

RUNEMASTER CLASS

By James Mishler with Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

JAMES MISHLER GAMES

RUNEMASTER CLASS

PUBLISHER: James Mishler

AUTHORS: James Mishler with Jodi Moran-Mishler

CARTOGRAPHY: James Mishler

ART: Dean Spencer

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Find out more information about products from James Mishler Games at jamesmishlergames.blogspot.com

You can also e-mail us at jamesmishler@gmail.com

Runemaster Class © 2021 James Mishler. All Rights Reserved.

For more information on Labyrinth Lord™ and related products or to join the Labyrinth Lord Society, please contact Goblinoid Games on the web at www.goblinoidgames.com. This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2021, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at www.goblinoidgames.com.

RUNEMASTERS

Dwarves and gnomes are adept at using magic to enchant armor, weapons, and other items, infusing them with magical power. While the golden age of runemaster power is long since passed, even today the dwarves and gnomes are known for their enchanting prowess.

Requirements: STR 12, CON 12, INT 12, WIS 12

Prime Requisite: None

Hit Dice: 1d6 (1d8 Advanced Option)

Maximum Level: Dwarf 10, Gnome 10

Fight As: Fighters; **Save As:** Fighters

Armor & Weapons: Runemasters may wear any armor and wield any weapons allowed based on their size.

Magic Items: Runemasters may use any magic item, even those otherwise limited to clerics, druids, illusionists, or magic-users, except for scrolls.

RUNEMASTER LEVEL PROGRESSION

EXP	Level	Hit Dice (1d6)	Rune Level				
			1	2	3	4	5
0	1	1	1	0	0	0	0
3,751	2	2	2	0	0	0	0
7,501	3	3	2	1	0	0	0
15,001	4	4	2	2	0	0	0
30,001	5	5	2	2	1	0	0
60,001	6	6	2	2	2	0	0
120,001	7	7	2	2	2	1	0
240,001	8	8	2	2	2	2	0
480,001	9	9	2	2	2	2	1
720,001	10	+2 hp only*	2	2	2	2	2

* Hit point modifiers from Constitution are ignored.

Runes: Runemasters learn runes much like magic-users learn spells, keeping their knowledge in a *book of runes* that only other runemasters can read (no need for *read magic*, and *read magic* is useless to magic-users, as they cannot learn runes).

A runemaster begins play knowing two 1st level runes, and automatically learn one new rune of their choice every level thereafter, of a level they may cast. They may also learn runes from other runemasters and by finding and learning them from ancient *books of runes*. Time and cost for learning ("mastering") a rune and inscribing it in one's *book of runes* is the same as for a magic-user to learn a spell of the same level.

The number of runes listed on the table is the number of runes the runemaster may cast per day. Runemasters do not memorize runes; they may cast any runes they have mastered, in any combination they choose,

based on the number of casting slots of that rune level. Runemasters do not gain bonus runes due to high Intelligence or Wisdom.

Runes must be *scribed* – written on flesh, stone, gems, metal, paper, or even drawn in the air – to be cast. Usually this is done with the index finger, the magically-drawn rune often glowing upon the surface or even in mid-air for the duration (though some runes are invisible, and *riven runes* must be chiseled or etched for permanency). Thus, as with other spell casting, the runemaster cannot move and must have at least one hand free to cast a rune.

Runestones: A runemaster may create a *runestone* for any rune he has mastered. A *runestone* is a way of storing the magical power of a rune to later be activated, similar to a scroll. The initial creation of a *runestone* requires one week per level of the *runestone*. A *runestone* can only be made from a gemstone – a 1st level rune requires a 100 gp gem; a 2nd level rune requires a 250 gp gem; a 3rd level rune requires a 500 gp gem; a 4th level rune requires a 750 gp gem; and a 5th level rune requires a 1,000 gp gem (these are minimums).

At the end of the time spent the *runestone* is charged with one use of the rune. Thereafter, the rune in the *runestone* may be used whenever needed, and may thereafter be re-charged by the *runemaster* by scribing the rune on the stone and expending a rune slot.

