

DWARF RUNESMITH

By Chance Dudinack and Gavin Norman

Demihuman Class

Ability minimums: CON 9, INT 9

Prime requisite: INT and STR

Hit Die type: 1d8

Combat aptitude: Semi-martial

Maximum level: 10

Armour: Any, including shields

Weapons: Small or normal-sized

Languages: Alignment, Common,
Dwarvish, Gnomish, Goblin, Kobold

While dwarves typically have no skill as magic-users, the wondrous magical armaments of their smiths are legendary. Masters of an ancient secret tradition, dwarf runesmiths wield magic by binding it into runes of power.

Prime requisites: A dwarf runesmith with at least 13 STR and INT gains a 5% bonus to experience. A dwarf runesmith with a STR of at least 16 and an INT of at least 13 receives a +10% XP bonus.

Weapons: Dwarves' stature means they can only use small or normal-sized weapons. They cannot use longbows or two-handed swords.

Forge-Craft

Working in a suitable forge, a dwarf runesmith can craft battle axes, war hammers, shields, and mail of exquisite quality. The items that can be created depend on the character's level:

- ▶ **1st level:** Normal armour and weapons at half the standard sale price. A weapon or shield takes 1 week, chain mail 2 weeks, and plate mail 4 weeks.
- ▶ **5th level:** +1 magic armour / weapons.
- ▶ **8th level:** +2 magic armour / weapons.
- ▶ **10th level:** +3 magic armour / weapons. Requires a runic forge (see below).



Magic Armaments

Chance of failure: 25% minus the character's level (minimum 15%).

Time and cost: See table.

Materials: Creating magic armaments often (at the referee's discretion) requires rare materials such as special metals, expensive gems, or the body parts of monsters. Often, adventures will be required just to acquire these materials.

Magic Armaments Time and Cost

Item	Time	Cost Per Plus
Chain mail	4 months	8,000gp
Plate mail	6 months	10,000gp
Shield	1 month	2,000gp
Battle axe	5 weeks	10,000gp
War hammer	3 weeks	6,000gp

Forge Construction Costs

See *Strongholds* in *OSE* for full details on building.

Standard forge (any level): 3,000gp.

Runic forge (from 9th level): 25,000gp.

Infravision

Dwarf runesmiths have infravision to 60' (see *Darkness* in *OSE*).

Listening at Doors

Dwarf runesmiths have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *OSE*).

Dwarf Runesmith Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1	19 [0]	8	9	10	13	12
2	2,800	2	19 [0]	8	9	10	13	12
3	5,600	3	19 [0]	8	9	10	13	12
4	11,200	4	19 [0]	8	9	10	13	12
5	23,000	5	17 [+2]	6	7	8	10	10
6	46,000	6	17 [+2]	6	7	8	10	10
7	100,000	7	17 [+2]	6	7	8	10	10
8	200,000	8	17 [+2]	6	7	8	10	10
9	300,000	9	14 [+5]	4	5	6	7	8
10	400,000	9+3*	14 [+5]	4	5	6	7	8

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Rune Magic

Dwarf runesmiths learn to craft runes of power—secret, carved symbols imbued with magic. At 1st level, a runesmith only has knowledge of a single rune of power, selected by the referee (who may allow the player to choose). The runes of power are described on *p8*.

Learning new runes: Upon gaining an experience level, a runesmith can learn a single new rune through training (1 week with a mentor) or magical research.

Carving runes: A runesmith must perform a special ritual to carve a rune into an object and imbue it with magic. Once carved, the rune glows with magical energy. When its power is expended, the rune dims, becoming a mere carved pattern.

Restrictions: Carving runes requires a simple tool, such as a dagger. An object can only hold 1 active rune at a time, and runes cannot be carved onto magic items.

Time: Carving a rune of power takes 1 turn. If the runesmith is interrupted at any point during the carving ritual, the magic is lost and they must begin again.

Maximum number of runes: Laws of deep magic govern the runes. A runesmith can carve each rune they know but once per day and can only have active runes equal to their level at a time. If a runesmith carves runes beyond their limit, their other runes lose their power, starting with the first carved.

Magical research: A dwarf runesmith of any level can spend time and money on magical research. This allows them to learn new runes (2 weeks, 1,000gp) and to research other magical effects. Researched effects must be within the scope of the runesmith class, as judged by the referee. See *Magical Research* in *OSE*.

After Reaching 9th Level

A dwarf runesmith may construct a special runic forge at the heart of a stronghold. Some magic items can only be created in this forge: +3 armaments, *dwarven throwers* (24,000gp), and other items with unique powers.

