damage equal to the runed weapon's base damage die with a Reflex save to negate.

Greater - As Lesser, but the arc of electricity deals damage equal to the runed weapon's base damage die + the wielder's Strength modifier (max +10).

Grandmaster - As Lesser, but the arc of electricity strikes all creatures that are between 10 and 20 feet from the target of the successful weapon attack, and the arc of electricity deals damage equal to the runed weapon's base damage die + the wielder's Strength modifier (max +10).



Transmuter's Rune

Type: Equipment Slot: Armor, Weapon Power Level: Lesser

Given their angle as materials spellcasters, alchemists and runesmiths have quite a bit in common. It shouldn't really be surprising that both professions put an emphasis on transmutation.

PASSIVE

Lesser - If the item upon which this rune is inscribed is made of either adamantine or mithral, it is treated as being made of both adamantine and mithral. This rune cannot be removed or suppressed by magical or supernatural means.

ACTIVE

None.



Trickster's Calling Card Type: Equipment Slot: Hands Power Level: Greater Action to Activate: 1 full-found action Activation Cost: 2 inscription points Activation Duration: instantaneous

Runes are basically magic in reverse, a purpose awaiting power, which makes runes a viable, if roundabout, way to cast typical magic spells. First, set the purpose as casting in the "normal" way, channel power into the rune, and then cast. The trickster's calling card is this concept given form.

PASSIVE

Greater - When inscribing this rune, select a wizard cantrip, a cleric orison, and a 1st-level spell from the wizard spell list. The wearer gains the ability to cast each of these spells once per day as spell-like abilities using its Hit Dice as its caster level (maximum the inscriber's runesmith level) and Intelligence as its key ability.

ACTIVE

Greater - The daily castings of spell-like abilities granted to the wearer by the runed gloves are replenished.

Umbral Sigil

Type: Equipment Slot: Shoulders Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points Activation Duration: 1 round/level

Though runes function no matter what material is used in their inscription, be it charcoal or gold thread, the umbral sigil prefers to be made of something that smears.

PASSIVE

Least - Physical ranged attacks have a 5% chance to miss the wearer. This effect is overcome by spells and abilities that ignore magical illusions. Exceptional ranged attacks, such as a hurled boulder, ignore this simply because they're, well, ginormous.

Lesser - As Least, but a 10% chance to miss. *Greater* - As Least, but a 15% chance to miss. *Grandmaster* - As Least, but a 20% chance to miss.

ACTIVE

 \boldsymbol{Least} - Physical melee attacks have a 5% chance to miss the wearer.

Lesser - As Least, but 10% instead.

Greater - As Least, but 15% instead. *Grandmaster* - As Least, but 20% instead.



Vampire's Ward

Type: Equipment Slot: Armor Power Level: Least, Lesser, Greater, Grandmaster Action to Activate: 1 immediate action Activation Cost: 1 inscription point Activation Duration: see text

Fondly named after the undead bloodsucker himself, the vampire's ward helps thwart death in an antithetical manner.

PASSIVE

Least - The wearer has a +1 insight bonus to saving throws against death effects, and automatically stabilizes when bleeding out.

Lesser - As Least, but a +2 insight bonus.

Greater - As Least, but a +3 insight bonus. In addition, the wearer has resistance 5 against all forms of magic, as well as DR 5/-, whenever its current hit points are 0 or lower.

Grandmaster - As Least, but a +4 insight bonus. In addition, the wearer has resistance 10 against all forms of magic, as well as DR 10/-, whenever its current hit points are 0 or lower.

ACTIVE

Least - None.

Lesser/Greater/Grandmaster - This rune may be activated in response to lethal damage taken by the creature wearing the inscribed armor. While active, if the wearer would die due to lethal wounds, the wearer remains unconscious, but alive. Feats and abilities that would allow the wearer to stay conscious do not function. The wearer's current hit points can dip below the threshold normally required for death while this rune is active. When the rune's activation ends, if the wearer's current hit points are such that it wouldn't die, then the wearer effectively cheats death with no long-term consequences.