Runemasters may use *runestones* created and charged by other runemasters, but they may recharge a *runestone* only if they have mastered the rune therein.

Secondary Skills: At 1st level a runemaster may choose two of the following secondary skills (instead of choosing one): Armorer, Blacksmith, Coppersmith, Fireworks Maker, Glassblower, Goldsmith, Jeweler, Lapidary, Mason, Miner, Papermaker, Potter, Sculptor, Silversmith, Tinsmith, and Weaponsmith. The runemaster may choose additional secondary skills at 2nd, 4th, 6th, 8th, and 10th level.

Wizardry versus Sorcery: Most of the ways runes are used are based in wizardry (Lawful/Good magic); some uses are based in sorcery (Chaotic/Evil magic), and when used in such a way are known as “Chaos Runes.” Underlined runes are sorcery. Usually only Duergar and other evil dwarves wield sorcery.

A runemaster may cast a mastered rune in any of the ways possible under the description of the rune; *mastery* of a rune is distinct from *how the rune is used*.

RUNES

LEVEL 1

1. Courage Rune (Fear Rune)
2. Earth Rune (Shatter Rune)
3. Enchant Armor I
4. Enchant Weapon I
5. Light Rune (Darkness Rune)
6. Luck Rune (Unlucky Rune)
7. Message Rune (Charming Rune)
8. Rune of Protection (Hex Rune)

LEVEL 2

1. Enchant Armor II
2. Enchant Weapon II
3. Healing Rune (Harming Rune)
4. Fire Rune (Burning Rune)
5. Find Trap Rune (Hide Trap Rune)
6. Rune of Keys and Locks
7. Rune of Might (Rune of Enfeeblement)
8. Rune of Return

LEVEL 3

1. Air Rune (Storm Rune)
2. Continual Light Rune (Continual Darkness Rune)
3. Enchant Armor III
4. Enchant Weapon III
5. Rune of Disenchantment
6. Rune of Warding

LEVEL 4

1. Curse-Breaker Rune (Curse Rune)
2. Enchant Armor IV
3. Enchant Weapon IV
4. Rune of Creation (Rune of Destruction)
5. Rune of Law (Rune of Chaos)
6. Water Rune (Drowning Rune)

LEVEL 5

1. Enchant Armor V
2. Enchant Weapon V
3. Riven Rune (Spirit Rune)
4. Rune of Hope (Rune of Doom)
5. Rune of Life (Rune of Death)
6. Runes of Power

LEVEL 1

Courage Rune (*Fear Rune*)

Duration: 6 turns per level (Special)

Range: Touch (10')

This rune must be scribed on the forehead of the target, who then gains a +1 bonus per level of the runemaster to save against all *fear* effects; if cast on someone currently subject to *fear*, they gain another immediate saving throw with the bonus.

Fear Rune: The reverse of the *courage rune*, the *fear rune* must be scribed in the air within 10 feet of the target. The target then must make a saving throw versus Spells, with a penalty equal to the level of the caster, or be subject to *fear* for a number of units of time equal to the runemaster's level (see *Appendix F: Fear*).

Earth Rune (*Shatter Rune*)

Duration: 1 minute per level

Range: 10' per level

When this rune is scribed upon an earth, stone, or rock surface, the runemaster may then manipulate that earth, stone, or rock into various shapes. The runemaster can affect a 5' x 5' x 5' area (125 cubic feet) of earth, stone, or rock per level. This can be used to create a hole in a wall; cause a boulder to sprout legs and walk out of the way; dig a pit; create a statue; separate out gems and precious metals; and so forth.

This manipulation does not *destroy* or cause the *collapse* of any stone or rock dependent on the manipulated area for load-bearing. When the duration ends the material remains in its new form, though earth can quickly be worn down depending on the form taken.

