

GLEANNING THE GLYPHS: THE RUNESCRIBE CLASS

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A bronzed dwarf raises his club against the troll, smashing it with all his might. As he connects with a mighty blow, thorns ensnare the giant, digging into its hide.

A tattooed human summons a wall of stone around his allies, keeping the demonic grunts at bay. As his allies recover, he sends the wall into the fiends, crushing them beneath the stones.

A pale dragonborn expels a poisonous cloud after the kobold stones strike him, sending several of the creatures to the ground. He follows with a powerful spear thrust, and the chieftain before him rots in horror.

Runescribes are divine casters who, instead of relying on a connection with gods, their faith, or nature, find runes of power that tap into the natural ley lines of the world. Although a runescribe may not have access to as many spells as some casters, their ability to attune to these ley lines gives them additional passive benefits and great flexibility in the kinds of spells they can wield.

Runescribes must make decisions about what runes to which they attune themselves. Like sorcerers and warlocks, they have access to only a handful of spells at any given time—though for them this is determined by their Runic Attunements and can be changed relatively easily. A runescribe may focus on divination magic with one rune only to change attunements after that one and now be in control of destructive necromancies. Although runescribes know spells effectively only through their attunements, Runic Blast gives them a fallback option if they need to destroy enemies with their magic. Living Runes also makes their ability scores more flexible.

QUICK BUILD

You can make a runescribe quickly by following these suggestions. Intelligence should be your highest score, followed by Dexterity. Second, choose the sage background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8

Hit Points at 1st Level: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per runescribe level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Dexterity, Intelligence

Skills: Choose two skills from Arcana, Deception, History, Insight, Intimidation, Investigation, Nature, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon of your choice
- (a) a crossbow and 20 bolts or (b) five javelins
- (a) a scholar's pack or (b) an explorer's pack
- A known rune

Level	Proficiency Bonus	Class Features	Runes Known	Runic Attunements
1 st	+2	Runic Attunement (Initiate), Runic Blast, Spellcasting	1	1
2 nd	+2	Runescribe Chapter	2	1
3 rd	+2	---	2	1
4 th	+2	Living Runes	2	1
5 th	+3	Runic Attunement (Aspirant), Runic Inscriptions	3	2
6 th	+3	Chapter feature	3	2
7 th	+3	---	3	2
8 th	+3	Living Runes	4	2
9 th	+4	Runic Mastery	4	2
10 th	+4	Chapter feature	4	2
11 th	+4	Runic Attunement (Improved Initiate, Expert)	5	3
12 th	+4	Living Runes	5	3
13 th	+5	---	5	3
14 th	+5	Chapter feature	6	3
15 th	+5	---	6	3
16 th	+5	Living Runes	6	3
17 th	+6	Runic Attunement (Improved Aspirant, Master)	6	4
18 th	+6	Runic Mastery	6	4
19 th	+6	Living Runes	6	4

20 th	+6	Swift Attunement	6	4
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SPELLCASTING

Beginning at 1st level, you gain divine spell slots and spellcasting progression much as a cleric or druid does. Your spellcasting ability score is Intelligence. You do not automatically know any spells, however. You can expend spell slots as described at the end of this class description based on the runes to which you are attuned. You learn new runes as indicated on the class table above. Each time you gain a runescribe level, you can learn a new rune in exchange for forgetting an old one.

You can use a holy symbol as a divine focus (found in chapter 5) as a spellcasting focus for your runescribe spells.

RUNIC ATTUNEMENT

Your study of runic magic allows you to uncover the secrets of new runes. Attuning to runes can be done by meditating over a short rest and counts toward the limit of magic items to which you can attune. Beginning at 1st level in this class, you can access the simple and initiate properties of runes to which you are attuned. As you gain runescribe levels, you can access additional properties at the levels indicated on the table above.

You gain access to the simple properties of up to two runes to which you are attuned. For each other set of properties, you can only gain that kind of property for one of the runes to which you are attuned. For instance, you may be attuned to both the *himil* and *klep* runes at 5th level, choosing the initiate properties of *klep* and aspirant properties of *himil*. Once you reach 11th level, you can gain the initiate properties of two runes to which you are attuned. On reaching 17th level, you can gain the aspirant properties of two runes to which you are attuned as well. You choose these properties when you attune to runes as described below.

In order to attune to a new rune, you must spend a short rest doing nothing but meditating on that rune. You can end attunement to a rune after you finish a short rest.

RUNIC BLAST

Your magic can be concentrated into a powerful blast. As an action, you can expend a spell slot and make a ranged spell attack against a creature within 120 feet. If you hit, the target takes 2d8 force damage + 1d8 for each level of the spell slot expended.

RUNESCRIBE CHAPTER

When you reach 2nd level, you specialize in a specific type of inscribing, based primarily on the materials with which you work. You can choose the Greenery Group, Ink Institute, or Stone Society chapters detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

LIVING RUNES

Beginning at 4th level and again at 8th, 12th, 16th, and 19th levels, you can increase one ability score of your choice by 2 or increase two of your ability scores of your choice by 1. When you finish a short or long rest, you change the increase given by this feature to a different ability score or scores. You can't increase an ability score above 20 using this feature.

