

# OF STAVE, STONE AND HEART

A GUIDE TO THE RUNES FOR GAME MASTERS



\$5.00



BY JAYE SONIA

# INTRODUCTION

**R**unes and role-playing games; if you ask me, you'd be hard pressed to separate the two. While I'm sure there are plenty of games that don't incorporate the runes, I'm willing to bet those games also fail to include magic, elves, or dwarves, as well. Of course, if they do, you can bet the runes are lurking in there somewhere, just waiting for you to find them. In fact, that seems to be the prevailing spirit behind the runes—mystery. In my humble opinion, that's one of the most important things about the runes, too. They are a source of magic that streaks across the imagination like stars across the night sky. It's that sort of magic I've tried to evoke in this guide.

Of course, the runes are not just mysterious or magical, either. They're an alphabet as well. In this sense, they communicate entire histories for people—detailing the grand adventures of heroes who “know how to read, know how to carve” the runes—be they in stone, metal, or bone. The runes tell the tales of the honored dead, speak of victories won, and invite future heroes to discover their own greatness. And in that sense, even as a simple alphabet, they have a certain sort of magic about them. Personally, I think they're one of the corner stones of the traditional fantasy setting and we'd all be at a loss if they were to disappear again.

While this guide is intended for game masters running campaigns set in **Rhune: Dawn of Twilight**, it will easily fit into any **Pathfinder Roleplaying Game** campaign setting that incorporates runes. Of course, creative game masters will probably find this a valuable resource and are encouraged to use it in conjunction with their favorite fantasy RPG!

Of course, this guide would never have been had it not been for those who wrote about the runes long before I discovered them. So, in that spirit, this guide is dedicated to each of them, as well. May all of those who have sung night's secret song smile while they read this...

—JAYE SONIA, 2012

## CREDITS



**WRITTEN AND DESIGNED BY:** Jaye Sonia  
**COVER ARTSIST:** Terry Maranda  
**INTERIOR ARTISTS:** Terry Maranda  
**EDITING AND DEVELOPMENT:** Bill Collins, Ari Namara, Jaye Sonia, and Allison Tsatsa  
**LAYOUT:** Stephen Wark  
**PUBLISHER:** Storm Bunny Studios, LLC

**PRODUCT IDENTITY:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**OPEN CONTENT:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

**OF STAVE, STONE, AND HEART – A GUIDE TO THE RUNES FOR GAME MASTERS** is published by Storm Bunny Studios, LLC under the Open Game License. Copyright 2012.



# THE RUNES

*"Know how to cut them, know how to read them,  
Know how to stain them, know how to prove them,  
Know how to evoke them, know how to score them,  
Know how to send them, know how to send them."*

*The Hávamál, verse 143*

**T**he runes are one of the central themes in **Rhune: Dawn of Twilight**. They are part of its creation myth, part of its mystery, and ultimately a large part of what drives the setting as a whole. They are not, however, intended to be a passive game element. In fact, the runes are designed to be an interactive mechanic. In that sense, they are intended to illustrate stories in addition to providing mechanical assistance to the player characters. In short, the runes are intended to be both illustrative and operative, each in their own turn.

Ideally, game masters should use the runes to drive the setting. They should be tools used to tell stories, suggest mysteries, and to reward players for their hard work. They are not intended to replace arcane or divine magic, but instead offer one route by which you might explain both.

In this book, the runes are divided into two groups—the elder runes and the younger runes. Unlike the Elder Futhark and Younger Futhark, the only distinction between these groups in this book is when they appeared on Midgard. The elder runes, for instance, refer to the celestial or mythic use of the runes. All references to the younger runes refer to more modern uses. As a rule of thumb, knowing who carved the rune will tell you which category it best fits in. If a god or ancient hero carved the rune, it's an elder rune. If a man carved it, it is a younger rune.

The **elder runes** are the first source, the primeval language that the ancients lost access to when the gods shattered the Grand Galdr in thrice and hid the runes. When the elder runes are used in the setting, they are intended to act in BIG ways. The discovery of an elder rune might (and in the case of the City of Redwall, did) prompt the construction of an entire city. An elder rune might be used to turn the tide of a battle, cure a plague, or open a portal to another branch of The Great Tree. In this sense, the elder runes are both physical artifacts and, depending on how much emphasis a particular GM might place on them, may even be treated as a full artifact.

But the runes are also metaphysical concepts. The elder runes are items that, once touched by a god, have been hidden in secret places and are eligible for discovery. Once discovered, they can be studied by the wise and thus incorporated into their base of knowledge, informing

## THE YOUNGER FUTHARK VS. THE YOUNGER RUNES

Although the Younger Futhark was a simplified runic alphabet in real life, the younger runes in **Rhune: Dawn of Twilight** do not follow suit. Generally speaking, they should follow the Elder Futhark and should number approximately twenty-four in number.

Some GMs may wish to change this and are free to do so, especially in campaigns that follow earth's actual history more closely. When they do, the younger runes may follow the Younger Futhark and should be reduced to sixteen in number.

academic, social and cultural trends. In this regard, they are treated as concepts that can be explored and expanded upon—acting as a genesis for future magic and philosophy. Thus, the elder runes are both abstract and literal.

In **Rhune: Dawn of Twilight**, the elder runes are divided equally into three groups of 8. These three groups represent where Oridynn placed them and how he intended for them to be used.

The first group of runes is the World Runes. All of these runes are physically located in Midgard and directly affect the course of its history. These runes are the focal point of many explorations, giving adventurers reasons to brave ancient forests and freezing mountaintops. Ancient myths say that Oridynn placed these runes for the heroes of the world to discover.

The second group of runes is the God Runes. These runes are hidden in The Great Tree, specifically in the realms outside of Midgard. They are often attributed to the starry realms (and sometimes to Velluna-Akka herself). These runes deal with divine matters and directly affect the celestial world. Ancient myths say that Oridynn placed these runes among the stars for the wise to find.

The last group of runes is the Heart Runes. These runes affect the social and political currents of Midgard (and sometimes, other realms as well). Unlike the other 16 runes, these 8 do not necessarily have physical counterparts (although they could). They are the most mysterious symbols, having been placed by Oridynn into the very hearts of men. Ancient myths say that their discovery will usher in the final days before the Great Winter that leads to Ragnarök.

The **younger runes** are, much like their elder parents, both physical and intangible—although they are far more the former than they are the latter. In most campaigns



that use the younger runes, they should be described as the actual characters that make up the runic alphabet and they should have definitive meanings. While they may have intangible associations (a sword rune might be associated with long swords, short swords, scimitars, or even an attack by a sword), the definition behind the rune should always bare out. The concept it communicates should always be clear, even when the particular details lack precision.