Shatter Rune: The reverse of the *earth rune*, the *shatter rune* destroys earth, stone, and rock, in a similar amount as per the *earth rune*. Earth destroyed in this way will never again be fertile, and remains barren thereafter (for example, an area of topsoil 10' x 25' x 6" deep or a circle ~18' in diameter and 6" deep). Stone and rock are reduced to gravel and dust, and any precious metals or gems within are destroyed and rendered valueless.

Enchant Armor I

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a suit of armor or shield, and the armor or shield gains a magical +1 bonus to AC for the duration. This rune cannot be scribed upon any armor or shield that already has a magical bonus.

Enchant Weapon I

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a weapon, and the weapon gains a magical +1 bonus to hit and to damage for the duration. This rune affects up to 20 arrows in a quiver or 10 crossbow quarrels in a case. This rune cannot be scribed upon a weapon that already has a magical bonus. Note that a *magical arrow +1* shot from a *magical bow +1* only counts as a +1 weapon to affect monsters only struck by magical weapons, though together they provide a +2 bonus to hit and damage.

Light Rune (Darkness Rune)

Duration: 12 turns plus 6 turns per level

Range: 60'

When this rune is scribed upon a gem worth no less than 10 gp, the gem provides light in a 15' radius. The light is equivalent to torch light. The gem and thus the effect can be moved. The rune can also be scribed in mid-air; if so, it does *not* move, and remains stationary.

In either case the gem or the rune can be enclosed in an object (such as a helmet or lantern) that, if closed, keeps the light from spreading any further than within the object. However, any solid object placed where the mid-air rune hovers glows and shed the light like normal.

Darkness Rune: The reverse of the *light rune*, the *darkness rune* instead creates an area of darkness, in which no light can function, and in which even infravision is useless. The runemaster who cast the rune *can* see in this darkness.

If the area of a *darkness rune* and *light rune* intersect, roll d10 and add the level of the runemaster who cast the rune to each roll; whichever roll is lowest loses, the rune is broken, and the light or darkness extinguished.

Luck Rune (Unlucky Rune)

Duration: 1 day per level (until *dispelled*)

Range: Touch

The *luck rune* must be scribed upon a gem worth no less than 10 gp, which may include a gemstone set in jewelry, creating a temporary *luck stone*. Whoever then holds, carries, or wears the *luck stone* gains a +1 bonus to hit, to damage, and to saving throws (and if an NPC, a +1 bonus to Morale).

Unlucky Rune: The reverse of the *luck rune*, the *unlucky rune* instead causes the bearer of the *unlucky stone* to suffer a -1 penalty to hit, to damage, and to saving throws (and if an NPC, a -1 penalty to Morale). Once an *unlucky stone*

has been touched, it cannot be given away or gotten rid of in any way save through the casting of a *dispel magic*, *remove curse*, or similar spell. This does not apply to the original caster, who is unaffected by the *unlucky stone* and can take it away from the victim and give it to whomever they wish.

Note: An individual cannot benefit from more than one *luck stone* and one *talisman of protection* (q.v.) at a time (the bonuses to saving throws combine to a +2 bonus). However, they can be burdened by as many *unlucky stones* and *hexed talismans* as they are unfortunate to bear!

Message Rune (*Charming Rune*)

Duration: Until delivered

Range: Touch

With the scribing of a series of invisible runes upon a wall, door, or other solid object, the runemaster may embed a spoken message of up to one round in length per level.

When scribed, the runemaster sets the conditions under which the *message rune* is to be activated; it can be any combination of race, class, events, etc., even limiting the activation to a particular person. The event setting off the message must occur within 10' of the rune per level of the runemaster. All beings who fit the description when the message is set off hear the message in their head, or, if the runemaster wishes, it can be delivered audibly to all within 60' of the rune. Once the message is delivered, the *message rune* fades away.

Charming Rune: The *charming rune* is a Chaos Rune based on the *message rune*. When delivered, under the same circumstances as above, though only silently and to a single target, the target must make a saving throw versus Spells; if the target fails, the message acts as per a *suggestion* spell.