RUNIC INSCRIPTIONS

Beginning at 5th level, you can expend a runescribe spell slot to cast *glyph of warding*.

RUNIC MASTERY

Beginning at 9th level and again at 18th level, you can choose a rune to which you are attuned. Runes chosen by this feature do not count toward your limit of attuned magical items.

SWIFT ATTUNEMENT

Beginning at 20th level, your mastery of runic magic gives you greater magical flexibility. By performing a brief 1-minute ritual, you can freely change your runic attunements to any other known runes. Once you use this feature, you cannot use it again until you finish a long rest.

RUNESCRIBE CHAPTERS

Although runescribe “chapters” are not commonly an organized thing, those who wield these magics do pick up skills related to their inscription materials. These collections of similar skills have no real names, but an academic gnome with a bit too much time on his hands has taken to calling them by the names below.

GREENERY GROUP

Many runescribes enjoy working with wood, so scribes with these skills find themselves in high demand where lumber is plentiful or forests stretch for miles.

Woodworker: Beginning at 2nd level when you choose this chapter, you gain proficiency in the Nature skill and with woodcarver's tools. You also gain access to the *walz* rune.

Pheromones: At 6th level, you can call on a measure of runic power to emit pheromones that make you more attractive to wild creatures. As an action, you can expend a spell slot and charm a number of beast, humanoid, or plant creatures within 30 feet equal to the level of the spell slot expended. Affected creatures must make a Wisdom saving throw and have advantage if you or your companions are fighting them. If they fail, they are charmed by you up to 1 hour or until you or your companions do anything harmful to it. Charmed creatures regard you as a friendly acquaintance, but when the effect ends creatures know that they have been charmed by you.

Pressurized Sap: At 10th level, whenever you take damage from an enemy within 30 feet that you can see, you can use your reaction to send a blob of acidic sap at them, dealing acid damage equal to your runescribe level or half as much on a successful Dexterity saving throw. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). After you finish a long rest, you regain all expended uses.

Seed of Life: At 14th level, you can spend 8 hours creating a “seed of life.” Once you have done so, you can use the seed for one of the following options:

- *New Growth:* As an action, you can expend the seed’s energy and cause up to six trees to burst from places on the ground that you can see within 120 feet. Each tree is effectively a cylinder that has a diameter of 5 feet and a height of up to 30 feet. The ground where a tree appears must be wide enough for its diameter, and you can target ground under a creature if that creature is Medium or smaller. Each tree has AC 5 and 30 hit points. When reduced to 0 hit points, the tree collapses into a pile of lumber, which creates an area of difficult terrain with a 10-foot radius. It takes an action to clear a 5-foot space of this debris.
If a tree is created under a creature, that creature must succeed on a Dexterity saving throw or be lifted by the tree. A creature can choose to fail the save.
If a tree is prevented from reaching its full height because of a ceiling or other obstacle, a creature on the tree takes 6d6 bludgeoning damage and is restrained, pinched between the tree and the obstacle. The restrained creature can use an action to make a Strength or Dexterity check (the creature’s choice) against your runescribe spell saving throw DC. On a success, the creature is no longer restrained and must either move off the tree or fall off it.
- *Panacea:* As an action, expend the seed’s energy on an adjacent creature. That creature is cured of all curses, diseases, and poisons and regains all of its hit points.
- *Rebirth:* You can expend the seed’s energy to cast the *reincarnate* spell on a corpse without expending a spell slot. This use still requires the normal casting time and material components.

Runescribes of this group spend their time writing with ink and paper. They often view themselves as the most artistic and poetic of runescribes, though others perceive them as perhaps the laziest.

Scribal Training: Beginning at 2nd level when you choose this chapter, you gain proficiency in the History skill, with calligrapher's tools, and in one language of your choice. You also gain access to the *briaf* rune.

Pages of Distraction: At 6th level, whenever you or an ally is targeted by an attack from a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing a flurry of pages to fly in front of the creature's face. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Glue of Binding: At 10th level, you can call on a measure of runic power to restrain enemies with magical adhesive. As an action, you can expend a spell slot and choose a number of creatures within 30 feet equal to the level of the spell slot expended. Affected creatures must make a Dexterity saving throw or be restrained for up to 1 minute. They can use their action to make a Strength saving throw against your runescribe spell save DC and free themselves.

Scroll of Power: At 14th level, you can spend 8 hours imbuing a single scroll with your magic. Once you have done so, you can use the scroll for one of the following options:

- *Divination:* You can expend the scroll's energy to cast *commune*.
- *Teleportation:* You can expend the scroll's energy to cast *teleportation circle*.
- *Purification:* You can expend the scroll's energy to cast *hallow*.

Uses of this feature still require the normal casting time and material components.

STONE SOCIETY

While many prefer to work with more pliable materials, some rune scribes spend their time almost exclusively on stone. Their work is enduring, if heavy, and they draw power from the implacable earth itself.

Stonecarver: Beginning at 2nd level when you choose this chapter, you gain proficiency in the Athletics skill and with mason's tools. You also gain access to the *klep* rune.