The younger runes are more fluid, utilitarian variants of the elder runes. Although they share the same names (and many of the same meanings), they are considered to be “lesser versions” that lack the purity of their elder counterparts. These lesser runes are frequently associated with the 3 major races (the ælves, dwarves, and giants) and many are depicted accordingly, as each race continues to use these runes to this day. Unlike the elder runes, the younger runes are often combined to create new runes called *bindrunes* (glyphs containing one or more runes). They are sometimes reversed to create *wendrunes* (glyphs that are formed to counter *bindrunes*), as well. Regardless of how they are used, the younger runes are used all over the Great Tree in **Rhune: Dawn of Twilight**.

Of course, the younger runes (as a language and alphabet) should easily mix with the arcane and divine aspects of any campaign. They can be used as additional components for spells and, as described later (see “Learning the Runes” below), enhance the spell or skill they are associated with. Characters should be able to learn these younger runes, paint them onto their armor, and etch them at the sites of battles they’ve won. In essence, they should use them much in the same way the ancients did—to tell great tales and boost of their power!

## JUST HOW COMMON ARE THE RUNES?

There is no right or wrong when it comes to exposing the runes to player characters in a game. That said, how a GM presents them will determine how much impact they have in a setting. When they are presented as mysterious keys to an unknown universe, then they should obviously remain fairly scarce. When they are common, they tend should be more fundamental. Generally, GMs should approach the rune’s scarcity in one of three ways—either the runes are common, the runes are emerging, or the runes are hidden.

In a campaign *where runes are common*, they should be available as a language (called Runic) that most characters can learn (either at character generation or later on, when

increasing the linguistics skill). They should have factions, cults, and schools dedicated to their study and they should definitely have a place in both arcane and divine magic. In the latter, they might be incorporated into celestial (or might replace it entirely). In the former, they should be the basis for spells that rely on symbols, glyphs and wards to execute their effects.

In this campaign, the younger runes should be readily available to educated player characters and the elder runes should be accessible through research, adventure, and—at the end of a campaign—possibly rewarded as treasure.

In a campaign *where runes are emerging*, they should be available as an ancient or hidden language and should only be available at character generation in special circumstances. In these cases, a wizard might replace draconic (as a bonus starting language) with runic. (This is recommended for most **Rhune: Dawn of Twilight** campaigns). Otherwise, discovering and learning runic should take place in game and should be the source of several adventures. Further, the runes should be mysterious and learning to incorporate them into arcane or divine magic should be difficult. It should require resources, time, and should not be allowed more than once per rune per level (the default in this book).

In this campaign, the younger runes should be available to most skalds, wizards, and others interested in rare or forbidden knowledge. They should be studied in schools and colleges, but should never be common. The elder runes should remain a mystery, with only a rare few known to the general public. In this campaign, they should inform as much as they mystify.

In a campaign *where the runes are hidden*, they should not be available at character generation, regardless of background, mental statistics, or class/race options. At best, player characters should begin play with no more than rumors or odd references to them. They might begin play with mythic fragments or discovered poems that reference to them, but even these should be shrouded in mystery. Discovering the runes, in this case, should drive adventures. Player characters that learn to read and write runic should be rare (as should NPCs) and valuable members of any society they choose to work within. Alternately, they might be outlaws whose knowledge of the runes threatens the safety of the established societies. In



this instance, the very act of initiating a runic revival might power an entire campaign!

In this campaign, reading and writing runic should be unheard of. Only the rare oddball or eccentric should connect the dots, and when he does, it might also accompany equally odd (and unrelated) theories. In this campaign, the elder runes should remain an utter mystery to all and even a single discovery should change the face the setting.

In **Rhune: Dawn of Twilight**, the runes should be treated as something special, never as just another series of magic items. (That's one of the reasons none of the runes in this guide have a listed item price and why no information is given on how to create new runes.) Characters should discover the runes, not buy or invent them! While might call it a little restrictive to say the only thing a character can ever hope to do is to copy or learn a particular rune, that sentiment carries the essential weight of how important the runes are in the setting. In fact, the runes should never be so common that players begin to treat them as another type of magical technology.

If your campaign does, however, feature them prominently, consider making them a school of magic or a specific field of study. In doing this, you grant them a special level of exclusivity that, much like astrophysics or quantum psychology, is only accessible to a very select group of people—people like the player characters! Remember, exclusivity makes people feel special. If you can communicate this to your player characters, you'll win them over with whatever element you introduce into your campaign setting.

Learning to find this balance is important in **Rhune: Dawn of Twilight**. This is one of the reasons this guide is intended for game masters more than players. The ideas are intended to shape a campaign, not lock it into a specific mechanic or mode. Creative game masters might find better uses for them, or even more creative ways to encourage players to use them. In any case, uncovering how to use each rune, what spells it affects (or what spells are 'keyed' to the rune), and what rune stones it might activate should be something the players discover while exploring the setting.



## A RUNIC GLOSSARY

**Bindrune** – A rune that incorporates a number of younger runes into a more complex rune that carries a very specific meaning for a particular individual, place, or event. *Bindrunes* may carry blessings, curses, or even warnings.

**Elder Futhark, The** – Popular between the between 2nd and 8th centuries, the Elder Futhark is the oldest form of the runic language. There are twenty-four runes in this alphabet.

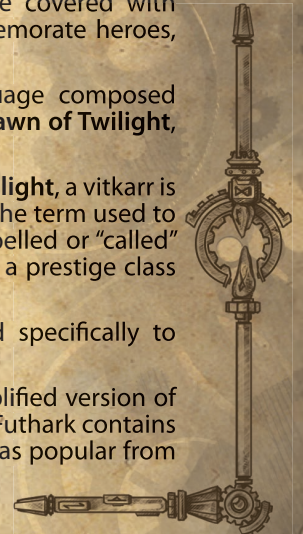
**Runestone** – A standing stone covered with runes. Most runestones commemorate heroes, battles, or significant locations.

**Runic** – Any significant language composed primarily of runes. In **Rhune: Dawn of Twilight**, runic is a single language.

**Vitkarr** – In **Rhune: Dawn of Twilight**, a vitkarr is a master of the runes. It is also the term used to describe someone that is compelled or "called" by the runes. The vitkarr is also a prestige class presented later on in this book.

**Wendrune** – A rune designed specifically to counter or undo a *bindrune*.

**Younger Futhark, The** – A simplified version of the Elder Futhark, the younger Futhark contains only sixteen runic symbols. It was popular from the 8th century onward.



## USING THE RUNES AS A PLOT DEVICE

Obviously, the runes are intended as a plot device. This is one of the reasons they are discussed conceptually prior to introducing any potential mechanical uses. As a plot device, game masters should make an effort to keep the runes accessible to players, regardless of class or race. They should plan to use them early on, possibly as seeds for future adventures (or even as side quests). GMs can accomplish this easily by making regular use of the runes as a language or script that academics, magicians, and skalds study. They might also introduce them as discovered items, including them as either treasure or as part of wards protecting older artifacts.