Rune of Protection (*Hex Rune*)

Duration: 1 day per level (until dispelled)

Range: Touch

The *rune of protection* must be scribed upon a stone, gem, piece of jewelry, weapon, or suit of armor, creating a temporary *talisman of protection*. Whoever then holds, carries, or wears the *talisman of protection* gains a +1 bonus to AC and to saving throws. The bearer of the *talisman of protection* also cannot be touched by *summoned* creatures, as per the effects of the *protection from evil spell*. If the *summoning* protection is broken by the bearer the rune fades and loses all power.

Hex Rune: The *hex rune* creates a *hexed talisman* instead of a *talisman of protection*; the *hexed talisman* causes the bearer to suffer a -1 penalty to AC and to saving throws. Instead of keeping *summoned* creatures at a distance from the bearer, however, the *hexed talisman* **draws** monsters to the bearer of

the object – increase the chance of encountering wandering monsters when so checked by 1 point on the die.

Once a *hexed talisman* has been touched, it cannot be given away or gotten rid of in any way save through the casting of a *dispel magic*, *remove curse*, or similar spell. This does not apply to the original caster, who is unaffected by the *hexed talisman* and can take it away from the victim and give it to whomever they wish.

LEVEL 2

Enchant Armor II

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a suit of armor or shield, and the armor or shield gains a magical +2 bonus to AC for the duration. This rune cannot be scribed upon any armor or shield that already has a magical bonus.

Enchant Weapon II

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a weapon, and the weapon gains a magical +2 bonus to hit and to damage for the duration. This rune affects up to 20 arrows in a quiver or 10 crossbow quarrels in a case. This rune cannot be scribed upon a weapon that already has a magical bonus. Note that a *magical arrow* +2 shot from a *magical bow* +1 only counts as a +2 weapon to affect monsters only struck by magical weapons, though together they provide a +3 bonus to hit and damage.

***Healing Rune* (*Harming Rune*)**

Duration: Permanent

Range: Touch

When the runemaster scribes the *healing rune* upon a living being or construct, the creature is cured or repaired 1d6+1 points of damage (1d8+1 points of damage Advanced Option). The target cannot gain more hit points than its maximum hit points in this fashion. The rune can instead cure paralysis, though if used in this way does not also cure damage.

Harming Rune: The *harming rune* is scribed in mid-air; upon completion, black lightning shoots forth from the rune to strike a designated target within 10' per runemaster level. The target suffers 1d6+1 points of damage (1d8+1 points of damage Advanced Option). The target may make a saving throw versus Spells to avoid all damage.

The *harming rune* may also be scribed upon a stone, then set down or thrown. The rune maintains its power in this form until it is picked up or otherwise touched by a living being or construct, in which case the *harming rune* is activated and the being suffers damage as above, with no saving throw to avoid. The stone then crumbles to dust.

The damage caused by a *harming rune* may be used to repair damage suffered by undead creatures.

Fire Rune (*Burning Rune*)

Duration: Special

Range: 60'

The *fire rune* is usually drawn in midair. It can be used, first, to cause one item or pile of combustible material within range, up to and including a bonfire, to burst into flames; it can also be used to "take control" of an existing fire. Under normal circumstances, the fire burns as normal, based on the quality and quantity of the material. The runemaster may then cause it to burn half as bright for twice as long, or twice as bright for half as long.

Candles have a 5' light radius (1 hour); torches (1 hour) and lanterns (4 hours) have a 30' light radius; campfires (4 hours) and forge fires (6 hours) have a 45' light radius; and a typical bonfire (8 hours) has a 60' light radius.

The runemaster may use that fire source, at any point in time provided the fire still burns from the *same* materials, to cause **one** of the following effects, any one of which consumes all the remaining burnable material and causes the fire to go out at the end of its effect:

Blinding Light: The fire bursts in bright and dazzling light, causing all who can see the fire and are within the radius of the fire's light to become blinded for 1d4 rounds; they may make a saving throw versus Spells to avoid the blinding effect. For example, a torch with a 30' radius of light bursts into dazzling light; everyone within 30' who can see the torch must save or be blinded.