Rocky Resilience: At 6th level, you can use your bond with stone to protect you from damage. Whenever you are targeted by an attack, you can use your reaction to halve the damage you take. You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Seal Portal: At 10th level, you can use your connection with stone as an action to seal a door, gate, window, or other mundane entryway as if using the *arcane lock* spell without requiring material components. This effect lasts for up to 24 hours or until broken. You can also use this feature on an extradimensional portal or teleportation circle no greater than 10 feet in diameter, which suppresses magical transportation up to 1 minute. Once you use this feature, you can't use it again until you finish a short or long rest.

Stone of Strength: At 14th level, you can spend 8 hours imbuing a single stone with your magic. Once you have done so, you can use the stone for one of the following options:

- *Stone of Dismissal:* You can expend the scroll's energy to cast *dispel evil and good*.
- *Stone of Knowledge:* You can expend the scroll's energy to cast *legend lore*.
- *Stone of Passage:* You can expend the stone's energy to cast *passwall*.

Uses of this feature still require the normal casting time and any expensive material components.

RUNESCRIBE RUNES

The runescribe can make use of these runes and their properties with their magic. Remember that you have a limit of runes to which you can attune based on your runescribe level.

SCROLL OF THE BRIAF RUNE

This parchment seems old and brittle in appearance but is thick and resilient to touch. The *brief* rune—the rune of letters—is written on both the front and back of the page. When you touch the scroll, the words of a favorite story quickly race through your mind. While attuned to this rune, you are overly careful about your word choices.

Simple Properties

Linguist: You can add your proficiency modifier (or double your proficiency modifier if you are already proficient) on Intelligence checks to decipher writing, forge documents, or other checks generally involving written language use

Tactile Reading: While attuned to this rune, you can read text by moving your fingers across the script, magically detecting the differences between the underlying material and the writing medium.

Words of Weakness: As an action, you read words off a page, conjuring them into existence and sending them at a creature within 30 feet. Make a ranged spell attack roll. If successful, the creature takes 1d8 acid damage, and you have resistance to the weapon damage of the first

weapon attack it makes against you on its next turn. This damage increases by 1d8 if you have access to the Aspirant properties of this rune and an additional 1d8 for the Expert and Master properties.

Initiate Properties

Letters of Enhancement: While attuned to this rune, you can expend a spell slot of 2nd-level or higher to cast *enhance ability*.

Word of Help or Harm: While attuned to this rune, you can expend a spell slot of 1st-level or higher to cast *dissonant whispers* or *healing word*.

Word of Warning: While attuned to this rune, you can cast *alarm* as a ritual.

Wordsmith: You can expend a 1st-level spell slot to cast *illusory script* or cast it as a ritual.

Wordworker: As an action, you can empower your mind with a bit of magic, causing you to read and write twice as quickly for 1 minute. This is considered a transmutation spell of 0th-level.

Aspirant Properties

Confuse Speech: You can use your action to target a creature within 60 feet and confuse their languages. The creature must make an Intelligence saving throw against your runescribe spell save DC or be unable to speak intelligibly for 1 minute. If it tries to cast a spell with verbal components, it must make an ability check using its spellcasting ability score against your runescribe spell save DC. After you use this property, you must finish a short or long rest before you can use it again.

Inky Brand: You can spend a short rest to inscribe this rune onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition gains a dark appearance, seemingly dripping with liquid, and deals acid damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Private Library: You can expend a spell slot of 4th-level or higher to cast *Mordenkainen's private sanctum*.

Distance Speaker: While attuned to this rune, you can expend a spell slot of 3rd-level or higher to cast *sending* or *speak with dead*.

Expert Properties

Letters of the Immaterial: You can expend a spell slot of 5th-level or higher to cast *creation* or *dream*.

Letters of Transit: You can expend a spell slot of 6th-level or higher to cast *forbiddance* or *word of recall*.

Master of Words: You can use your action to cast *comprehend languages* without expending a spell slot.

Master Properties

Letters of Power: You can expend a spell slot of 7th-level or higher to cast *symbol*.

Imprisoning Libram: You can expend a spell slot of 8th-level or higher to cast *maze*, trapping a creature in a story of your creation.

Word of Possibility: Using the power of stories, you alter reality to match what you tell. You can expend a spell slot of 9th-level to cast *wish*.

TOPAZ OF THE HIMIL RUNE

This pale translucent gemstone is triangular and small, about the size of an arrowhead. The *himil* rune—the rune of the sky—is formed by the crystalline webs that shimmer within the stone. When you hold this stone, your sense of smell briefly sharpens and breathing deepens. While attuned to this rune, you feel oxygenated and alert.

Simple Properties

Draft: When targeted by a ranged weapon attack, you can use your reaction to slow the projectile and gain resistance to that instance of damage.

Glare: As an action, you send a ray of sunlight at a creature within 30 feet as a ranged spell attack. If successful, the creature takes 1d6 radiant damage (2d6 if the creature is an aberration or undead) and has disadvantage on the next weapon attack roll it makes before the end of its next turn. This damage increases by 1d6 if you have access to the Aspirant properties of this rune and an additional 1d6 for the Expert and Master properties.

Lift: As an action, you can jump up to 20 feet in any direction, even straight up.