Consider using the following methods to introduce the runes into your current campaign.

*As a background discovery*—Introducing the runes as a historic discovery that takes place in the background of a campaign gives player characters a chance to start runic research early on, while simultaneously controlling the flow of information that the players receive. In this instance, the GM can introduce the runes alongside key organizations, NPCs, or even specific events, shaping the nature of the campaign and what the players might encounter. This also includes the added benefit of giving



the GM time to canvas precisely where the player's interests lie and shape the runes to that interest. This is a more passive introduction, but it ultimately one that allows both the GM and the players the luxury of time, both to seed a campaign and to research those seeds.

*As a player character discovery*—Introducing the runes directly through the player characters is a far more direct method, but with the benefit of throwing your party into the action right away. In this instance, the GM might offer the runes as something the player characters discover by accident (as part of treasure, as part of an inheritance, or so on)—with another group actively looking for them. This could put player characters on the defensive, forcing them to try and understand their recent acquisition while defending it from any number of outside forces (both good or evil). Families, universities, or even nations might covet the runes and upon hearing of the player character's discovery, seek them out. Alternatively, the player characters might discover a location or even a clue that hints at such a discovery, once again forcing them on the defensive with little to no information to aid them. While this is a faster-paced and more active introduction, it has the benefit of emphasizing the overall importance of the runes emerging in a given campaign.

*As a monumental event*—Whether you introduce the runes directly through the player characters or through a background channel, having this information quickly spread the globe can shape how important the player characters view this discovery. If you make the discovery a monumental event with a high level of publicity, then you're bound to place a higher level of importance on it. Introducing the runes in this manner means whoever discovers them has either access to mass-communication, did so in a very public place, or has had a long, public involvement with the runes. This is generally a safe way to introduce the runes in a high-magic or modern campaign, where global communication is as prevalent as an interest in the ancient past.

*As a hidden event*—If you choose to introduce the runes into a campaign quietly, you should consider keeping the event isolated. In this campaign, the runes are likely discovered by covert organizations or means, with shadow governments or religious orders competing directly for the runes. If the player characters discover the runes, then they are likely to do so by accident or in secret. This introduction is best coupled with low-magic campaigns or with settings where the runes are hidden. This introduction offers the luxury of time coupled with intrigue.

# LEARNING THE RUNES

**T**he significance of learning a particular rune will depend on how prominently the runes play in a campaign setting as a whole, but should always represent a notable event nonetheless. In essence, learning a rune means realizing its full potential and unlocking that understanding in a manageable way. A player character that does so will learn to use that rune not only to enhance his understanding of its associated skill, but also how it affects the arcane or divine magic associated with it. While this will attract a high percentage of spellcasters (who will seek to enhance their own spells with the runes),

non-casters who learn the runes will invariably enhance their natural defense against said magic, as well.

Unlike most spells or skills, player characters can only learn a limited number of runes. There are two methods by which player characters learn the runes.

The first method is called **the primary ability method**. When a player character encounters and attempts to learn their first rune, they must select one non-physical ability score (Charisma, Intelligence, or Wisdom). They may then learn a total number of elder runes equal to this ability score's modifier. Regardless of their future class choices or ability score advancements, this ability score determines the number of runes they can know and once selected, cannot be changed. If the player character loses access to this ability score or the modifier is somehow reduced, the player character also loses access to an associated number of runes (chosen by the game master). If this ability score is increased permanently through character advancement (or other means), the player characters can learn additional runes.

The second method is called **the linked score method**. This method ties the three types of runes to the individual mental statistics, allowing player characters to learn a number of runes equal to each bonus type. In this instance, the World Runes are tied to the character's Intelligence modifier, the God Runes to the character's Wisdom modifier, and the Heart Runes to the character's Charisma modifier. This method allows each player character to learn a larger number of runes, but limits them based on type and association.



Regardless of which method is used, learning a rune takes one week of study and requires the player character to make an ability score check (using the ability score tied to their rune). The DC of this check is equal to DC 15 (+ 2 for every rune the player character already knows). The player character may add his character level to this roll. If the player fails this attempt, they must study the rune an additional week, increasing the DC by 2 in the process. If they fail a second attempt, they must wait until they gain an additional level (hit die).

*Example:*

*Jarl Stonefist is a 5th level cleric with a wisdom score of 16. He already knows 1 rune. While exploring the ruins of South Pointe, he discovers an Elhaz rune. He pockets the rune and studies it for a week. At the end of the week, he attempts to learn it. He rolls a 6, adds 3 for his wisdom modifier, and another 5 for his character level. His total of 14 is not high enough (DC 17) to learn the rune, so he must wait another week. At the end of his second week, he rolls a 14, adds 3 for his wisdom modifier, and 5 for his character level. He gets a 22 (the DC is 19) and learns the rune. If he had failed again, he would have had to wait until he gained another level (hit die) to attempt to learn the rune.*

## RUNE DESCRIPTIONS

The following descriptions give a basic overview of the runes alongside a series of suggestions—including an associated clerical domain, skill, and two different spells. Game masters are encouraged to use whatever associations they feel are appropriate for their individual campaigns.

**Name of the Rune**—This is the common name of the rune.

**Type**—Each rune is a God (Wisdom) Rune, Heart (Charisma) Rune, or World (Intelligence) Rune. These types are associated with an ability score, as well.

**Domain**—This is the domain associated with the rune. If a character learns this particular rune and has access to the associated domain, he can cast spells from that domain at +1 CL. If the character does not cast spells, he gains a +1 save against spells from that domain. No character can enjoy both benefits and must choose once they learn the particular rune.

### ELDER RUNE

**Greater Spell Key** (*spell*) Once per day, the caster can apply one of the following metamagic benefits—dazing\*, maximize, persistent\*, quicken, reach\*, or widen as if she possessed the appropriate metamagic feat. If the character cannot cast the listed spell, it gains a +4 bonus to save (when applicable) against that particular spell.

### YOUNGER RUNE

**Skill Key** (*skill*) Characters treat the listed skill as if it were a class skill. If the listed skill is already a class skill, the character gains a +2 competence bonus to that skill instead.

**Lesser Spell Key** (*spell*) Once per day, the caster can apply one of the following metamagic benefits—bouncing\*, disruptive\*, ectoplasmic\*, elemental\*, empower, enlarge, focused\*, intensified\*, lingering\*, selective\*, sicken\*, or still as if she possessed the appropriate metamagic feat. If the character cannot cast the listed spell, he gains a +2 bonus to save (when applicable) against that particular spell instead.