When the inscribing runesmith activates this rune, it remains active until the beginning of his next turn, at which point he may either expend an additional inscription point as a free action to prolong the effect for another round, or allow the activation to end.



RUNES LIST - PROJECTION

Breath of the Nosferatu

Type: Projection School: Necromancy Power Level: Greater Range: 60 feet Area: 60-ft. cone Action to Activate: 1 standard action Activation Cost: 3 inscription points Activation Duration: instantaneous

While the life-sucking performed by vampires may require closer contact than this rune, those who name these sorts of things generally don't care about absolute accuracy.

EFFECT

Greater - The creature with the fewest hit points caught in the cone takes 1d4 points of damage per runesmith level of the projector (max 15d4) with a Fortitude save for half. Half of this damage is returned to the projector as temporary hit points, rounded down. These temporary hit points persist for 10 minutes.

Creation

Type: Projection School: Transmutation Power Level: Greater Range: 60 feet Effect: one cubic foot of finished goods/level using materials in a 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: varies; see text Activation Duration: instantaneous

One of the very first projection runes to be discovered was that of creation. Honestly, where would a objectoriented spellcaster be if he couldn't make objects? (Answer: debtor's prison)

EFFECT

Greater - When activating this rune, choose a raw material that is present in sufficient quantity in the projection's area of effect, then choose a finished product that is made of that raw material. If the desired finished product is made of multiple materials, such as an oak barrel with iron staves, then all such materials much be present. This projection transforms up to one cubic foot of raw materials into copies of the chosen finished product per level. The finished goods are of standard quality. If the runesmith wishes the finished goods to be of superior (artisan, masterwork, etc.) quality, then the projecting runesmith must succeed on a relevant Craft check to do so. The DC of the craft check is equal to the DC to make the item by mundane means.

The inscription point cost of this projection is equal to 1 inscription point for every five cubic feet transformed, rounded up. For example, turning 5 cubic feet of wood and iron into crossbows costs 1 inscription point, but turning 7 cubic feet of materials into crossbows costs 2 inscription points.

Crossed Vines Type: Projection

School: Conjuration Power Level: Least, Lesser, Greater Range: 60 feet Area: Least - one 5-foot square, Lesser - 10-ft.-radius circle, Greater - 15-ft.-radius circle Action to Activate: Least/Lesser - 1 standard action, Greater - 1 swift action Activation Cost: 1 inscription point Activation Duration: Least - 5 rounds, Lesser/Greater - 1 round/level (D)

The symbol of the crossed vines suggests the rebellion of mother nature itself. This is a phenomenon feared by many races, as the world itself is a foe that cannot lose.

EFFECT

Least/Lesser - Creatures that enter the area of effect of crossed vines are entangled with a Reflex save to negate. This entanglement effect lasts for as long as the creature remains in the projection's radius, plus 1 round. **Greater** - As Least, but entangled creatures that enter the central square of this projection's radius become immobilized for 1 round with no saving throw allowed.

Darkening Sigil

Type: Projection School: Conjuration Power Level: Least, Lesser Range: 60 feet Area: 10-ft.-radius sphere Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Lesser - 2 inscription points Activation Duration: 10 minutes/level (D)

Darkness creeps in wherever the light is not vigilant.

EFFECT

Least - The darkening sigil creates an area of magical darkness, as the *darkness* spell.

Lesser - As Least, but the area of magical darkness is as the *deeper darkness* spell.



Designation of the Firing Range

Type: Projection School: Transmutation Power Level: Least, Lesser, Grandmaster Range: 60 feet Area: 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Lesser - 2 inscription points, Grandmaster - 1 inscription point Activation Duration: 1 round/level

When the stress of battle bleeds away and everything is reduced to a day at the shooting range, everyone becomes a better shot.

EFFECT

Least - Creatures within the area of effect of *designation of the firing range* have a +1 insight bonus to attack rolls and damage rolls made with ranged weapons.

