

MASTER RUNES

SEED OF THE LIVET RUNE

Master rune, rare (requires attunement)

A hard brown shell nearly completely covers the vibrant green seed underneath which is slightly larger than a human fist. The *livet* rune - the rune of life - can be seen in the grain of the wooden shell. When the seed is touched you feel a brief rush of adrenaline and intoxication. This feeling passes after a moment.

Life Finds a Way (Simple Property). While you are attuned to this rune you gain advantage on death saving throws. As a bonus action you can touch a creature with 0 hit points to stabilize them.

Green Growth (Simple Property). While you are attuned to this rune whenever you take a long rest the area surrounding you is affected by the 8 hour version of the *plant growth* spell.

Natural Resilience (Simple Property). While you are attuned to this rune, you have resistance to poison damage and advantage on saving throws against poison.

Entangling Bolt (Complex Property). As an action, you scribe this rune using tree sap or plant matter onto a creature within your reach as you expend a spell slot. The rune quickly covers itself in vines, and the creature must make a Constitution saving throw (DC 12 + the level of the expended spell slot). On a failure, the creature takes 2d8 poison damage plus 1d8 poison damage per level of the expended spell slot, and it is restrained until the end of your next turn. On a successful saving throw, the creature takes half as much damage and is not restrained.

Healing Hand (Complex Property). When you touch a creature in your reach as a bonus action and expend a spell slot you cast the spell *cure wounds*.

Poison Brand (Complex Property). Over the course of a short rest, you inscribe this rune using plant matter onto a melee or ranged weapon. The weapon gains a ghostly green aura and deals poison damage rather than piercing, slashing, or bludgeoning damage.

In addition, you can expend a spell slot while using this property to grant the weapon a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

REMNANT OF THE DØD RUNE

Master rune, rare (requires attunement)

This broken slab of obsidian stone is roughly the size of a large tome. The *død* rune - the rune of death - appears as a faint slickness on the surface of the stone. When first grasped a chill sense of finality washes over you, only to pass in a moment.

Death's Sight (Simple Property). You can scribe the *død* rune in the air around you as a bonus action. When you do you know the current remaining hit points of all creatures you can see.

Final Rites (Simple Property). You can use a bonus action to recite a final rite over the dead body of a once living creature who is not currently undead. That creature cannot become undead.

Tomb's Endurance (Simple Property). While you are attuned to this rune, you have resistance to necrotic damage.

Dead Tongues (Complex Property). While you are attuned to this rune, you can cast *speak with dead* as a bonus action. You regain this ability after a short or long

rest.

Deathly Brand (Complex Property). Over the course of a short rest, you inscribe this rune using ashes of the dead or blood onto a melee or ranged weapon. The weapon gains a ghostly black aura and deals necrotic damage rather than piercing, slashing, or bludgeoning damage.

In addition, you can expend a spell slot while using this property to grant the weapon a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

Graven Bolt (Complex Property). As an action, you scribe this rune using gore or remains of a once living creature onto a creature within your reach as you expend a spell slot. The rune quickly begins to bleed, and the creature must make a Constitution saving throw (DC 12 + the level of the expended spell slot). On a failure, the creature takes 2d8 necrotic damage plus 1d8 necrotic damage per level of the expended spell slot, and it is cursed until the end of your next turn. While cursed, it takes an additional 1d4 necrotic damage each time it is hit by a melee or spell attack. On a successful saving throw, the creature takes half as much damage and is not cursed.

CRYSTAL OF THE SINN RUNE

Master rune, rare (requires attunement)

This violet crystal geode is the size of a small human skull. The *sinn* rune - the rune of mind - appears within it although its exact appearance seems different from viewer to viewer. When first touched you feel an overwhelming sense of clarity of mind and improved reasoning abilities. This sensation passes after a moment.

Ego Defense (Simple Property). While you are attuned to this rune, you have resistance to psychic damage.

Metacommunication Amplification (Simple Property). While you are attuned to this rune, you can speak telepathically with any creature you share a language with that you can see. Any creature you speak to in this way can also communicate telepathically with you until you choose to end their ability to do so or they cannot see you.

Mind Hand Manipulation (Simple Property). While you are attuned to this rune, you can cast the cantrip *magic hand* at will.

Mind Crush (Complex Property). As an action, you scribe this rune into the air between you and a chosen creature as you expend a spell slot. The rune quickly begins to illuminate the air around it, and the creature must make an Intelligence saving throw (DC 12 + the level of the expended spell slot). On a failure, the creature takes 2d8 psychic damage plus 1d8 psychic damage per level of the expended spell slot and suffers a psychic hold for 1 minute. On a successful initial saving throw, the creature takes half damage and does not suffer the psychic hold. If a creature suffers psychic hold, while you maintain concentration on the effect you can use a bonus action on subsequent turns to deal 2d8 psychic damage to the creature. At the end of each of the creature's turns it can make another Intelligence saving throw to end the psychic hold.

Psionic Brand (Complex Property). Over the course of a short rest, you inscribe this rune by tracing your finger without leaving a mark onto a melee or ranged

weapon. The weapon gains a ghostly purple aura and deals psychic damage rather than piercing, slashing, or bludgeoning damage.

In addition, you can expend a spell slot while using this property to grant the weapon a bonus to attack rolls and damage rolls equal to the spell slot's level divided by three.

These effects last for 24 hours or until you use this property again.

Towering Ego Defense (Complex Property). As a bonus action, you can choose up to 5 creatures you can see. While you maintain concentration on this property those creatures gain resistance to psychic damage.

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