Smoke Cloud: The fire sputters, smolders, and hisses, then gives off thick smoke of such quantity that it fills an area equal to double the light radius of the fire with choking, opaque smoke. During this time, the fire gives off only half the normal light and anyone within the cloud of smoke suffers a -2 penalty to hit due to the smoke and sputtering light. This effect lasts for 1 round per level of the runemaster, then the fire goes out and the smoke clears away.

Sparks and Cinders: The fire source bursts into sparks and cinders, showering all within the light radius and dealing 1d4 points of fire damage. A successful saving throw versus Spells avoids all damage; failure with a Natural 1 means that anything they are wearing or carrying that can burn catches fire. The fire goes out immediately thereafter.

Special: The runemaster may have a specially-prepared set of rocket-shaped parchment tubes, with fuses and special materials to add colors and shapes, and a stick to set it in the ground, each *firework* costing 1 to 20 gp depending on desired complexity. The runemaster may cast as many of these tubes in the fire as she wishes, up to one per 5' radius of light given off by the fire source. Each tube absorbs anywhere from 5' radius to as much as the full radius of the fire's light, as desired. A torch has a 30' radius, so provides up to six tubes each of 5' radius, two of 15' radius, or one of 30' radius. Fireworks are warm to the touch.

Anyone can then launch the firework simply by lighting the fuse with a flame. The lit firework launches after 1 round, then explodes in the air 120' up, plus the burst radius, with a burst radius double the light radius absorbed (10' for 5', 20' for 10', etc.) The firework does no damage, but can be used to signal allies, especially if a system of colors and symbols has been developed. The fireworks remain effective until used, but are very sensitive to flame. If an open fire is within 5', there is a 1% chance per foot of light radius of the fire that the firework is set off.

Burning Rune: The runemaster scribes the *burning rune* in the air above her hand, then throws the rune at a target within 60'. If the target fails a saving throw versus Spells, the rune hits them and burns them for 1 round per level plus 1d4 rounds, dealing 1d4 points of magical fire damage each round. Every round the target burns they suffer a -2 penalty to hit and to AC due to the searing pain, and cannot cast spells or runes due to loss of concentration.

The target or an ally can try to "put out" the *burning rune* by drenching it in water (at least a waterskin's worth), or by jumping in water, each round of such application giving the victim another saving throw versus Spells. Otherwise, nothing else can put out the rune, save *dispel magic* and like effects.

If the rune runs its course, the victim is forever scarred by a brand in the shape of the *burning rune*, and suffers 1d4 points of damage on the anniversary of suffering the effect.

Find Trap Rune (Hide Trap Rune)

Duration: 2 turns + 1 turn per level (Special)

Range: 30' (10')

The *find trap rune* is scribed in the air before the runemaster, and remains floating in the air, moving with her, throughout the duration of the spell. Whenever a trap, magical or mechanical, is within 30', the rune flashes blue (if magical) or red (if mechanical), and a ray of light shoots from the rune to the trap, outlining it in the appropriate color.

The rune can then be ordered to go check out the trap and return with a report on its nature. This requires 1d10 rounds of study, and the runemaster must make a saving throw versus Spells; success indicates the rune has interpreted

the trap correctly and reports back, otherwise it lets the runemaster know it is stumped.

If a trap has been properly understood, the rune can then be sent to remove the trap, requiring 1d10 rounds. The rune has the same chance of doing so as a thief of the same level as the runemaster, with a bonus equal to the Wisdom score of the runemaster. Succeed or fail, after so doing, the rune fades and the effect ends.

Hide Trap Rune: The *hide trap rune* does exactly that – hides the targeted trap from all forms of detection, magical or otherwise, including the find traps ability of thieves, until the trap is sprung; then the rune fades and the effect ends.