Lesser - As Least, plus those within the area of effect may add their Intelligence modifier (max +3) to damage rolls made with ranged weapons; this is done in place of any other ability modifier to damage rolls.

Grandmaster - Creatures within the area of effect of *designation of the firing range* have a +2 insight bonus to attack rolls and damage rolls made with ranged weapons. In addition, they may add their Intelligence modifier to damage rolls made with ranged weapons; this is done in place of any other ability modifier to damage rolls.



Draconic Presence [mind-affecting]

Type: Projection School: Enchantment (emotion) Power Level: Least, Greater Range: 30 feet Area: 30-ft. cone Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Greater - 2 inscription points Activation Duration: instantaneous

The arrival of a dragon is the grand entrance of one who knows well the lessons of shock and awe.

Effect

Least - Creatures caught in the cone are shaken for 2d4 rounds with a Will save to negate.

Greater - As Least, but creatures with fewer Hit Dice than the runesmith level of the projector are frightened for 1d4 rounds on a failed Will save.



Type: Projection School: Evocation (acid, cold, electricity, or fire) Power Level: Least, Lesser, Greater, Grandmaster Range: Least - 15 feet, Lesser/Greater - 20 feet, Grandmaster - 30 feet Area: Least - 15-ft. cone, Lesser/Greater - 20-ft. cone, Grandmaster - 30-ft. cone Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Lesser - 2 inscription points, Greater/Grandmaster - 3 inscription points Activation Duration: instantaneous

Beware dragons, for they are prideful, quick to anger, and tend to incinerate the source of their misery.

EFFECT

Least - When inscribing this rune, choose acid, cold, electricity, or fire. Creatures caught in the cone take 1d4 points of damage of the chosen type per runesmith level of the projector (max 5d4) with a Reflex save for half.

Lesser - As Least, but the maximum damage dealt by the rune is 10d4.

Greater - As Least, but the maximum damage dealt by the rune is 15d4.

Grandmaster - As Least, but the maximum damage dealt by the rune is 2004.



Elemental Magnetism

Type: Projection School: Evocation (acid, cold, electricity, or fire) Power Level: Greater Range: 30 feet Area: 30-ft. cone Action to Activate: 1 standard action Activation Cost: 2 inscription points Activation Duration: instantaneous

The world is built from elements that writhe, mix, and settle out in stable sheets. Despite their propensity to be lazy and seek to achieve the least energetic state possible, even the sleepiest of stones or coldest of embers remembers what it means to be a primal element. With a little nudge, they can be made to behave in that fashion once more.

EFFECT

Greater - When activating this rune, choose acid, cold, electricity, or fire. Creatures caught in the cone become a magnet for the chosen energy type, taking an additional point of damage per damage die whenever they take damage of the chosen type. This effect lasts for 1d4 rounds, though a successful Reflex save reduces the duration to 1 round.



Exodus Rune

Type: Projection School: Conjuration (teleportation) Power Level: Lesser, Greater, Grandmaster Range: Lesser/Greater - 120 feet, Grandmaster - 240 feet Area: Lesser - two 10-ft. squares, Greater/Grandmaster - two 5-ft. squares Action to Activate: 1 standard action Activation Cost: Lesser - 1 inscription point, Greater/Grandmaster - 3 inscription points Activation Duration: Lesser - instantaneous, Greater/Grandmaster - 1 hour/level (D)

Sometimes, a population needs to pack up and move.

EFFECT

Lesser - When activating this rune, designate one target area as the entry and one target area as the exit. All squares comprising the exit must be free of detritus and creatures. All unattended objects present in the "entry" area teleport to the "exit" area, to a maximum of 100 pounds per runesmith level of the projector.

Greater - When activating this rune, designate one target area as the entry and one target area as the exit. Whenever a creature enters the "entry" area, if the "exit" area is unoccupied, then that creature teleports to the "exit" area. A creature and its belongings must weigh less than or equal to 50 pounds per runesmith level of the projector, else it cannot teleport in this fashion.

