

RUNE-SMITH



A Player Character Class for Labyrinth Lord

and other old school fantasy role-playing games

Written by: James M. Spahn

Art by: Joe J. Calkins



Labyrinth Lord
Compatible Product

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Requirements: CON 9, WIS 9
Prime Requisite: CON and WIS
Hit Dice: 1d6
Maximum Level: 12th

While most believe that dwarves are a race with an aversion to magic, this is a myth. Dwarves practice a unique kind of magic, called Runic Magic. The rare dwarf who takes up this path is known as the Rune-Smith. They carry a collection of personally crafted stones, typically made of polished rocks from the deep places of the world that are carried in a satchel of

handcrafted leather. By carving secret symbols on these stones each morning, they are able to weave unique enchantments connected to crafting, divination and the earth. By calling upon these enchanted stones, they are able to lend unique magical abilities to assist their adventuring companions.

Dwarven rune-smiths are proficient with all one-handed melee weapons and almost all ranged weapons. They can wear leather, chain and scale armor, but do not use shields. Because of their stature, they cannot use two-handed melee weapons or long bows. Like their more martial kindred rune-smiths can detect traps, false walls, hidden constructions, and sloping pages with a 2 in 6 chance (1-2 on 1d6). They have to choose to actively look for these things. They are also resilient and use saving throws as a dwarf of equal level, but have the Attack Values of a Cleric equal to their level. In addition, they have an infravision of 60'. They are able to speak common, dwarvish and their own alignment tongue as well as several languages of their many of their hated enemies. These languages include goblin, kobold and gnome. Finally, rune-smiths may be of any alignment, though chaotic is rare due to the disciplined nature of their profession.

Reaching 9th Level: When a rune-keeper reaches 9th level they are regarded as a master smith by their fellow dwarves. They may build a small underground keep where they will draw the service of 1d4+1 1st level dwarves to service as apprentices at their forge. As long as the forge is maintained by these apprentices and the rune-smith spends a reasonable amount of time guiding them, these apprentices will produce a single

magical item every three months. Typically, these magical items are weapons or armor, though at the Labyrinth Lord's discretion other items can be created in rare instances. These items are never more powerful than simple enchantments such as a *Battle Axe +1*, *Scale Mail +1*, or other basic magical items. The cost to produce each of these items, as well as housing and maintaining their apprentices costs the rune-smith 500gp per month. If the rune-smith is unable to afford this cost or if he treats his apprentices poorly, he loses this benefit and his followers abandon him.

Rune Magic: After resting for eight hours, at the start of each day a rune-smith spends one hour preparing his stones by carving secret, magical symbols into them. A rune-smith can carve a number of symbols per day determined by the Runes Known column of the character progression chart. He may carve the same rune more than once, if he so chooses. A rune-smith begins play knowing how to carve a single Simple Rune, though he will learn more as he increases in level. At 5th level the rune-smith has learned to carve Complex Runes and at 10th level, he can carve Exotic Runes.

Simple, complex, and exotic runes are carved with enchantments that mimic the effects of the spells listed below. When the rune-smith chooses, they may activate these carved stones as if casting a spell. The spells function as if they are cast by a character of equal level to the rune-smith and this action is not inhibited by armor. Once a rune-smith has used a rune for one of these magical effects, the rune vanishes. A rune-smith may care more than one of the same rune onto his stones, though only a single rune may be carved on each stone.

A powerful rune-smith may know a great many runes, but may only use a limited number of these each day. A rune-smith may not carve more runes beyond the limit determined by his character level, even if he has the available known runes.

Finally a rune-smith may not learn a

known rune of a power level he is unable to cast.

Example: The Rune-Smith Thraindan has just progressed from 6th to 7th level. At 6th level his Known Runes included *Cure Light Wounds*, *Knock*, *Resist Fire* (all Simple Runes) along with *Protection from Normal Missiles* and *Detect Lie* (both Complex Runes). Having achieved 7th level, he can now carve one additional Complex Rune each day and gains a new Rune Known. He cannot select an exotic rune, as he is not able to make use of this ability. He selects the Complex Rune of *Dispel Magic*.

Each day, after spending one hour carving his runes, he can carve four runes from his six Known Runes. Two must be Simple Runes and two must be Complex. He chooses to carve two *Cure Light Wounds* runes, one *Dispel Magic* rune and one *Protection from Normal Missiles* rune. He may use these runes to cast the selected magical effects as if he were a spell caster of 7th level.

If a rune-smith does not have their sacred stones, they may not use runic magic. In order to craft new stones, a rune-smith must spend one month of time consecrating the stones and stitching a new rune-satchel. This process requires dedication and they may not adventure during this time and the cost in materials for this process is 100gp per rune known. Each rune-smith's stones are unique to that individual and may not be used by another rune-smith.

Simple Runes: Arcane Lock, Bless, Cure Light Wounds, Hold Portal, Knock, Light, Locate Object, Protection from Evil, Resist Fire

Complex Runes: Continual Light, Detect Lie, Dispel Magic, Hold Person, Protection From Evil 10', Protection from Normal Missiles

Exotic Runes: Hold Monster, Passwall, Stone Tell, Wall of Stone



Rune-Smith Character Progression Chart:

Experience	Level	Hit Dice (1d6)	Runes Known	Simple Rune	Complex Rune	Exotic Rune
0	1	1	1	1	-	-
2187	2	2	2	1	-	-
4375	3	3	3	2	-	-
8751	4	4	3	2	-	-
17501	5	5	4	2	1	-
35001	6	6	5	2	1	-
70001	7	7	6	2	2	-
140001	8	8	6	2	2	-
280001	9	9	7	3	2	1
400001	10	+2 hp only*	8	3	2	1
540001	11	+4 hp only*	9	3	3	2
660001	12	+6 hp only*	10	3	3	2



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