Rune of Keys and Locks

Duration: Special

Range: 60'

The *rune of keys and locks* is scribed in the air before the caster, and remains floating in the air, moving with her, throughout the duration of the spell. The rune can also be scribed on a gemstone of no less than 25 gp value, whether alone or in a piece of jewelry, creating a *gem of keys and locks*, making the effect transferable to whomever holds or wears the stone. The *rune of keys and locks* has 1 charge per level of the runemaster plus 1d4 charges when first scribed.

A *rune of keys and locks* scribed in the air can be directed to open or lock any stuck, barred, locked, or magically *held* or *arcane locked* door, window, box, chest, or like portal within 60', as per the *knock* spell. Each portal thusly opened remains unlocked and does not become stuck or re-locked on its own. Each such use expends 1 charge. The rune can also be used to open a portcullis or large barred gate at a cost of 2 charges.

The *rune of keys and locks* can also be used to close and lock any portal it can be used to open, costing 1 charge; similarly, a portcullis or large barred gate costs 2 charges to close and lock or bar. The portal can also at the same time be *held*, as per the *hold portal* spell, for an additional charge at the time it is closed and locked or barred, or permanently magically locked as per an *arcane lock* spell for an additional 2 charges.

A *gem of keys and locks* is similarly charged, but must be touched to the portal for the portal to be opened or closed for the effect to work. Once all charges have been used the rune fades.

Rune of Might (Rune of Enfeeblement)

Duration: 12 turns + 1d6 turns per level (until dispelled)

Range: Touch (60')

The *rune of might* may be scribed on a person, making it non-transferable, or on a gemstone of no less than 25 gp value, whether alone or in a piece of jewelry, making the effect transferable to whomever holds or wears the stone.

The *rune of might* or *gem of might* grants the subject an 18 Strength and other effects as though wearing *gauntlets of ogre power*. Whatever the color of the *gem of might*, it glows a bright silvery-gold while it is active, shedding light like a candle (5' radius).

Rune of Enfeeblement: The runemaster can either scribe the *rune of enfeeblement* upon a gem, as above, creating a *gem of enfeeblement*, or may scribe the *burning rune* in the air above her hand, then throw the rune at a target within 60'. If the target fail a saving throw versus Spells their Strength score is reduced to 3 during the duration of the rune. While so affected they can only move at 30' (10'), and any level of encumbrance whatsoever renders them immobile.

If the *rune of enfeeblement* is scribed on a gem or piece of jewelry, whomever first touches the *gem of enfeeblement* (other than the runemaster) is affected with *no saving throw!* In fact, when the victim first touches the gem, they must make a saving throw versus Spells or fall to the ground, mewling like a kitten and unable to act for one round per runemaster level.

Once a *gem of enfeeblement* has been touched, it cannot be given away or gotten rid of in any way save through the casting of a *dispel magic*, *remove curse*, or similar spell. This does not apply to the original caster, who is unaffected by the *gem of enfeeblement* and can take it away from the victim and give it to whomever they wish.

Whatever the color of the *gem of enfeeblement*, it glows a sickly lurid green once it is activated, shedding light like a candle (5' radius).

Rune of Return

Duration: 12 turns + 6 turns per level

Range: Touch

The *rune of return* must be scribed on a throwing weapon, such as a dagger, dart, hammer, axe, javelin, or spear. Thereafter, whenever the weapon is thrown, it returns back to the hand of the thrower at the end of the round, whether the attack hit or missed.

If someone tries to grab the weapon to keep it from returning they must make a saving throw versus Spells; the save is at a penalty of -2 if they are of lower level than the runemaster, at a bonus of +2 if they are of a higher level. They must continue to save each round they wish to hold on to the weapon, for its natural inclination will be to return to the hand of the thrower.

The rune works for whomever throws the weapon, and only transfers to someone else if the weapon is handed over to them purposefully and without coercion.