Grandmaster - As Greater, but, in addition to its basic functionality, a creature that enters the "exit" area teleports to the "entry" area, but only if the "entry" area is unoccupied. In addition, if he is within range of both the entry and the exit, the projecting runesmith may suppress or resume the effects of this rune as a swift action.

Giant Step

Type: Projection School: Transmutation Power Level: Lesser, Greater Range: 60 feet Area: 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: Lesser - 1 round/level (D), Greater - 1 round/2 levels

The worst place to be when giants are about is underfoot.

EFFECT

Lesser - Creatures within the area of the projection increase in size by one size category. This does not stack with other effects that increase size.

Greater - When projecting this rune, choose allies or foes. The chosen creatures within the area of the projection increase in size by one size category. This does not stack with other effects that increase size.

Hall of the Oath [mind-affecting]

Type: Projection School: Enchantment (compulsion) Power Level: Lesser Range: 60 feet Area: 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 10 minutes/level (D)

In some great halls, the very architecture demands that the truth be spoken.

EFFECT

Lesser - Creatures within the area of the projection cannot speak any deliberate and intentional lies. Each potentially affected creature is allowed a Will save to avoid the effects when the projection is cast or when the creature first enters the projected area. Affected creatures are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures that leave the area are free to speak as they choose.



Infirmary's Signpost

Type: Projection School: Conjuration Power Level: Least, Lesser, Greater, Grandmaster Range: 60 feet Area: Least - one 5-ft. square, Lesser/Greater/Grandmaster - 5-ft.-radius circle Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Lesser - 2 inscription points, Greater/Grandmaster - 3 inscription points Activation Duration: Least - 5 rounds, Lesser/Greater/Grandmaster - 1 round/level

Wars are won by strength of arms, strength of supply lines, and ingenuity of sawbones. If one becomes shaky, the entire enterprise may collapse.

EFFECT

Least/Lesser - Creatures within the area of effect of *infirmary's signpost* have fast healing 1. *Greater* - As Least, but fast healing 2. *Grandmaster* - As Least, but fast healing 3.



Legion of Stuff

Type: Projection School: Transmutation Power Level: Least, Lesser, Greater, Grandmaster Range: 60 feet Area: 30-ft.-radius circle Action to Activate: 1 standard action Activation Cost: Least/Lesser - 1 inscription point, Greater - 2 inscription points, Grandmaster - 3 inscription points Activation Duration: Least - 5 rounds (D), Lesser/Greater/Grandmaster - 1 round/level (D)

Contenders as they are over the title of "supreme grand arcanist over the realm of stuff", an individual runesmith is at his most dangerous when there's a good deal of random... stuff in the vicinity.

EFFECT

Least - Choose a single Small or smaller object made of non-magical material. For the duration of this projection, it springs to life as an animated object under the projector's control. This animated object immediately attacks whomever or whatever the projector initially designates, and can change the designated target or targets as a move action. Should an animated object leave the area of this projection, it immediately becomes inanimate once more, and does not reanimate should it return to the area of the projection. Objects carried or worn by a creature cannot be animated.

Lesser - As Least, but choose four Small or smaller objects made of non-magical material.

Greater - As Least, but choose eleven Small or smaller objects made of non-magical material.

Grandmaster - As Least, but choose seventeen Small or smaller objects made of non-magical material. Animated objects produced by this projection are treated as though they were one size category larger for the purpose of constructs obtaining bonus hit points based on their size.

SPECIAL

A Medium object can be animated in place of two Small objects, a Large object in place of four Small, a Huge in place of eight Small, and a Gargantuan in place of 16 Small.



Library's Doormat

Type: Projection School: Abjuration Power Level: Lesser Range: 60 feet Area: 20-ft.-radius circle Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 1 minute/level (D)

Quiet in the library.

EFFECT

Lesser - The area of this projection is a zone of magical silence, as the *silence* spell.

