

PATH OF THE RUNECASTER

BY MICAH MULDOWNY

*A BARBARIAN PATH THAT TAPS INTO
THE ANCIENT POWER OF GIANT RUNES*



CREDIT

Writing & Game Design: Micah Muldowney
Layout & Graphic Design: Micah Muldowney
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ON THE COVER

The Årstad Stone, the only remaining monument to a long-lost giant city deep in Uthgardt territory abutting the spine of the world. Runecasters have come to study its secrets for centuries.

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ÞǪTŊ ǪF TŊE RŪNECǪHTER

In the wild north, many barbarians inhabit lands once ruled by the children of Annam All-Father. Whether it is through distant giantish heritage or the study of the remnants of ancient runes left in the ruins of giant cities, barbarians that follow the path of the runecaster learn to harness the power of magic runes to augment their own prowess and deepen the power of their rage.

RUNE MAGIC

Starting at the 3rd level you learn the basics of runecasting, allowing you to unlock the power contained within magical symbols and sigils. You learn 1 runes from the list below, which you keep on your person in the form of a runestone of your own crafting. You can attune to a rune that you know while taking a long rest. While attuned to a rune, you gain the passive benefits of the rune, and may invoke the active effects of the rune as described in the entry for each rune. If an ability related to one of your runes has a saving throw, the DC is 12. You may only be attuned to a single rune at a time.

If you lose a runestone, you may spend 8 hours crafting another one of the same rune.



Blood Rune: This rune's magic uncovers the unseen touch of kinship. While attuned to this rune, you innately sense if a creature that you meet has a close relationship (family, personal friendship, professional partnership, etc.) with any other creature that you have met in the last week.



As an action, trace the rune in blood on your forehead to invoke it. Choose a person that you know or have met. Until you the end of your next long rest, you know the direction and distance of the nearest creature that has information on that creature. You do not know their name or appearance or the nature of their relationship, but can always sense how far away they are in what direction.



Cloud Rune: The trickery and deceit of the Cloud Giants lives in this rune. While attuned to this rune you have advantage on deception and slight of hand checks.

This rune is invoked by entering a rage. While raging, creatures must make a perception check against you to make sure you are where they think you are the first time they attack each turn. On a failed roll, they make the attack against another creature of your choice within range, or the attack is wasted if there are no suitable targets.



DOD

Death Rune: This rune's magic hums with quiet menace. While attuned to this rune, you can innately tell how close any creature within 10 feet is to death, given in such general terms as full HP, nearly full HP, <75% HP, <50% HP, or <25% HP.

This rune is invoked by entering a rage. While raging, whenever you deal damage to a creature, its maximum HP is reduced by the same number, and it cannot regain HP or benefit from temporary HP until the end of your next turn.



WYRM

Dragon Rune: The awe and majesty of dragonkind emanates from this rune. You have advantage on Charisma checks while attuned to this rune.

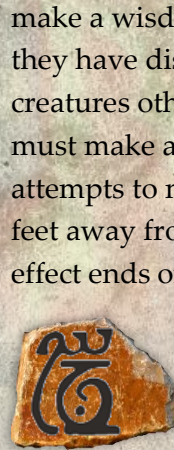
This rune is invoked by entering a rage. While raging, you have advantage against effects that would frighten or charm you and resistance to one type of damage of your choice that is related to a dragon breathe weapon.



UVEN

Enemy Rune: the magic of this rune increases the enmity of foes. While attuned to this rune, you have advantage on initiative rolls.

This rune is invoked by going into a rage. While raging, any time you hit a creature, they must



ILD

Fire Rune: The magic of this rune embodies the fierce purifying power of flames. While attuned to this rune, you gain resistance to fire damage.

This rune is invoked by taking action. For 1 minute, you glow like an ember with fervent heat, emitting dim light to a distance 10 feet. While in this state, your touch becomes incendiary, allowing you to light small flammable objects (like a torch) on fire, and dealing 1d10 damage to any creature that touches or hits you with a melee attack. The fire magic within you is also purifying. When you touch a creature, you can remove a curse or one of the following conditions they suffer from as an action: possessed, charmed, frightened, stunned, unconscious, and petrified. You can only use this ability once per target creature. After you have invoked this rune, you cannot do so again until after a short or long rest.



VENN

Friend Rune: Amity and goodwill emanate from this rune. While attuned to it, you can use the help action as a bonus action or reaction as well as an action.

You can invoke this rune while taking the help action. The beneficiary is then charmed by you for the next 10 minutes, unless it is damaged or otherwise harmed by you or your allies. You may not use this ability again until the end of your next short or long rest.



Frost Rune: This rune's magic is imbued with the hardness of the north. While you are attuned to this rune, you have advantage on survival checks and resistance to fire damage.

You may invoke this rune using an action. For one minute, the ground up to a range of 30 feet around you is covered in slick ice. Creatures that move more than 10 feet within the area in a turn must make a dexterity check, falling prone and take 2d8 cold damage on a failed save and sliding 5 feet in a random direction on a successful one. If they collide with another creature as they slide, both must make or repeat the dexterity check, experiencing the same effects.



Hill Rune: The magic of this rune shares in the enduring nature of the hills. While attuned to this rune, you have advantage on constitution saving rolls.

This rune is invoked by entering a rage. While raging, you automatically succeed in single kind of saving throw of your choice.