### Fehu

**Type** World Rune—Rune of Wealth

**Domain** Trade\*

ELDER RUNE

**Greater Spell Key** *Treasure Stitching\**

YOUNGER RUNE

**Skill Key** Appraise

**Lesser Spell Key** *Glitterdust*

*“And from Midgard the Dwarves did bring treasures untold. And with forges red and bright did they turn them into art of Mithral and Gold. And the kings and princes bore them with pride. With these little treasures did men ride.”*

Fehu is the rune of cattle, wealth, and gold. It is generally inscribed into items of wealth or incorporated into spells the caster will use to seek out wealth. It said to bring good fortune to those that possess it.

In addition to its normal benefits, characters that know the Fehu rune gain a +1 competence bonus to Perception skill checks to find hidden treasure.



### Uruz

**Type** World Rune—Rune of the Wild Beast

**Domain** Animal

ELDER RUNE

**Greater Spell Key** *Aspect of the Wolf\**

YOUNGER RUNE

**Skill Key** Handle Animal

**Lesser Spell Key** *Charm Animal*

*“The Wild Aurachs, roving through bog and moor. Tearing at the underbrush, raging wild and free, the great beasts tore the land with their mighty horns.”*

Uruz is the rune of wild beasts and untamed spirits. It is generally inscribed into items dealing with war or combat, as many believe it brings courage, endurance, and strength to its wearer.

In addition to its normal benefits, characters that know the Uruz rune gain a +1 competence bonus to CMB rolls to break free from a grapple.

\* See the *Pathfinder Roleplaying Game Advanced Player's Guide*.





### Thurisaz

**Type** World Rune—Rune of the Giants

**Domain** Strength

ELDER RUNE

**Greater Spell Key** *Giant Form*

YOUNGER RUNE

**Skill Key** Climb

**Lesser Spell Key** *Bull's Strength*

*"The faithful of the Thrall Lords come swinging mighty hammers. They made war on man and they made war on the Æssinyr. They make war on the Heavens, cursing all with blows from their mighty clubs."*

Thurisaz is the rune of the giants and is frequently associated with the Thrall Lords and chaos. It is often believed to be a bad omen, although some vitkarr believe it brings strength and can remove fear.

In addition to its normal benefits, characters possessing (and visibly displaying) the Thurisaz rune gain a +1 competence bonus to Intimidate skill checks.



### Ansuz

**Type** God Rune—Rune of the Sovereign God

**Domain** Rune

ELDER RUNE

**Greater Spell Key** *Project Image*

YOUNGER RUNE

**Skill Key** Diplomacy

**Lesser Spell Key** *Magic Mouth*

*"The All-Father smiled and the Sun and Stars were born. The All-Father smiled and buried in the earth the secret Runes. The All-Father smiled and the sun burst aflame. The Lord of Light and of the Deep Places, eternal remains."*

Ansuz is known as the rune of Oridynn, but is also associated with messages, the mouth, and wisdom that is passed down verbally. It is frequently inscribed into the foundations of places of learning or where people seek prophecies.

In addition to its normal benefits, characters that know the Ansuz rune gain a +1 competence bonus to Bluff skill checks to pass on secret messages to their allies.



### Raidho

**Type** Heart Rune—Rune of the Journey

**Domain** Travel

ELDER RUNE

**Greater Spell Key** *Teleport, Greater*

YOUNGER RUNE

**Skill Key** Knowledge (geography)

**Lesser Spell Key** *Expeditious Retreat*

*"They have journeyed near and they have traveled far. By horse, by wagon, and by boat do they search Rhune, ever expanding. Ever onward they journey, ever onward they journey."*

Raidho is the rune of the journey and associated with the act of traveling into new lands. It is associated with expanding the self by crossing borders and the change that comes with departure. It is also associated with the color red.

In addition to its normal benefits, characters that know the Raidho rune gain a +1 competence bonus to Acrobatics skill checks to cross slippery surfaces or while in difficult terrain.



### Kenaz

**Type** Heart Rune—Rune of the Torch

**Domain** Fire

ELDER RUNE

**Greater Spell Key** *Flame Strike*

YOUNGER RUNE

**Skill Key** Perform

**Lesser Spell Key** *Continual Flame*

*"The Flame of Inspiration is the torch of the hallowed hall. In every kingdom and in every noble place, it burns bright. By the will of the heroes it burns ever brighter."*

Kenaz is the rune of inspiration and is associated with artistic works of all sorts. It is frequently inscribed in the halls of great families, where it is believed to inspire kings and skalds alike. It is also associated with wounds, specifically ulcers.

In addition to its normal benefits, characters that know the Kenaz rune gain a +1 competence bonus to Heal skill checks to treat deadly wounds.

\* See the *Pathfinder Roleplaying Game Advanced Player's Guide*.





## Gebo

**Type** Heart Rune—Rune of the Hidden Gift

**Domain** Darkness

ELDER RUNE

**Greater Spell Key** *Limited Wish*

YOUNGER RUNE

**Skill Key** Perception

**Lesser Spell Key** *Darkness*

*“In the secret places of Midgard and in the secret places of the stars, they hid the gifts. Gifts for the ælves, gifts for the dwarves, and gifts for the men. They hid the gifts of beauty and the gifts of darkness in strange forests.”*

Gebo is known as the Gift Rune and represents unlocked potential. It is the hidden source that great men draw strength from and is frequently etched into items intended to harness powerful forces. In most cases, Gebo represents great ability, talent, or drive. Gebo is sometimes associated with darkness and the unknown.

In addition to its normal benefits, characters that know the Gebo rune gain a +1 competence bonus to Will saves to resist charm and compulsion effects.



## Wunjo

**Type** God Rune—Rune of Joy

**Domain** Community

ELDER RUNE

**Greater Spell Key** *Blessing of Fervor\**

YOUNGER RUNE

**Skill Key** Knowledge (local)

**Lesser Spell Key** *Bless*

*“Ever happy is he that knows harmony. Ever joyful is the hero who does the good. Ever happy is the clan that does not bend on broken knee.”*

Wunjo is the rune of joy and harmony. It represents the collective strength of a family, tribe, or lodge—and the joy experienced by that community when it struggles together. It is often associated with light, joy, and the success of a hero.

In addition to its normal benefits, characters that know the Wunjo rune gain a +1 competence bonus to Diplomacy skill checks when representing a group of ten or more people.



## Hagalaz

**Type** World Rune—Rune of Midgard

**Domain** Storms\*

ELDER RUNE

**Greater Spell Key** *Storm of Vengeance*

YOUNGER RUNE

**Skill Key** Knowledge (planes)

**Lesser Spell Key** *Call Lightning*

*“For all the World is hidden in the seed of the hailstone, the dawn of winter. From The Great Tree does the world spring, and to the World does The Great Tree go in the dawn of twilight.”*

Hagalaz is a complex rune. Although it represents hail, destruction, and the coming storm, it also represents the whole of Midgard. It is sometimes called the Seed Rune, as it represents the whole of the prime material plane. Stormbound druids often wear this rune and frequently carve it in places linked to wild storms.