Lilliput Steps

Type: Projection School: Transmutation Power Level: Lesser, Greater Range: 60 feet Area: 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: Lesser - 1 round/level (D), Greater - 1 round/2 levels

Those miniscule in scale, the collective effort of Lilliputian creatures makes a distinctive mark on the world.

EFFECT

Lesser - Creatures within the area of the projection decrease in size by one size category.

Greater - When projecting this rune, choose allies or foes. The chosen creatures within the area of the projection decrease in size by one size category.

Luminous Mark

Type: Projection School: Evocation Power Level: Lesser Range: 60 feet Area: 10-ft.-radius sphere Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 1 minute/level (D)

A crafty foe with the means to become invisible spells the end for many an adventuring party.

EFFECT

Lesser - A creature that enters the area of effect of *luminous mark* sheds light as though it were a torch for the remainder of the projection's duration. When an invisible creature lights up in this manner, its silhouette becomes plainly visible. A successful Will save negates.

Mark of the Apprentice

Type: Projection School: Universal Power Level: Least Range: 60 feet Area: 10-ft.-radius circle Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 8 hours

When a mage learns his first spell, he tends to cast it on EVERYTHING, just to see what will happen.

EFFECT

Least - While this projection is active, the projecting runesmith gains the ability to cast *prestidigitation* at will as a spell-like ability with a caster level equal to his runesmith level and Intelligence as his key ability modifier; however, the target of his *prestidigitation* must be at least partially within the radius of this projection. Projecting additional instances of this projection does not end previous projections.

Mason's Mark

Type: Projection School: Conjuration Power Level: Greater Range: 60 feet Area: 60-ft.-radius circled centered on the projector Action to Activate: 1 full-round action Activation Cost: 4 inscription points Activation Duration: 24 hours

Unlike miners, masons are perfectly happy with magic doing the brunt of the work. There's always fine details to consume the workers' time.

EFFECT

Greater - In order to activate mason's mark, the entire outer edge of the area to be affected must be unoccupied terrain, and the only creature occupying the central 15foot square of the area must be the projector himself. Around the outer edge of the area, a massive stone wall, some 5 feet thick and 15 feet tall, erupts right out of the ground. There is no gate; it is simply a contiguous wall. In addition, a small stone blockhouse, a 15-foot by 15-foot structure positioned in the center of the area, grows up around the projector. This blockhouse is 10 feet tall with a stone tile floor, no windows, and a 7-foot by 5-foot opening as a doorway. Its walls are two feet thick. Inside the one-room building, eight straw tick bunks line the walls, and two stone tables with eight stone chairs take up the space not meant for sleeping. Underneath the bunks are eight stone footlockers, one for each bunk. When the duration of this projection ends, all objects produced by it disappear, leaving behind all creatures and objects brought inside.

A spellcaster of caster level 11th or higher may expend 7,500 gp worth of diamond dust as part of casting the *permanency* spell. This renders the effects of this projection permanent.

Medusa's Statuary

Type: Projection School: Transmutation Power Level: Lesser, Greater, Grandmaster Range: Lesser - 20 feet, Greater/Grandmaster - 30 feet Area: Lesser - 20-ft. cone, Greater/Grandmaster - 30-ft. cone Action to Activate: 1 standard action Activation Cost: Lesser/Greater - 1 inscription point, Grandmaster - 2 inscription points Duration: 1 round/level

With but a look, a medusa can make a statue that a master craftsman fails to match after months of toil.

EFFECT

Lesser - Creatures caught in the projection take a penalty to Dexterity equal to 1d₃ + 1 per three runesmith levels of the projector. The subject's Dexterity score cannot drop below 1. A successful Fortitude save negates this penalty. This penalty does not stack with itself. Apply the highest penalty instead.

Greater - As Lesser, but the penalty to Dexterity is equal to 1d6 +1 per three runesmith levels.

Grandmaster - As Lesser, but the penalty to Dexterity is equal to 1d6 +1 per two runesmith levels. In addition, affected creatures with a Dexterity score of 1 who are reduced to 0 hit points or fewer, but not killed, are turned to stone permanently as the *flesh to stone* spell. There is no saving throw.