LEVEL 3

Air Rune (Storm Rune)

Duration: Special

Range: Touch

The *air rune* is scribed in the air before the caster, and remains floating in the air, moving with her, throughout the duration of the spell. The rune can also be scribed on a gemstone of no less than 50 gp value, whether alone or in a piece of jewelry, creating an *air gem*, making the effect transferrable to whomever holds or wears the stone.

The *air rune* has 1 charge per level of the runemaster plus 1d4 charges when first scribed. The *air rune* can be used to perform the following spell effects by expending charges: *divine weather* (1 charge), *fly* (3 charges), *gust of wind* (3 charges), *levitate* (2 charges), and *obscuring mist* (2 charges). All spells are cast at the runemaster's level.

Special: 1 charge can be expended into a minor *toy or sculpture* no larger than 2' x 2' x 2'; this grants the toy or sculpture the permanent ability to move on its own volition, up to 30' (10'). For 2 charges a bird-like toy or sculpture can be permanently enchanted to fly at a rate of 60' (20'). The toy or sculpture has no attacks, is AC 9, and has 1d3 hit points.

Storm Rune: The storm rune works in all ways as an *air rune*, but also allows the bearer to cast the additional spells: *call lightning* (3 charges), *fog cloud* (2 charges), *stinking cloud* (2 charges), and *wall of vapor* (1 charge).

DANGER OF THE AIR/STORM RUNE: The *air/storm rune* grants great power, but there comes with it great danger, as air and storm are difficult for dwarves and gnomes to control. Should the runemaster or wielder ever fail a saving throw with a Natural 1 while using or wielding the *air/storm rune*, or if a target of a *storm rune* spell ever makes a saving throw with a Natural 20, the runemaster or wielder loses control of the rune.

First, the *air/storm rune* explodes in a terrible burst of winds, equivalent to the *whirlwind* attack of a djinni for a number of rounds equal to the remaining number of charges. The whirlwind moves randomly, but starts centered on the runemaster or wielder of the *air/storm gem*.

Second, if any *storm rune* abilities have been evoked from the rune or gem, the whirlwind also shoots out one lightning bolt per round, as per *call lightning*, at a random target within range – favoring anyone wearing metal armor!

Continual Light Rune (Continual Darkness Rune)

Duration: Permanent

Range: Touch

When this rune is scribed upon a gem worth no less than 50 gp, the gem provides light in a 30' radius. The light is equivalent to daylight, and causes discomfort, but not damage, to creatures that are affected by sunlight. The runemaster may set the color of the light, either a pure whitish-gold as o the sun or whatever color the gem naturally exhibits (garnet red, blue-green zircon, rosy quartz, etc.) The gem and thus the effect can be moved.

The gem can be enclosed in an object (such as a helmet or lantern) that, if closed, keeps the light from spreading any further than within the object.

The continual light rune is permanent unless *dispelled*.

Continual Darkness Rune: The reverse of the *continual light rune*, the *continual darkness rune* instead creates an area of darkness, in which no light can function, and in which even infravision is useless. The runemaster who cast the rune *can see* in this darkness.

If the area of a *continual darkness rune* and *continual light rune* intersect, roll d10 and add the level of the runemaster who cast the rune to each roll; whichever roll is lowest loses, the power of the rune is subdued, and the light or darkness fails until removed from the area of effect of the other rune and 1d6 rounds thereafter.

Enchant Armor III

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a suit of armor or shield, and the armor or shield gains a magical +3 bonus to AC for the duration. This rune cannot be scribed upon any armor or shield that already has a magical bonus.

Enchant Weapon III

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a weapon, and the weapon gains a magical +3 bonus to hit and to damage for the duration. This rune affects up to 20 arrows in a quiver or 10 crossbow quarrels in a case. This rune cannot be scribed upon a weapon that already has a magical bonus. Note that a *magical arrow* +3 shot from a *magical bow* +2 only counts as a +3 weapon to affect monsters only struck by magical weapons, though together they provide a +5 bonus to hit and damage.