In addition to its normal benefits, characters that know the Hagalaz rune gain a +1 competence bonus to Survival skill checks to predict stormy weather.



## Nauthiz

**Type** Heart Rune—Rune of Struggle

**Domain** Resolve\*

ELDER RUNE

**Greater Spell Key** *Geas/Quest*

YOUNGER RUNE

**Skill Key** Survival

**Lesser Spell Key** *Bear's Endurance*

*“Great need commands the hero to rise above the common man. To search the ancient places, to uncover the way, and to stand like a shining one in the final days.”*

Nauthiz is the need rune and represents compulsion, desire, and drive. To the more learned, it represents the very hero himself, who from some great need, is driven beyond the bounds of a common life and into a life of adventure.

In addition to its normal benefits, characters that know the Nauthiz rune gain a +1 competence bonus to saves to resist death effects.

\* See the *Pathfinder Roleplaying Game Advanced Player's Guide*.





### Isa

**Type** God Rune—Rune of Ice

**Domain** Ice\*

ELDER RUNE

**Greater Spell Key** *Polar Ray*

YOUNGER RUNE

**Skill Key** Intimidate

**Lesser Spell Key** *Cone of Cold*

*"In stillness and dark, beyond death and the pale, the Long Winter's reign prevails. With the coming of fire, the landscape is changed, but the secrets of winter forever remain."*

Isa is the rune of ice and represents ice, the cold, winter, and even stagnation. In some circles, it also represents the potential inherent in the stillness of frozen soil. Isa also represents the far, cold north and many associate this rune with the more barbaric aspects of the wintery realms.

In addition to its normal benefits, characters that know the Isa rune gain a +1 competence bonus to saves against spells with the cold descriptor.



### Jera

**Type** World Rune—Rune of the Seasons

**Domain** Seasons\*

ELDER RUNE

**Greater Spell Key** *Control Winds*

YOUNGER RUNE

**Skill Key** Survival

**Lesser Spell Key** *Endure Elements*

*"From spring to summer and back again, the sun does wax and wane forever. Until the Long Winter takes all of Rhune, so will the seasons mark the passing."*

Jera is the rune of the seasons and is frequently known as the harvest rune. It is the rune of completion and often used in bindrunes designed to operate at specific times. As a rune that represents fruition, Jera is used in documents and to mark special events—especially when they occur annually.

In addition to its normal benefits, characters that know the Jera rune gain a +1 competence bonus to Knowledge (history) skill checks to recall specific rites or ceremonies.



### Eihwaz

**Type** Heart Rune—Rune of The Great Tree

**Domain** Plant

ELDER RUNE

**Greater Spell Key** *Liveoak*

YOUNGER RUNE

**Skill Key** Knowledge (nature)

**Lesser Spell Key** *Speak with Plants*

*"Its roots dig deep into the realm under Rhune. Its limbs climb toward the Heavens. It stands betwixt and between the all and the nothing. It stands on the horizon of dusk eternal."*

Eihwaz is the rune of The Great Tree and represents the yew tree, as well as bows (and crossbows) made from it. Both the ælves and the dwarves hold this rune in high regard, associating it with magic, deflection, and foresight.

In addition to its normal benefits, characters that know the Eihwaz rune gain a +1 competence bonus to Survival skill checks to identify edible foods when scavenging in the wild.



### Perthro

**Type** God Rune—Rune of the Deep Well

**Domain** Protean\*

ELDER RUNE

**Greater Spell Key** *Legend Lore*

YOUNGER RUNE

**Skill Key** Knowledge (arcana)

**Lesser Spell Key** *Arcane Sight*

*"Buried deep in the darkness, it is the source of many mysteries. From this well, the Æssinyr draw inspiration. Into this well men and skalds gaze, seeking to know."*

Perthro is the rune of the deep well. It represents a number of mundane actions, including gambling and drinking vessels. It is better known as the rune of mystery, where it represents divination by gazing into deep places or out into the ocean. It also represents the mystery of alchemy.

In addition to its normal benefits, characters that know the Perthro rune gain a +1 competence bonus to Craft (alchemy) skill checks to create oils and potions.

\* See the *Pathfinder Roleplaying Game Advanced Player's Guide*.





### Elhaz

**Type** Heart Rune—Rune of the Bridge

**Domain** Travel

ELDER RUNE

**Greater Spell Key** *Plane Shift*

YOUNGER RUNE

**Skill Key** Knowledge (planes)

**Lesser Spell Key** *Dimension Door*

*“It joins places, rent from birth or war, and brings servants to their masters. It connects the heavens to Midgard, and promises men many journeys.”*

Elhaz is sometimes called the elk rune. It represents safety, growth, and routes that pass over difficult terrain or events. Elhaz is often associated with travel in the divine realms and vitkarr inscribe it on items that grant protection from harmful, outside forces.

In addition to its normal benefits, characters that know the Elhaz rune gain a +1 competence bonus to Knowledge skill checks to identify fey and other outsiders that inhabit The Great Tree.



### Sowilo

**Type** God Rune—Rune of the Sun

**Domain** Sun

ELDER RUNE

**Greater Spell Key** *Fire Storm*

YOUNGER RUNE

**Skill Key** Knowledge (nobility)

**Lesser Spell Key** *Searing Light*

*“Ever bright the sun does shine, leading the way for those who seek perfection. Ever bright the sun does shine for the humble farmer, able soldier, and pious warden. Ever bright does shine the sun, on all of Rhune and beyond. Dægr smiles.”*

Sowilo is the sun rune and associated, almost universally, with the god Dægr. The rune is associated with strength, martial might, and victory in battle, as well. It is frequently inscribed on items that are used in war, especially axes and swords.

In addition to its normal benefits, characters that know the Sowilo rune gain a +1 competence bonus to Will saves against fear effects.



### Tiwaz

**Type** God Rune—Rune of the Star

**Domain** Night\*

ELDER RUNE

**Greater Spell Key** *Shadow Walk*

YOUNGER RUNE

**Skill Key** Stealth

**Lesser Spell Key** *Darkness*

*“The Star shines and lights the way, by night but not by day. Alnara rules Heaven’s night, and all her creatures smile. In dancing and in drinking, from dusk until the dawn, all under the star, her justice is on the heart of every noble.”*

Tiwaz is a complex rune associated with a number of meanings. Although it is frequently associated with the starry night, it is also associated with tactical genius, bravery, and daring acts. It is a festive rune associated most notably with Alnara and her sense of compassion. It is sometimes called the sword rune.

In addition to its normal benefits, characters that know the Tiwaz rune gain a +1 competence bonus to Perception skill checks at night.