Miner's Mark

Type: Projection School: Transmutation Power Level: Greater Range: 120 feet Area: 5-ft.-radius circle upon a solid surface Action to Activate: 1 standard action Activation Cost: 2 inscription points Activation Duration: 1 hour/level (D)

For centuries, research into making this rune's effects permanent have been squelched by a consortium of miner's guilds. Stopping this rune is just about all kobolds and dwarves can agree upon.

EFFECT

Greater - The *miner's mark* creates a passage of up to 20 feet deep through any material with a hardness of 8 or lower. If the wall's thickness is more than 20 feet, then a single activation of *miner's mark* makes a niche or short tunnel. Several activations can produce a continual passage to breach very thick walls. When miner's mark ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *miner's mark*, or if the projector dismisses it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Phalanx

Type: Projection

School: Abjuration Power Level: Least, Lesser, Greater, Grandmaster Range: 30 feet

Target: All allies in a 30-ft.-radius burst centered on the projector

Action to Activate: 1 immediate action

Activation Cost: Least/Lesser - 1 inscription point, Greater/Grandmaster - 2 inscription points

Activation Duration: see text

When running is not an option, or when cowardice is the subject of ridicule, the best course of action is to dig in and defy the odds.

EFFECT

Least - Each ally affected by phalanx gains a +1 shield bonus to AC until the beginning of its next turn. If an ally carries a physical shield, then its enhancement bonus increases by +1 until the beginning of its next turn instead. A shield's enhancement bonus can increase beyond +5 in this manner.

Lesser - As Least, but each ally gains a +2 shield bonus to AC or has the enhancement bonus of its shield increase by +2 instead.

Greater - As Least, but each ally gains a +3 shield bonus to AC or has the enhancement bonus of its shield increase by +3 instead.

Grandmaster - As Least, but each ally gains a +3 shield bonus to AC or has the enhancement bonus of its shield increase by +3 instead. In addition, for the duration of this rune, the ally's shield bonus to AC counts toward its touch AC.

Physician's Waypoint

Type: Projection School: Divination Power Level: Lesser Range: 30 feet Area: 30-ft.-radius circle centered on the projector Action to Activate: 1 full-round action Activation Cost: 1 inscription point Activation Duration: 8 hours

"Open wide. Good. Raise your left arm. Good. What pictures do you see on the far wall? Good, good. Turn your head and cough."

EFFECT

Lesser - As a move action, the projecting runesmith focuses on a single visible creature within the area of this projection, gaining vital details on that creature as the *status* spell. He retains this information until the creature leaves the area of the projection, and gains real-time updates as they happen. The projector can only retain vital information on a number of creatures equal to his runesmith level, and can forget the details of a creature as a free action to free up space to collect the vital details of another. Despite the fact that it comes into being centered on the projector, this projection does not move as the projector does.

Quarantine

Type: Projection School: Necromancy Power Level: Greater, Grandmaster Range: 60 feet Area: 10-ft.-radius sphere Action to Activate: 1 standard action Activation Cost: Greater - 2 inscription points, Grandmaster - 3 inscription points Activation Duration: 1 minute/level or until discharged (D)

Death and disease have a way of spreading themselves despite the best efforts of men to keep them in one place.

EFFECT

Greater - When inscribing this rune, choose a single disease that can be spread through the use of the *contagion* spell. The next two creatures to enter the area of effect of quarantine are infected with the chosen disease with a Fortitude save to negate.

Grandmaster - As Greater, but choose a single disease that can be spread through the use of the *greater contagion* spell instead.

Sentinel's Badge

Type: Projection School: Abjuration Power Level: Least, Lesser, Greater, Grandmaster Range: 60 feet Area: 20-ft.-radius circle Action to Activate: Least - 1 standard action, Lesser/Greater/Grandmaster - 10 minutes Activation Cost: Least - 1 inscription point, Lesser/Greater - 2 inscription points, Grandmaster - 3 inscription points Activation Duration: 8 hours or until triggered (D)

The sentinel's been bored for days, so the first guy to open that door's REALLY going to get it.