When the forge is complete, 1d6 1st level runesmiths will arrive to apprentice under the character.

RUNES OF POWER

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Talismans: Roughly fist-sized pieces of stone, wood, or bone onto which runes can be carved. Whoever keeps the talisman on their person is affected by the rune's magic.

Rune of Alarm

Medium: Talisman

Duration: 1 hour per level



If any creature aside from those declared when the rune is carved comes within 20' of this rune, it emits a loud ringing sound audible up to 240' away.

Rune of Ale

Medium: Drinking vessel

Duration: 1 hour per level, until used



This rune is carved onto the rim of a goblet, horn, bowl or other liquid-bearing vessel. If a poisoned, rotten, or contaminated liquid is placed into the vessel, it evaporates into black smoke.

Rune of Finding

Medium: Melee weapon

Duration: 6 turns



The weapon inscribed with this rune is caused to glow when a certain type of creature comes within 60' + 10' per level of the runesmith. It has two usages (chosen when carved):

1. **Specific type:** The rune responds to the presence of a specific type of creature (e.g. spiders, dragons, magic-users, undead).
2. **Individual:** The rune responds to the presence of a specific individual, either named or described (e.g. "the red dragon who lives in the ruined castle").

Rune of Fire

Medium: Weapon

Duration: 2 turns



This rune enchants a weapon with flame. It has two usages (chosen when carved):

1. **Flaming weapon:** Carved onto a melee weapon, the wielder's strikes are imbued with fire. The weapon gains a +1 bonus to attack and damage rolls and is able to harm creatures which are immune to mundane damage.
2. **Exploding missile:** Carved onto a missile (e.g. arrow, quarrel, sling stone), this rune causes the missile to explode in a 5' radius blast of flame on a successful hit, inflicting 1d8 damage +1 per level of the runesmith.

Rune of Grounding

Medium: Talisman

Duration: 6 turns



This rune causes the wearer to become a magnet for magical energy. For the duration, whenever a spell is cast within 60' of the rune, the caster must **save versus spells**. On a failed save, the spell targets the wearer of the rune instead of its intended subject.

Touch spells: Spells that require the caster to touch the intended subject are unaffected.

Rune of Healing

Medium: Drinking vessel

Duration: 1 turn



This rune is carved onto the rim of a goblet, horn, or other drinking vessel. When the vessel is filled with water, the water becomes enchanted, healing whoever drinks it for 2 hit points per level of the runesmith.



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Rune of Luck



Medium: Talisman

Duration: 1 hour per level,
until used

One who wears this rune can expend its power to gain a +4 bonus to a saving throw, attack roll, or ability check. The rune must be expended before rolling.

Rune of Shielding



Medium: Shield

Duration: 2 turns

The wielder of the shield inscribed with this rune only suffers half damage from one specific type of weapons (e.g. swords, bows, claws, etc.), selected when the rune is carved.

Magical weapons: Magical weapons and the attacks of magical creatures still inflict full damage.

Rune of Slaying



Medium: Melee weapon

Duration: 1 turn per level,
until effective

The weapon inscribed with this rune is enchanted to kill a certain type of foe.

Damage: The weapon inflicts double damage when used against creatures of one specific type (e.g. spiders, dragons, magic-users, undead) selected when the rune is carved.

Treated as magical: If a creature of the selected type can only be harmed by magical weapons, the rune-inscribed weapon can harm them.

Rune of the Forge



Medium: Talisman

Duration: 1 turn per level

The subject who wears this rune is protected from fire, as follows.

Normal heat: Unharmed by non-magical fire and heat.

Save bonus: Gain a +2 bonus to saving throws versus fire-based effects (e.g. magic or breath attacks).

Fire-based damage: Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 damage.)

Rune of Thunder



Medium: Blunt weapon

Duration: 2 turns, until used

The wielder can slam the rune-enchanted weapon into the ground to create a thunderous shockwave in a 5' radius per level of the runesmith. All within the area must **save vs paralysis** or be stunned for 1d3 rounds ($\frac{1}{3}$ move, -2 AC, unable to act).

Rune of Warding



Medium: Talisman

Duration: 1 turn per level,
until effective

While wearing the rune, the subject gains a +4 bonus to saving throws against magical effects. If the subject is affected by a spell that permits a saving throw for reduced damage, they instead take no damage on a success. Once the subject passes a saving throw against magic, the rune's power is expended.