### Berkano

**Type** God Rune—Rune of the Triple Goddess

**Domain** Fate\*

ELDER RUNE

**Greater Spell Key** *Cloak of Dreams\**

YOUNGER RUNE

**Skill Key** Knowledge (religion)

**Lesser Spell Key** *Owl’s Wisdom*

*“Nayadia in the chalice, Alnara of the ælves and night’s secret embrace. She is ever the lover, to kindred and kin alike. Velluna-Akka is her vengeance, when she is angered and out of sorts.”*

Berkano is the rune of the feminine Æssinyr. It is often called the rune of the Triple Goddess or rune of the fertile fields. It represents birth, growth, plants, fertile lands, beauty, and secret places of power. The clergy of Velluna-Akka hold this rune in special regard.

In addition to its normal benefits, characters that know the Berkano rune gain a +1 competence bonus to Diplomacy checks to influence members of the opposite sex.

\* See the *Pathfinder Roleplaying Game Advanced Player’s Guide*.





### Elwaz

**Type** World Rune—Rune of the Horse

**Domain** Animal

ELDER RUNE

**Greater Spell Key** *Phantom Steed*

YOUNGER RUNE

**Skill Key** Ride

**Lesser Spell Key** *Mount*

*“Upon the plains and the fields the many run, spirit of the earth in their bones. Before men walked Rhune, the horse was a noble creature still.”*

Elwaz is the rune of the horse and is associated with quick creatures, especially when they carry important information. Many vitkarr inscribe this rune onto the riding equipment they use, believing it brings good luck. Elwaz is also associated with confidence and loyalty, both of which are evident in fine horses.

In addition to its normal benefits, characters that know the Elwaz rune gain a +1 competence bonus to Knowledge (nobility) skill checks to identify aristocracy with a reputation for disloyalty.



### Mannaz

**Type** Heart Rune—Rune of Men

**Domain** Community

ELDER RUNE

**Greater Spell Key** *Tongues*

YOUNGER RUNE

**Skill Key** Knowledge (local)

**Lesser Spell Key** *Comprehend Languages*

*“Of Runes and Men so do the skalds sing, children of the Noble Æssinyr, ever onward do they spring. After dwarves and ælves, men did come. To stand like stones in the river of chaos, to turn back the Fel Horde at the end of a winter long.”*

Mannaz is known as the rune of mankind. It is not associated with a particular ethnicity, but is instead ascribed to the whole of humanity, representing dwarves and ælves alike. It is sometimes associated with apotheosis of the soul through directed, intelligent actions.

In addition to its normal benefits, characters that know the Mannaz rune gain a +1 competence bonus to Linguistic skill checks.



### Laguz

**Type** World Rune—Rune of the Deep Water

**Domain** Water

ELDER RUNE

**Greater Spell Key** *World Wave\**

YOUNGER RUNE

**Skill Key** Profession (sailor)

**Lesser Spell Key** *Water Breathing*

*“Buried chaotic, cold places. Ever changing drowned in its depth. It is a constant that even Mhamnoch fears.”*

Laguz is the rune of the water and is associated with bodies of water, both big and small. It is also associated with uncontrolled emotions, psychic abilities, and intuitive (instead of rational) choices. Laguz is also associated with the unseen depths and drowning, and by extension, the Thrall Lord Mhamnoch.

In addition to its normal benefits, characters that know the Laguz rune gain a +1 dodge bonus to AC while aboard seafaring vessels.



### Ingwaz

**Type** God Rune—Rune of the Temple

**Domain** Protection

ELDER RUNE

**Greater Spell Key** *Hallow*

YOUNGER RUNE

**Skill Key** Knowledge (religion)

**Lesser Spell Key** *Sanctuary*

*“Held high in his honor, the Great Builder builds. He crafts day and night, for the perfect place, to honor the Æssinyr above men. A sanctuary comes into being.”*

Ingwaz is sometimes called the unity rune. It is used in temples and other places of peace or quiet meditation. It is also inscribed in places where people seek harmony and unity, especially after great battles. It is sometimes believed to bring healing. It is sometimes associated with the valkyries.

In addition to its normal benefits, characters that know the Ingwaz rune gain a +1 competence bonus to Concentration checks.

\* See the *Pathfinder Roleplaying Game Advanced Player's Guide*.





## Dagaz

**Type** World Rune—Rune of the Day

**Domain** Day\*

ELDER RUNE

**Greater Spell Key** *Sunburst*

YOUNGER RUNE

**Skill Key** Survival

**Lesser Spell Key** *Daylight*

*“Bright comes the sun, the warmth of morning to cheer our faces. He warms the earth and makes her green with joy. He burns those that anger him.”*

Dagaz is the rune of the day. It represents daylight, dawn, radical change, and breakthroughs that enlighten. It signifies brightness and most vitkarr etch it into items used to dispel darkness and ignorance. The Dagaz rune also represents the Æssinyr’s victory over their dark siblings at Ragnarök.

In addition to its normal benefits, characters that know the Dagaz rune gain a +1 competence bonus to saving throws against spells with the darkness descriptor.



## Othala

**Type** Heart Rune—Rune of the Old Lands

**Domain** Knowledge

ELDER RUNE

**Greater Spell Key** *Time Stop*

YOUNGER RUNE

**Skill Key** Knowledge (history)

**Lesser Spell Key** *Slow*

*“From the Old Lands we come. From deep mountains, ancient seas, and cold ground we hail! Our hearts shall seek these places again. We shall ever seek these places again.”*

Othala is the rune of the old lands. It represents hereditary holdings, ancestral property, land, and a love of homeland. In some circles, it represents the act of acquisition, both by sword and by beneficial trading. To some, it represents the ideal land, the place harmonized with the people that dwell in it.

In addition to its normal benefits, characters that know the Othala rune gain a +1 competence bonus to Perception skill checks to discover hidden passages into ancient or ancestral places.

# THE GRAND GALDR

Skalds tell of an ancient time—before the Thrall Lords fell—when all runic lore was one. Skalds say that the Æssinyr gave the dwarves, ælves, and giants a piece of their divine knowledge, binding it into a single sacred text called the *Grand Galdr*.

The *Grand Galdr* was a collection of poetry, songs, and spells that taught the primeval races countless secrets. With this knowledge, they learned to mimic the arts that the gods themselves cherished, carving out kingdoms where they could learn all the gods had to share. It gave them power—some say unbelievable power—and that power became the foundation of all the runic lore and magic known today.

Those same skalds, however, say this glorious gift was ultimately a burden too tempting to keep peacefully. Over time, each of the three races began to covet it. Eventually, it drove them apart. Before it did, however, each is said to have copied a portion of it. The giants and their kin, ever primordial and chaotic, copied the elemental runes into a tome they called the *Galdrasvid*. The ælves, delicate and graceful, copied the runes of beauty and travel into a tome they called *Galrdaïn*. The dwarves—who favored runes of crafting, forging, and ancient lore—copied the runes closest to their hearts, creating a tome called *Galdrdvalin*.



\* See the *Pathfinder Roleplaying Game Advanced Player’s Guide*.