Prism: As an action, you can cause one object no larger than 10 feet to emit light of the color of your choice for up to 1 hour. It sheds bright light in a 20-foot radius and dim light for an

additional 20 feet. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

Alternatively, you can filter the color of an object so that the color of your choice does not appear as visible on the object for 1 hour, changing to a color of your choice (or black if you do not choose a color).

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

Initiate Properties

Blur the Eyes: While attuned to this rune, you can expend a spell slot of 2nd-level or higher to cast *blur*.

Clear Eyes: While attuned to this rune, you have resistance to radiant damage and advantage on saving throws to avoid the blinded condition or the effects of gaze attacks.

Rainbow Spray: While attuned to this rune, you can expend a spell slot of 1st-level or higher to cast *color spray* or *guiding bolt*.

Sun's Gaze: While attuned to this rune, you can use your action to emit light from your eyes, illuminating the area up to 60 feet in front of you until the beginning of your next turn. Alternatively, you can simply see as if you had darkvision out to 60 feet for 1 round.

Aspirant Properties

Blinding Strike: When you hit with a weapon attack, you can use a bonus action to expend a spell slot. The target takes 1d6 radiant damage per level of the spell slot expended. The target must also make a Constitution saving throw or be blinded by blazing light for up to 1 minute. A creature blinded by this property makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

See the Truth: While attuned to this rune, you have an advantage on saving throws made against visual illusions.

Skycaller: While attuned to this rune, you can expend a spell slot of 3rd-level or higher to cast *daylight* or *fly*.

Sun Brand: You can spend a short rest to inscribe this rune onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition gains a bright glow and deals radiant damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to

attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Expert Properties

Aerial Ally: By performing a 1-minute ritual, you summon an air elemental of challenge rating 5 or lower for up to 1 hour. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. This effect requires concentration.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

After you use this property, you cannot use it again until after you finish a long rest.

Cloudbringer: You can use your action to create a cloud as a 1st-level *fog cloud* spell.

Heaven's Sight: You can expend a spell slot of 5th-level or higher to cast *scrying*.

Skyfriend: You do not suffer disadvantage on weapon attack rolls due to long range.

Sun's Blaze: As an action, you can expend a spell slot of 6th-level or higher to cast *sunbeam*.

Master Properties

Fires of Heaven: You can expend a spell slot of 7th-level or higher to cast *delayed blast fireball*.

Light of Heaven: You can expend a spell slot of 8th-level or higher to cast *sunburst*.

Wrath of Heaven: You can expend a spell slot of 9th-level to cast *meteor swarm*.

HAFT OF THE ISARN RUNE

This straight iron shaft is about 2 feet long and hollow. Inside small engravings making up the *isarn* rune—the rune of iron—run in dark grooves along its length. When you first grip the haft, it first resists your pull before you feel a moment of great strength. When attuned to this rune, you like to have your hands occupied, especially with metal weapons.

Simple Properties

Isarn Blade: As an action, you can make a sweeping strike with a metal melee weapon you wield. Make a normal melee weapon attack against an adjacent target. In addition to the normal effects of the roll, the weapon also strikes a creature you can see within 5 feet of your target, dealing your Strength modifier in damage to it. The damage of this property to both creatures increases by 1d8 if you have access to the Aspirant properties of this rune and an additional 1d8 for the Expert and Master properties.

Repel Weapons: As an action, you can gain resistance to bludgeoning, piercing, and slashing damage made by weapons until the end of your next turn.

Weapon Repair: You can magically repair physical damage to metal weapons and armor. As long as the break or tear is no longer than 1 foot in any dimension, you mend it, leaving no trace of the former damage. You can repair in this way damage done to a magical item, but it does not restore magic to such objects. This process takes 1 minute.

Initiate Properties

Called Defenses: You can expend a spell slot of 1st-level or higher to cast *mage armor* or *shield*.

Called Weaponry: You can expend a spell slot of 2nd-level or higher to cast *cloud of daggers* or *spiritual weapon*.

Skill at Arms: While attuned to this rune, you have proficiency with all metal martial weapons.

Aspirant Properties

Extra Attack: You can attack twice instead of once whenever you take the Attack action on your turn.

Supreme Warrior: You gain resistance to your choice of bludgeoning, piercing, or slashing damage. You can change this damage type after you finish a long rest.

War Brand: You can spend a short rest to carve this rune onto an iron melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition shifts form slightly, changing its damage type to your choice of bludgeoning, piercing, or slashing damage instead of its normal type. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Weapons of Power: You can expend a spell slot of 3rd-level or higher to cast *elemental weapon* or *flame arrows*.

Expert Properties

Heavy Blows: You ignore a creature's resistance to bludgeoning, piercing, or slashing damage when you make weapon attacks.

Improved Critical: Your weapon attacks score a critical hit on a roll of 19 or 20.

Spectral Warrior: You can expend a spell slot of 5th-level or higher to cast *Bigby's hand* or *conjure volley*.

Spectral Blades: You can expend a spell slot of 6th-level or higher to cast *blade barrier*.

Master Properties

Supreme Blade: You can expend a spell slot of 7th-level or higher to cast *Mordenkainen's sword*.