EFFECT

Least - This projection wards an area as the *alarm* spell. **Lesser** - As Least. In addition, choose a single Least projection rune that affects a circular area (as opposed to a projection rune that affects a square or a projection that produces a cone). If and when the *alarm* portion of sentinel's badge triggers, the entire area warded by sentinel's badge also becomes affected by the chosen projection. The inscription point cost of the chosen Least projection is only paid if the *alarm* portion of sentinel's badge triggers, and does not occur if insufficient inscription points remain. The chosen projection uses its native duration.

Greater - As Lesser, except that the projector chooses a single Lesser projection rune instead.

Grandmaster - As Lesser, except that the projector chooses a single Greater projection rune instead. In addition, if the projector is within the area of the projection when the alarm portion of sentinel's badge triggers, he becomes enveloped in a shield that halves all damage he takes until the beginning of the second round of combat.



Sigil of the Horseman's Bane

Type: Projection School: Conjuration Power Level: Least, Greater Range: 60 feet Area: all solid surfaces in a 10-ft-radius burst Action to Activate: 1 standard action Activation Cost: Least - 1 inscription point, Greater - 2 inscription points Activation Duration: Least - 1 minute/level, Greater - 1 round/level

In order for ranks of infantry to defeat massed cavalry, the infantry must form up in a defensive phalanx with pikes and shields to break the charge, poleaxes to eliminate the stray horse or rider, and ranged weaponry in the center of the formation to whittle away at the enemy formation. Ideally, the infantry will also be at the top of a hill, and caltrops will be deployed en masse.

EFFECT

Least - Caltrops cover all solid surfaces in the area of effect, and attach themselves to walls and even ceilings. Treat these as standard caltrops, with the following exceptions. First, caltrops produced by the sigil of the *horseman's bane* cannot be picked up, for they are affixed to their surface of origin. Second, this rune's caltrops have an attack bonus equal to one-quarter the projecting runesmith's runesmith level, rounded down, minimum +0.

Greater - As Least, but whenever a creature takes damage from a caltrop, even if that damage is prevented by damage reduction, it explodes, dealing additional fire damage equal to the runesmith level of the projector to all creatures in a 5-ft. radius. The creature to step on the caltrop is entitled to no saving throw, but all other creatures may make a Reflex save to negate. An individual creature may only cause a single explosion in this manner per round.

Sigil of the Leaky Construct

Type: Projection School: Conjuration Power Level: Least Range: 60 feet Area: 10-ft.-radius burst Action to Activate: 1 standard action Activation Cost: 1 inscription point Activation Duration: 1 round/level

Constructs only make less of a mess than organic pets if they are maintained properly.

EFFECT

Least - The *sigil of the leaky construct* produces an area of slippery goo that functions as the *grease* spell.

Sigil of Segregation

Type: Projection School: Abjuration Power Level: Lesser, Grandmaster Range: 30 feet Area: 10-ft.-radius circle Action to Activate: 1 full-round action Activation Cost: Lesser - 1 inscription point, Grandmaster - 3 inscription points Activation Duration: Lesser - 1 hour/level (D), Grandmaster - 1 day/level (D)

One of the oldest runes in existence is that of binding. Whether meant to keep a summoned demon in check or to ensure nothing untoward goes on the local graveyard, keeping the right thing out of the wrong place stops headaches and saves lives.

EFFECT

Lesser/Grandmaster - When inscribing this rune, choose good outsiders, evil outsiders, lawful outsiders, elementals, chaotic outsiders, undead, or aberrations. Creatures of the chosen type cannot enter or leave the area of the projection, though they may still perform ranged attacks through the boundary. A creature of the chosen type is considered to be under the effects of the *dimensional anchor* spell for the purpose of moving into or out of the projection by magical means. Once per day, a creature of the chosen type may attempt to overcome this ward. Make a runesmith level check (1d20 + projector's runesmith level) against the spell resistance of the creature fails to cross the boundary. Creatures without spell resistance may not attempt to overcome the ward.