## THE GALDRDVALIN

Whether the story of the *Grand Galdr* is true or not, the dwarves of today do indeed possess a massive tome, hidden in the deeps below Rhuneheim, that contains nearly all of their collective wisdom. They call this book the *Galdrdvalin* and only the most respected scholars (many of them *vitkarrs*—or Rune Masters to the profane) ever lay eyes on it.

## THE GALDRDAIN

Today, the *ælfes* have a tome they call *Galdrdain*, hidden deep within the Moonwalde—and from it springs all of their wonders. This text is the source of much of their magic and philosophy, a lifestyle that aches to blend everything into one seemingly endless piece of symbiotic artwork.

## THE GALDRASVID

The giants, now dark servants bound to the Thrall Lords, have *Galdrasvid* hidden far in the north—and with it they bind the darkest denizens of the icy north. A great beast, its scales carved from the blackest ice, is said to guard it.



# RUNIC SPELLS

While the dwarves have safeguarded *Galdrdvalin* in their deepest halls, many still use the text to accomplish great feats of magic. It is with this book that the dwarves craft their goods, creating magic in their homes, on their weapons, and in their temples. Those lucky enough to study from the text (or one of its lesser copies; mithral tomes called *Codex Runar*) can expect to learn much, including how to identify and activate the rune stones. Two of the most common spells from the *Codex Runar* follow.

### Analyze Rune

Divination

**Level:** Brd 0, Clr 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area or Target:** 1 creature

**Duration:** 10 min/level

**Saving Throw:** None

When cast, you gain the ability to decipher magical runes for the duration. You can read runes at a rate of 1 page (250 words) a minute or examine an equivalent-sized item (see chart). In addition, the caster gains a +2 to the next Knowledge (arcana) check he makes to identify the rune's effect. This spell does not, however, allow the caster to activate the runes, although it may cause you to trigger traps and glyphs that target the reader as normal.

Pages	Object	Time to read
1	1 small-sized object	1 minute
2	1 medium-sized object	2 minutes
4	1 large-sized object	4 minutes

### Runewise

Divination

**Level:** Brd 1, Clr 1, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area or Target:** 1 inactive rune

**Duration:** 1 min/level

**Saving Throw:** None

When cast, this spell allows the caster to tap into the runic current, granting him ancient knowledge of the runes. As a result, the caster gains a +10 to his next Spellcraft check to activate a rune or rune stone. Once the caster activates a rune, this spell is discharged. This spell does not convey the meaning of the rune, and if the rune targets the caster with a harmful effect, the caster suffers a -2 to save against that effect.

The material component of this spell is a small piece of hematite worth 1 gp. It is consumed in the casting.

# THE RUNESTONES

While younger runes are carved into armor, weapons, and in rare cases, even tattooed, none are as potent as the ancient rune stones that dot the lands of Midgard. Heralds of an ancient time, rune stones are monuments to the Age of Myth and the potent magic contained in the *Grand Galdr*.

Unlike the younger runes (and the arcane formulas that are based on them), the rune stones are permanent magical monuments that nearly anyone capable of manipulating arcane or divine energy can activate. Most are raised stones, with ornate, colorful runes carved in spirals around the circumference. Others are carefully preserved trees, columns, or statues with ancient runic inscriptions.

Activating rune stones requires two things: a spellcraft check (the DC is listed for each stone) and an investment of magical (arcane or divine) energy. To activate a rune stone, the character must physically touch the stone and imbue it with his or her own energy, sacrificing a number of prepared spells (or spell slots) equal to the level of the rune stone. Doing so activates the rune stone for 1 minute.



## *Rune Stone of the Blessed Anvil*

Abjuration  
**Level** 5<sup>th</sup> level (DC 25)  
**Area or Target** 60 ft. circle, centered on the rune stone  
**Duration** permanent; 1 minute per activation  
**Saving Throw** none  
**Spell Resistance** yes; harmless

Common among the dwarves of the Forgestone Mountains, this rune stone is often fixed at the entrances to their grand halls and within their sacred temples. It appears as a 3 ft. pillar, etched with silver runes that encircle a carved, stone anvil. The sacred names of the Æssinyr surround the anvil.

When activated, this rune stone bestows DR 3/silver upon all of your allies within range. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.



## *Rune Stone of the Hall's Fiery Defense*

Evocation (Fire)  
**Level** 3<sup>rd</sup> level (DC 23)  
**Area or Target** 30 ft. cone-shaped burst, originating from the rune stone  
**Duration** permanent; 1 minute per activation  
**Saving Throw** Fortitude (DC 23) negates fatigue, ½ damage  
**Spell Resistance** no

Frequently constructed at defensive choke points, this obsidian pillar is covered in dark, dull runes.

When activated, this rune stone fills a cone-shaped area in front of it with superheated air, fatiguing anyone in the area. In addition, anyone in the area of effect takes 2d4 points of lethal damage (fire) each round. A successful Fort save reduces this damage by half and removes the fatigue. Enemies wearing medium or heavier armor suffer a -4 to this save.



## *Rune Stone of the Holy Fire*

Abjuration  
**Level** 4<sup>th</sup> level (DC 24)  
**Area or Target** 30 ft. circle, centered on the rune stone  
**Duration** permanent; 1 minute per activation  
**Saving Throw** none  
**Spell Resistance** yes; harmless

This grand, fixed stone pillar is covered in bright, copper-colored runes. It is found most commonly in the deepest reaches of the earth, close to places where lava flows freely. It is frequently found in the temples of Velash.

When activated, this rune stone bestows energy resistance 10 (fire) upon all of your allies within range. In addition, your allies gain a +4 to saves against spells with the fire descriptor. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.





### *Rune Stone of the Sacred Champion*

Enchantment (compulsion) [mind affecting]

**Level** 3<sup>rd</sup> level (DC 23)

**Area or Target** 30 ft. circle, centered on the rune stone

**Duration** permanent; 1 minute per activation

**Saving Throw** none

**Spell Resistance** yes; harmless

This black pillar is covered in intricate, red runes and fowl ichors. Common to the barbarian tribes of the north, it is sometimes mistaken for a totem or primitive altar. It is frequently a rallying point for those that defend the Fel Kingdom.

When activated, this rune stone bestows a +4 sacred bonus to hit and damage to all allies within the area of effect. Any allies that leave the area lose this bonus. If they return to the area of effect while the rune is active, they regain this bonus.



### *Rune Stone of the Two Ravens*

Transmutation

**Level** 3<sup>rd</sup> level rune stone (DC 23)

**Area or Target** 30 ft. circle, centered on the rune stone

**Duration** permanent; 1 minute per activation

**Saving Throw** none

**Spell Resistance** yes; harmless

This black and gray, fixed pillar is covered in interlocking runes that describe two ravens atop a throne.