Stunning Strike: You can expend a spell slot of 8th-level or higher to cast *power word stun*.

Supreme Judgment: You can expend a spell slot of 9th-level as an action to summon spectral avatars of war. Choose up to four different points you can see within 1 mile. At each point, a spectral avatar appears in a flurry of weapon strikes. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. A creature takes 15d6 bludgeoning damage, 15d6 piercing damage, and 15d6 slashing damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one avatar is affected only once.

STONE OF THE KLEP RUNE

This speckled rock is relatively long and thin, roughly 6 inches in length. The *klep* rune—the rune of the cliff—is formed by its spotted patterns. When you pick up this rock, you get a brief experience of vertigo as if you were high above the earth. While attuned to this rune, you stand tall and proud with impeccable posture.

Simple Properties

Crashing Stone: As an action, you hurl a mass of stone at a creature within 60 feet as a ranged spell attack that deals 1d8 bludgeoning damage. If successful, that creature must make a Strength saving throw. On a failed save, it falls prone. This damage increases by 1d8 if you have access to the Aspirant properties of this rune and an additional 1d8 for the Expert and Master properties.

Dirt Digger: As an action, you choose a portion of dirt or stone that you can see within 30 feet and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage.
- You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour.
- If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour.

You can have no more than two of these effects active at any time. You can end a current effect as an action.

Skilled Climber: While attuned to this rune, you can add your proficiency modifier (or double your proficiency modifier if you are already proficient) on Acrobatics and Athletics checks involving climbing, jumping, or falling. You also treat falling damage as if the fall were 10 feet shorter.

Initiate Properties

Cascading Blows: While attuned to this rune, if you are higher than your opponent when you make a melee weapon attack you can gain advantage on the attack roll. You can use this property only once per round.

Sheltering Cleft: While attuned to this rune, you can expend a spell slot of 1st-level or higher to cast *absorb elements* or *sanctuary*.

Rock Climber: While attuned to this rune, you can expend a spell slot of 2nd-level or higher to cast *shatter* or *spider climb*.

Aspirant Properties

Cliffcarver: While attuned to this rune, you can expend a spell slot of 4th-level or higher to cast *stone shape*.

Hiding Cleft: While attuned to this rune, you can expend a spell slot of 3rd-level or higher to cast *meld into stone* or *nondetection*.

Falling Brand: You can spend a short rest to inscribe this rune using water onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition gains the firmness and consistency of stone and ignores damage resistances and immunity to the kind of damage it deals. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Perfect Climber: While attuned to this rune, you have a climbing speed equal to your base walking speed.

Expert Properties

Cliffcaller: You can expend a spell slot of 5th-level or higher to cast *transmute rock* or *wall of stone*.

Cliffdiver: While attuned to this rune, you can use your reaction to slow yourself in the air and reduce falling damage by an amount equal to 5 times your level.

Earthen Ally: By performing a 1-minute ritual, you summon an earth elemental of challenge rating 5 or lower for up to 1 hour. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. This effect requires concentration.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

After you use this property, you cannot use it again until after you finish a long rest.

Terraform: You can expend a spell slot of 6th-level or higher to cast *flesh to stone* or *move earth*.

Master Properties

Efficient Climbing: You can expend a spell slot of 7th-level or higher to cast *reverse gravity*.

Earthen Cascade: You can expend a spell slot of 8th-level or higher to cast *earthquake*.

Arcane Cliff: You can expend a spell slot of 9th-level to cast *prismatic wall*.

SAPPHIRE OF THE MERL RUNE

This blue gemstone is about the size of one's palm and smells of fresh salt. The *meri* rune—the rune of the sea—is formed by the watery patterns that roil and rage on the sapphire's surface. When you hold this stone, it seems damp to the touch, although no water actually condenses on it. While attuned to this rune, you feel refreshed as if by cool air.

Simple Properties

Chilling Spray: As an action, you send a jet of icy water at a creature within 60 feet. That creature must make a Constitution saving throw. On a failed save, it takes 1d8 cold damage and has its speed reduced by 10 feet for 1 round. This damage increases by 1d8 if you have access to the Aspirant properties of this rune and an additional 1d8 for the Expert and Master properties.

Infuse Water: As an action, you choose an area of water that you can see within 30 feet and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

You can have no more than two of these effects active at any time. You can end a current effect as an action.

Resist the Sun: While attuned to this rune, you have resistance to fire damage.

Initiate Properties

Desiccating Spray: While attuned to this rune, you can expend a spell slot as an action and target a creature within 60 feet of you. A spray of salt pours out at the creature as a ranged spell attack. On a hit, the target takes 1d8 poison damage + 1d8 per level of the expended spell slot. Additionally, the target must make a Constitution saving throw. On a failure, it is poisoned for 1 round.

Sea Mastery: While attuned to this rune, you can use a spell slot to cast *create or destroy water*.

Sea Strider: While attuned to this rune, you can walk across water as if it were solid ground. You can dismiss or activate this effect as a bonus action. If activated while underwater, you are carried to the surface at a rate of 60 feet per round.