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Sign of the Elements

Type: Projection

School: Evocation (acid, cold, electricity, or fire) Power Level: Least, Lesser, Greater, Grandmaster Range: 60 feet

Area: 10-ft.-radius circle

Action to Activate: 1 standard action

Activation Cost: Least - 1 inscription point,

Lesser - 2 inscription points,

Greater/Grandmaster - 3 inscription points

Activation Duration: 1 hour/level or until discharged (D)

One of the simplest shapes for magic to take is that of a raw element.

EFFECT

Least - When activating this rune, choose acid, cold, electricity, or fire. The next creature to step into the area warded by the sign of the elements takes 1d6 points of damage of the chosen type per runesmith level the projector possesses (maximum 5d6) with a Reflex save for half. A runesmith cannot activate this rune if he already has an instance of it active.

Lesser - As Least, but the maximum damage dealt by the rune is 10d6.

Greater - As Least, but the maximum damage dealt by the rune is 15d6.

Grandmaster - As Least, but the maximum damage dealt by the rune is 20d6.

Smoothing Sigil

Type: Projection School: Conjuration Power Level: Lesser Range: 60 feet Area: 60-ft. cone Action to Activate: 1 move action Activation Cost: 1 inscription point Activation Duration: 1 minute/level (D)

Farmlands that were once wild are typically bordered by stone fences. These stones, hauled from the interior of the property to its outermost edge, directly represents the first key improvement to a homestead. In order for man to exploit the land, he must first remove the detritus.

EFFECT

Lesser - A thick coating of a gray, generic material smoothes over otherwise bothersome terrain. All difficult terrain within the area of effect of the smoothing sigil is no longer considered to be difficult terrain, but only if that terrain was considered difficult because of objects littering the area.

Stamp of the Hero

Type: Projection School: Transmutation Power Level: Lesser, Greater, Grandmaster Range: 60 feet Area: Lesser - 5-ft.-radius circle, Greater/Grandmaster - 10-ft.-radius circle Action to Activate: Lesser/Greater - 1 standard action, Grandmaster - 1 swift action Activation Cost: Lesser - 1 inscription point, Greater - 2 inscription points, Grandmaster - 1 inscription point Activation Duration: Lesser - 2 rounds, Greater - 1 round/level, Grandmaster - 2 rounds

With the proper motivation, anyone can be a hero.

EFFECT

Lesser - The stamp of the hero grants all creatures within its area of effect the benefits of the haste spell. Greater/Grandmaster - As Lesser, but only allies gain the benefits of the *haste* spell.

Stamp of the Laggard

Type: Projection School: Transmutation Power Level: Least, Lesser, Greater, Grandmaster Range: 50 feet Area: Least - 10-ft.-radius circle, Lesser - 5-ft.-radius circle, Greater/Grandmaster - 10-ft.-radius circle Action to Activate: Least/Lesser/Greater - 1 standard action, Grandmaster - 1 swift action Activation Cost: Least - 1 inscription point, Lesser/Greater - 2 inscription poonts, Grandmaster - 1 inscription point Activation Duration: Least - 1 round, Lesser - 1 round/level, Greater - 1 round/level, Grandmaster - 2 rounds

Just as anyone can be a hero, anyone can also be a useless slob.

EFFECT

Least - The *stamp of the laggard* staggers all creatures that end their turn within its area of effect for 1 round. A Will save negates.

Lesser - The *stamp of the laggard* staggers all creatures that enter its area of effect with a Will save to negate. This stagger effect lasts for as long as the creature remains in the projection's radius, plus 1 round.

Greater - As Lesser, but only foes are staggered by the projection.

Grandmaster - As Greater, but staggered foes that end their turn within the area of effect of the stamp of the laggard are dazed until the beginning of their next turn. There is no saving throw against this dazing effect.

Ultimate Runesmithing Interjection Games

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