When activated, this rune stone bestows a +4 sacred bonus to Will and Fort saves within the area of effect. Any allies that leave the area lose this bonus. If they return to the area of effect while the rune is active, they regain this bonus.



### *Rune Stone of the Wooden Heart*

Abjuration

**Level** 6<sup>th</sup> level rune stone (DC 26)

**Area or Target** 60 ft. circle, centered on the rune stone

**Duration** permanent; 1 minute per activation

**Saving Throw** none

**Spell Resistance** yes; harmless

This wooden pillar is encircled in a spiral of carefully carved runes; each one dyed a deep red. Often, when a sacred tree is felled, the base is turned into this rune stone.

When activated, this rune stone bestows DR 5/wood upon all of your allies within range. Any allies that leave the area lose this protection. If they return to the area of effect while the rune is active, they regain this protection.



### *Rune Stone of the Zealous Champion*

Abjuration

**Level** 8<sup>th</sup> level rune stone (DC 28)

**Area or Target** 60 ft. circle, centered on the rune stone

**Duration** permanent; 1 minute per activation

**Saving Throw** none

**Spell Resistance** yes; harmless

This massive, granite pillar stands nearly 8' and occupies a five-foot square. It is covered in gold and silver runes.

When activated, this greater rune stone bestows several benefits. First, it provides all of your allies with fast healing 2. Secondly, it provides a +4 luck bonus to AC. Lastly, it provides allies with spell resistance 15. Any allies that leave the area lose these bonuses. If they return to the area of effect while this rune stone is active, they regain these bonuses.

# THE VITKARR: A RUNIC PRESTIGE CLASS

**V**itkarr are individuals with a single focus—acquiring a deep command of the runes. While many are ælves or dwarves, even humans find themselves drawn to it. Regardless of race or kingdom, all vitkarr understand that the runes are the truth behind arcane and divine magic, and that knowing how to read them is the greatest of destinies. Some even say it is the will of the Æssinyr.

## ROLE

Vitkarr fill a variety of roles in society, acting as diplomats, historians, and judges. Most kingdoms prize vitkarr and court them appropriately. They are not, however, pawns. They consider their duties sacred and consider the whole of their communities, often serving the interests of the people before the individual desires of a single king.

Although they are highly regarded, both for their knowledge and their wisdom, not all choose to work within their particular societies. Many, after years of study, choose lives of solitude. Some wander Rhune while others seclude themselves.

## ALIGNMENT

Vitkarr tend to come from all studious environments that prize order and discipline. They are not, however, slaves to such. Many tend to be good, with a tendency for neutrality. Few are chaotic. Vitkarr are rarely evil.

**Hit Dice:** d6

## REQUIREMENTS

To qualify to become a vitkarr, a character must satisfy all of the following criteria.

**Skills:** Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, and Perform (oratory) 3 ranks.

**Feats:** Craft Wand, Craft Wondrous Item, Skill Focus (religion)

**Spellcasting:** Able to cast 3<sup>rd</sup>-level arcane spells and 2<sup>nd</sup>-level divine spells. Must know at least 2 of the younger runes.

## CLASS SKILLS

The vitkarr's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perform (oratory) (Cha), Sense Motive (Wis), and Spellcraft (Int).

**Skill Ranks at Each Level:** 6 + Int modifier.

## CLASS FEATURES

All of the following are the class features of the vitkarr prestige class.

**Weapon and Armor Proficiency:** Vitkarr do not gain proficiency with any weapon or armor.

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

**Runic discovery (Ex)**—At 1st, 3<sup>rd</sup>, and 5<sup>th</sup> level, the vitkarr may select a runic discovery.

**Defensive Rune**—The vitkarr learns to magically scribe a rune on a piece of armor that grants a dodge bonus equal

to ½ the vitkarr's class level (round up) to AC. Scribing this rune is a standard action. This rune lasts 1 minute. The Vitkarr may only have 1 defensive rune active at a time.

**Fire and Ice**—The vitkarr adds his Wisdom modifier as a bonus to damage whenever he casts spells with the Fire or Cold descriptors.

**Galan**—The vitkarr learns to 'sing' a single spell much faster than normal. Choose a single spell with a casting time of a standard action. The vitkarr may now cast this spell as a swift action once per day. This spell must have a verbal



component. The vitkarr can learn this discovery more than once. Each time he does, it applies to a new spell.

**Offensive Rune**—The vitkarr learns to magically scribe a rune on a weapon that grants a luck bonus equal to  $\frac{1}{2}$  the vitkarr's class level (round up) to hit. Scribing this rune is a standard action. This rune lasts 1 minute. Only 1 offensive rune may exist at a time.

**Runic Insight**—The vitkarr adds  $\frac{1}{2}$  of his class level (round up) as an insight bonus to Initiative checks.

**Runic Knowledge**—The vitkarr adds his class level as a bonus to any Knowledge (arcana) or Spellcraft skill checks made to identify runes.

**Runic Strength**—The vitkarr adds his Strength modifier as a bonus to his Fortitude saves and Survival skill checks.

**Runic Charm**—The vitkarr adds his Charisma modifier as a luck bonus to his Will saves and Sense Motive skill checks.

**Vitkarr's Grace**—The vitkarr adds his Charisma modifier as a luck bonus to Reflex saves and Acrobatic skill checks.

**Vitkarr's Sight**—The vitkarr adds his Intelligence modifier as an insight bonus to Perception skill checks.

**Craft Rune Wand (Ex)**—At 2<sup>nd</sup> level a vitkarr learns to craft a Rune Wand, a wand that enhances his spellcasting abilities. The Rune Wand can be used once per day to cast any one spell that the vitkarr knows (and is capable of casting), even if the spell is not prepared. This spell is treated like any other spell cast by the vitkarr, including casting time, duration, and other effects dependent on his level.

If the vitkarr was a wizard with a bonded object, he may replace his original bonded object with the Rune Wand at no cost. Creating a Rune Wand takes 4 days and costs 4000 gp.

**Craft Galdr (Ex)**—At 5<sup>th</sup> level a vitkarr learns to craft a book of incantations called a Galdr. This book functions for the creator as a Blessed Book, while granting the vitkarr a +2 bonus to a single ability score of his choice. The vitkarr must keep the book in his possession to gain this bonus. Creating a Galdr takes 6 days and costs 6000 gp.

Level	BAB	Fort	Reflex	Will	Special	Spells/day
1	+0	+1	+0	+1	Runic discovery	+1 level of existing
2	+1	+1	+0	+2	Craft rune wand	+1 level of existing
3	+1	+2	+1	+3	Runic discovery	+1 level of existing
4	+2	+2	+1	+4	Craft Galdr	+1 level of existing
5	+2	+3	+2	+5	Runic Discovery	+1 level of existing



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Of Stave, Stone, and Heart – A Guide to the Runes for Game Masters. Copyright 2012, Storm Bunny Studios, LLC.