Aspirant Properties

Clear the Air: As an action, you can expend a spell slot of 3rd-level or higher to purify the air around you. For the next minute, non-hostile creatures (including yourself) within 30 feet of you can't become diseased or poisoned, have resistance to poison damage, and has advantage on saving throws to resist the following conditions: blinded, deafened, frightened, paralyzed, and stunned. This effect requires concentration.

Control the Sea: While attuned to this rune, you can expend a spell slot of 4th-level or higher to cast *control water*.

Invigorating Breath: While attuned to this rune, as an action you can touch an adjacent ally (including yourself) and grant temporary hit points equal to your Intelligence modifier. These temporary hit points are lost after 1 hour.

Salt Brand: You can spend a short rest to inscribe this rune using water onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition gains a white, grainy texture and deals poison damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Sea's Sustenance: While attuned to this rune, you no longer need food to survive. Drinking an additional gallon water per day takes care of all of your nutritional needs.

Expert Properties

Aqueous Ally: By performing a 1-minute ritual, you summon a water elemental of challenge rating 5 or lower for up to 1 hour. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions. This effect requires concentration.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it.

After you use this property, you cannot use it again until after you finish a long rest.

Aqueous Form: While attuned to this rune, you can use your action to become fluid. While in this state, you are immune to being grappled or restrained, and you can squeeze through any porous barrier. You cannot make weapon attacks or expend spell slots while in this form.

Cleansing Surge: As an action, you can expend a spell slot of 6th-level or higher to cast *heal*.

Whirlpool: As an action, you can expend a spell slot of 5th-level or higher to create a mass of 5-foot-deep water that swirls in a 30-foot radius centered on a point you can see within 120 feet for up to 1 minute. The point must be on the ground or in a body of water. Until the effect ends, that area is difficult terrain, and any creature that starts its turn there must succeed on a Strength saving throw or take 6d6 bludgeoning damage and be pulled 10 feet toward the center. This effect requires concentration.

Master Properties

Restore Life: You can expend a spell slot of 7th-level or higher to cast *resurrection*.

Horrid Desiccation: You can expend a spell slot of 8th-level or higher to draw the moisture from all creatures within a 30-foot cube centered on a point within 120 feet. Each creature in that area must make a Constitution saving throw. Constructs and undead aren't affected, and plants and water elementals make this saving throw with disadvantage. A creature takes 10d8 necrotic damage on a failed save, or half as much damage on a successful one.

Tempest: You can expend a spell slot of 9th-level to cast *storm of vengeance*.

ONYX OF THE SELA RUNE

This black stone is smooth and round, able to be held easily between two fingers. Swirling bands of white make up the lines of the *sela* rune—the rune of the soul. When you acquire this stone, you briefly feel as if you have left your body. While attuned to this rune, you feel connected to all living things.

Simple Properties

Intuitive: You can add your proficiency modifier (or double your proficiency modifier if you are already proficient) on Investigation and Insight checks.

Mending Soul: Whenever you take a short rest, you can use some of the magic of this rune to soothe you and your allies' wounds. When you finish a short rest, you and up to five allies can regain additional hit points equal to your Intelligence modifier.

Scar Soul: As an action, you make a ranged spell attack against an adjacent creature. If successful, the creature takes 1d6 psychic damage, and you have resistance to spell damage it

deals to you on your next turn. This damage increases by 1d6 if you have access to the Aspirant properties of this rune and an additional 1d6 for the Expert and Master properties.

Initiate Properties

Inspire: You can expend a spell slot of 1st-level or higher to cast *aid* or *heroism*.

Enforce Will: You can expend a spell slot of 2nd-level or higher to cast *enthrall* or *suggestion*.

Strong Soul: While attuned to this rune, you have resistance to psychic damage.

Aspirant Properties

Forceful Will: You can expend a spell slot of 4th-level or higher to cast *compulsion* or *dominate beast*.

Ghost Brand: You can spend a short rest to carve this rune onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition becomes translucent and deals force damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Manipulate Will: You can expend a spell slot of 3rd-level or higher to cast *beacon of hope* or *fear*.

Resilient Soul: While attuned to this rune, you have advantage on saving throws against the charmed and frightened conditions.

Expert Properties

Crush Soul: As an action, you can choose a creature you can see within 30 feet. If the target can see you, it must succeed on a Charisma saving throw against your archivist spell save DC or become incapacitated until the end of your next turn. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if the creature gains total cover from you, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, you can't use this feature again until you finish a short or long rest.

Iron Will: While attuned to this rune, you are considered proficient in Wisdom and Charisma saving throws.

Powerful Will: You can expend a spell slot of 5th-level or higher to cast *dominate person* or *geas*.

Soul Warding: You can expend a spell slot of 6th-level or higher to cast *guards and wards* or *magic jar*.

Master Properties

Ethereal Traveler: You can expend a spell slot of 7th-level or higher to cast *etherealness*.

Impassable Will: You can expend a spell slot of 8th-level or higher to cast *mind blank*.

Astral Traveler: You can expend a spell slot of 9th-level to cast *astral projection*.