Journey Rune: The magic of this Rune evokes the romance of the road. While attuned to this rune, you have an additional 10 feet of movement.

This rune is invoked by entering a rage. While raging, you may use Misty Step as a bonus action on each turn. Otherwise, you can activate it outside of a rage once to use misty step, and cannot use it again until after the end of your next short or long rest.



King Rune: This rune is wreathed in an aura of power and authority. While attuned to this rune you gain an air of command that demands deference. You have advantage on persuasion and intimidation checks.

This rune is invoked by using an action to lay the Geas spell on a creature. You choose between the following penalties for violating the geas: 5d10 psychic damage, losing the ability to speak or see for 24 hours, automatically failing a specific type of save for 24 hours, losing a memory of your choice, losing the skill of your choice for a week, a form of temporary madness per the madness chart in the DMG or another appropriate effect allowed by your DM. You may not use this ability again until after you have finished a long rest.



Light Rune: The magic of this rune embodies the hope and joy brought only by light. While you are attuned to this rune, you have darkvision out to 120 feet and are resistant to radiant damage.

This rune is invoked by entering a rage. While raging magical darkness does not impede your sight. You radiate an aura of bright light for 10 feet. This light causes several effects:

- Creatures with darkvision must make a constitution save or become blinded until they leave area of effect.
- The light clings to creatures, even after they leave its glow. Invisible creatures are visible within the area and until the end of your next turn after they leave it.
- Creatures that are not in their true form make a Constitution saving throw when they enter the area or any time they start their turn there. On a failed save, they revert to their true form and cannot assume another form until they leave the area of the light.



Life Rune: This rune's magic fills those around it with a sense of peace and optimism. While you are attuned to this rune, you are immune to disease and poison.

You may invoke this rune as an action. You touch a willing creature, which can include

yourself. That creature may do one of the following:

- Roll any number of hit die they have remaining to regain HP.
- Remove one disease or condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.
- Give them advantage on constitution saves and checks for 1 minute.

You may invoke this ability once per short rest.



Mountain Rune: The magic of this rune seethes with the strength and majesty of the mountains. While you are attuned to it, you have advantage on strength checks and count as one size larger than you are for all effects.

This rune is invoked by entering a rage. While raging, critical hits against creatures stun them until the end of your next turn, and once per turn you can force a creature to make a strength saving throw when they are hit by you. On a failed save they are knocked prone.



Sacred Rune: The protection of the All-Father flows from this rune. While attuned to this rune, you cannot be frightened, charmed, or possessed by celestials, elementals, fey, fiends, or undead.

This rune is invoked by entering a rage. While raging, celestials, elementals, fey, fiends, and

undead attack you with disadvantage. Further, once per turn you may attempt to banish a creature of one of those types that you hit with an attack to its home plane. The creature must make a Wisdom save or be sent back to its plane of origin.



SKOLD

Shield Rune: This rune emanates a magical sense of security. While attuned to this Rune, you are immune to the frightened condition.

You invoke this rune when you enter a rage. While raging, you can receive no more than 10 damage from any single attack, spell, or other damaging event. You may use your bonus action to grant this ability to a creature within 30 feet. If you do so, you lose it until the beginning of your next turn.



STEIN

Stone Rune: This rune embodies the strength and constancy of stone. While you are attuned to it, you have advantage on any save against actions or effects that would move you against your will and the stonecunning trait.

You invoke this rune when you enter a rage. While raging, if you jump as part of your movement, you send a shock wave coursing through the ground for 20 feet. That area becomes difficult terrain until the end of your next turn. Each creature in the area that is concentrating other than you must succeed on a Constitution saving throw or their



UVAR

Storm Rune: The wisdom and foresight of the storm giants flows from the magic of this rune. While you are attuned to this rune, you cannot be surprised while you are conscious and gain the insight and perception skills if you do not have them already.

You invoke this rune when you enter a rage. While raging, any time you or a creature within 15 feet of you rolls a d20, you can use your reaction to have them roll a second d20. You choose which roll is used.



KRIG

War Rune: The fury or war rages within this rune. When you are attuned to it, you have one additional use of rage per long rest.

You invoke this rune when you enter a rage. While raging, you may use your bonus action to make an attack a number of times equal to your strength modifier.



VIND

Wind Rune: The blessing of the wind is infused in the magic of this rune. While attuned to it, you take no damage from falling.

You invoke this rune when you enter a rage. While raging, you gain a flying speed equal to your walking speed and can take the dash action as a bonus action. If you don't land at the end of your turn, you fall unless you have another means of staying aloft. Ranged weapon attacks against you are made with disadvantage.

LIVING RUNE

Your runic practice weaves the magic of your runes into your very being. Starting at the 6th level, you learn a new rune. Whenever you learn a new rune you may also replace one rune you already know with another rune. Whenever you are attuned to a rune, you can choose to increase one ability score of your choice by 2 or increase two ability scores of your choice by 1. Whenever you attune to a different rune, you can alter this choice, reducing the scores you previously increased and improving different scores.

EMPOWERED RUNE

Starting at the 10th level your long practice increases the raw power of your runecasting. You learn a new rune, and the DC for your rune abilities increases to 15.

MASTER ERLAZ

Starting at the 14th level you become a master of the art of runecasting. You learn an additional rune, and you are now able to attune to two runes at once, enjoying the passive benefits of both. You may still only invoke one rune at a time.