BAG OF THE SUHT RUNE

This leather bag has only a few cubic inches of space, though it might be used for a few coins in a pinch. Odd stains and markings on its surface faintly spell out the *suht* rune—the rune of disease. When you pick up this bag, you feel a brief wave of nausea, but it quickly passes. When attuned to this rune, your skin feels clammy or feverish to others.

Simple Properties

Identify Ailments: You can add your proficiency modifier (or double your proficiency modifier if you are already proficient) on Medicine and Nature checks dealing with poisons or diseases. You can also cast *detect poison and disease* as a ritual.

Rot: As an action, you make a melee spell attack against an adjacent creature. If successful, the creature takes 1d10 necrotic damage and cannot regain health on its next turn. This damage increases by 1d10 if you have access to the Aspirant properties of this rune and an additional 1d10 for the Expert and Master properties.

Transfusion: As an action, expend a single Hit Die and touch an adjacent creature. That creature regains health equal to the amount you rolled.

Initiate Properties

Illnesses: You can expend a spell slot of 1st-level or higher to cast *hex* or *ray of sickness*.

Infections: You can expend a spell slot of 2nd-level or higher to cast *blindness / deafness* or *ray of enfeeblement*.

Reap Life: You gain temporary hit points equal to your Intelligence modifier + one—you're your runescribe level whenever you reduce a creature to 0 hit points. These hit points last for 1 hour.

Aspirant Properties

Ally of Ailments: While attuned to this rune, you are immune to diseases.

Noxious Fumes: You can expend a spell slot of 3rd-level or higher to cast *stinking cloud*.

Rotting Brand: You can spend a short rest to carve this rune onto a melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition gains a ghastly stench and deals necrotic damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Walking Waste: You can expend a spell slot of 4th-level or higher to cast *blight*.

Expert Properties

Grim Harvest: Necrotic damage you deal ignores a creature's resistances.

Killing Power: You can expend a spell slot of 6th-level or higher to cast *circle of death* or *harm*.

Miasma: You can expend a spell slot of 5th-level or higher to cast *cloudkill* or *contagion*.

Reek: Whenever you expend a spell slot to deal poison or necrotic damage, you emit a noxious cloud. Creatures within 10 feet of you take poison damage equal to half your runescribe level.

Master Properties

Killing Touch: You can expend a spell slot of 7th-level or higher to cast *finger of death*.

Poisonous Cloud: You can expend a spell slot of 8th-level or higher to cast *incendiary cloud*. The cloud deals poison damage instead of fire damage.

Deathbringer: You can expend a spell slot of 9th-level to cast *power word kill*.

TOTEM OF THE WALZ RUNE [GREENERY GROUP]

This cudgel-like branch is made of a heavy though unidentifiable wood. The *walz* rune—the rune of the woods—is formed by the twisting patterns found in its grain. When you hold this totem, your feet briefly feel heavy and rooted to the ground. While attuned to this rune, you feel deep vigor and strength.

Simple Properties

Totemic Strike: As an action, you can make a melee spell attack with your *walz* totem. This strike deals 1d8 + your spellcasting ability modifier bludgeoning damage. This damage increases by 1d8 if you have access to the Aspirant properties of this rune and an additional 1d8 for the Expert and Master properties.

Oaken Fortitude: While attuned to this rune, you have resistance to poison damage and advantage on saving throws made against effects that would move you from your position.

Vine Swing: As an action, you can choose a tree of suitable height and conjure magical vines to move you up to 30 feet through the air. You must choose a landing point within 30 feet of your starting location or you fall after this movement.

Opportunity attacks made against you in response to this movement have disadvantage.

Initiate Properties

Nature's Growth: While attuned to this rune, you can expend a spell slot of 1st-level or higher to cast *entangle* or *goodberry*.

Land's Vigor: While attuned to this rune, you can expend a spell slot and empower a number of allies within 30 feet equal to the level of the spell slot expended with primal energy. For 1 minute, affected allies have advantage on Constitution saving throws and death saving throws and regain the maximum hit points possible from any healing done. This effect requires concentration.

Forest Passage: While attuned to this rune, you can't be tracked except by magical means when passing through wilderness areas. You leave behind no physical tracks or other traces of your passage.

Thorn Strike: When you hit with a weapon attack, you can use a bonus action to expend a spell slot. The target must make a Dexterity saving throw or be restrained by a mass of thorny vines. While restrained by this property, the target takes 1d8 piercing damage per level of the spell slot expended at the start of each of its turns. A creature restrained by these vines can use its action to make a Strength check against your spell save DC. A Large or larger creature has advantage on this check. A success frees the creature.

Aspirant Properties

Land's Bounty: While attuned to this rune, you can expend a spell slot of 3rd-level or higher to cast *plant growth* or *speak with plants*.

Photosynthesis: While attuned to this rune, you can use sunlight to provide nourishment. If you take a short or long rest while exposed to sunlight for the duration, you gain temporary hit points equal to your runescribe level and do not require food for the day.

Thorn Brand: You can spend a short rest to carve this rune onto a wooden melee or ranged weapon or onto up to 20 pieces of ammunition. The weapon or ammunition grows small spikes and deals your choice of piercing or slashing damage instead of piercing, slashing, or bludgeoning damage. In addition, you can expend a spell slot while using this property to grant the weapon or ammunition a bonus to attack rolls and damage equal to the spell's slot level divided by three. These effects last for 24 hours or until you use this property again.

Thorn Explosion: As an action, you can expend a spell slot of 3rd-level or higher to send splinters of wood and thorns into an area. Choose a 20-ft. cube within 120 feet of your location. Each creature in that area must make a Dexterity saving throw or take 1d12 piercing damage per level of the spell slot expended. The ground in the area becomes littered with debris, forcing enemies to treat the area as difficult terrain and take 1d12 damage when moving into or within the area.

Expert Properties

Arboreal Ally: By performing a 1-minute ritual, you awaken a plant creature of challenge rating 5 or less to serve as your ally for up to 1 hour. The plant is friendly to you and your companions for the duration. Roll initiative for the plant, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the plant, it defends itself from hostile creatures but otherwise takes no actions. This effect requires concentration.

If your concentration is broken, the plant doesn't disappear. Instead, you lose control of the plant, it becomes hostile toward you and your companions, and it might attack. An uncontrolled plant can't be dismissed by you, and it becomes inert 1 hour after you summoned it.

After you use this property, you cannot use it again until after you finish a long rest.

Bark Barrier: While attuned to this rune, you can use your action to create a shell of magical wood. The next weapon attack made against you shatters the barrier but deals no damage.

Forest's Obstruction: As an action, you can expend a spell slot of 6th-level or higher to cast *wall of thorns*.

Tree Step: As an action, you gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 60 feet. Both trees must be living and at least the same

size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 30 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered.

You can use this transportation ability once per round. You must end each turn outside a tree.

Master Properties

Regrowth: You can expend a spell slot of 7th-level or higher to cast *regenerate*.

Earth's Wrath: You can expend a spell slot of 8th-level or higher to cast *earthquake*.

Primal Entrapment: You can expend a spell slot of 9th-level to cast *imprisonment*.

DIE OF THE WOLA RUNE

This small six-sided die is carved with six slightly altered symbols of the *wola* rune—the rune of good fortune—on each surface. When you pick up the die, you gain a brief feeling of either strong confidence or deep dread, though any reason for that feeling is unapparent. While attuned to this rune, you feel more active and are eager to face your future.

Simple Properties

Define Fate: As an action, you choose a creature within 30 feet. On your next turn, you gain advantage on your first weapon attack roll against that target.

Delay Fate: As an action, you can automatically stabilize a dying creature. As part of this action, you can expend a spell slot, granting them 1d8 hit points per level of the spell slot expended + 1d8 temporary hit points.

Stumble: As an action, you cause a creature to move awkwardly, causing it to hurt itself in its clumsiness. The creature must make a Dexterity saving throw. If it fails, the creature takes 1d6 bludgeoning damage and has vulnerability to the damage of this property on its next round. This damage increases by 1d6 if you have access to the Aspirant properties of this rune and an additional 1d6 for the Expert and Master properties.

Initiate Properties

Seek the Future: You can cast *augury* as a ritual.

Steady Mind: You have resistance to psychic damage and advantage on saving throws to avoid being frightened.

Strengthen / Weaken: You can expend a spell slot of 2nd-level or higher to cast *shatter* or *warding bond*.

Weal / Woe: You can expend a spell slot of 1st-level or higher to cast *bane* or *bless*.

Aspirant Properties

Cursewielder: You can expend a spell slot of 3rd-level or higher to cast *bestow curse* or *remove curse*.

Mishap: As an action, you can expend a spell slot to create a vortex of misfortune. Choose a point within 120 feet. Each creature in a 40-foot-radius must make a Dexterity saving throw or suffer an extreme stumbling fit, taking 1d8 bludgeoning damage per level of the spell slot expended and falling prone. A successful saving throw halves the damage and prevents the prone condition.

Ignore Misfortune: When you make a roll with disadvantage, you can reroll one of the dice. You must keep the new result, taking the lower of your two dice. After you use this property, you must finish a short rest or long before you can use it again.

Unlucky Strike: When you miss with a weapon attack, you can use a bonus action to expend a spell slot. The target takes 1d6 damage of the same kind as the weapon used per level of the spell slot expended. The target must also make a Charisma saving throw or be afflicted with misfortune for up to 1 minute. This curse causes the creature to have disadvantage on ability checks and saving throws of a random ability score. A creature affected by this property makes another Charisma saving throw at the end of each of its turns. On a successful save, it is no longer cursed.

Expert Properties

Controller of Fate: You can expend a spell slot of 6th-level or higher to cast *contingency*, *eyebite*, or *find the path*.

Prepared Communion: You can cast *commune* as a ritual spell.

Steady Luck: You can ignore a condition that inflicts disadvantage for a single roll. You choose to use this property before the roll is made. After you use this property, you must finish a short or long rest before you can use it again.

Master Properties

Meted Fate: You can expend a spell slot of 7th-level or higher to cast *prismatic spray*.

Great Confidence, Great Dread: You can expend a spell slot of 8th-level or higher to cast *antipathy / sympathy*.

Know Fate: You can expend a spell slot of 9th-level to cast *foresight*.