Rune of Disenchantment

Duration: Permanent

Range: Touch

The *rune of disenchantment* must be scribed upon the person, place, or thing which is affected by the spell or spells to be disenchanting/dispelled. The *rune of disenchantment* affects all ongoing spells and spell effects (though not permanent enchantments) that are currently affecting the target. If the caster of the spell or spells is of lower level than the runemaster, the spell(s) and their effect(s) end instantly. If the caster was of a higher level than the runemaster, the rune has a 5% chance per level difference of failing; this is checked for each spell and spell-effect individually.

Once all spells and/or spell effects have been dispelled or the rune has failed, the rune fades away.

Rune of Warding

Duration: Special

Range: Touch

This series of potent runes is scribed upon a surface – a door, chest, book, or any other item that can be opened or manipulated/moved. The *runes of warding* are quite visible, and anyone seeing them who can read Common, Dwarvish, or Gnomish can read "DANGER! – GO NO FURTHER!" or some similar, appropriate short message.

Any being who comes within one foot of the runes is given a loud, stern, verbal warning in Common, Dwarvish, and Gnomish "STOP NOW, AS YOU VALUE YOUR LIFE!" or some similar, appropriate short message.

If they persist and touch the item, the *runes of warding* glow and explode, causing one of the following effects as set by the runemaster when the rune is scribed:

Cold: All beings within 20' of the runes suffer 6d4+6 points of cold damage with no saving throw.

Fire: All beings within 20' of the runes suffer 6d4+6 points of fire damage with no saving throw.

Lightning: All beings within 20' of the runes suffer 6d4+6 points of lightning damage with no saving throw.

Poison: All beings within 20' of the runes suffer 6d4+6 points of poison damage with no saving throw.

Sleep: All beings within 20' of 4+1 HD or less fall asleep, as per the sleep spell. All beings between 4+2 and 8 HD must make a saving throw versus Spells or also

fall asleep. Constructs, undead, and living beings of 8+1 HD or more are unaffected.

Once the *rune of warding* has been activated it fades.

LEVEL 4

Curse-Breaker Rune (*Curse Rune*)

Duration: Special (until *dispelled*)

Range: Touch

This rune must be scribed upon the person, place, or thing which is affected by the *curse(s)* that is/are to be broken. The *curse-breaker rune* affects all ongoing *curse*s that are currently affecting the target. If the caster of the *curse* is of lower level than the runemaster, the *curse* and its effect(s) end instantly. If the caster was of a higher level than the runemaster, the rune has a 5% chance per level difference of failing; this is checked for each *curse* individually.

Once all *curse*s have been removed or the *curse-breaker rune* has failed, the rune fades away.

Curse Rune: The runemaster can scribe the *curse rune* upon a gem, of no less than 100 gp value, creating a *cursed gem*, or may scribe the *curse rune* in the air above her hand, then throw the rune at a target within 60'.

If the *curse rune* is thrown, and the target fail a saving throw versus Spells, the rune manifests invisibly on their forehead and they are *cursed*, as per the *bestow curse* spell. While the *curse rune* is invisible to others, any runemaster can see the *curse rune* and instantly knows what the *curse* affecting the target is and why they were *cursed* (according to the point of view of the runemaster who *cursed* them).

If the *curse rune* is scribed on a gem or piece of jewelry, whomever first touches the *cursed gem* (other than the runemaster) is affected with *no saving throw!* Once a *cursed gem* has been touched, it cannot be given away or gotten rid of in any way save through the casting of a *remove curse* or similar spell. This does not apply to the original caster, who is unaffected by the *cursed gem* and can take it away from the victim and give it to whomever they wish.

Enchant Armor IV

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a suit of armor or shield, and the armor or shield gains a magical +4 bonus to AC for the duration. This rune cannot be scribed upon any armor or shield that already has a magical bonus.

Enchant Weapon IV

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a weapon, and the weapon gains a magical +4 bonus to hit and to damage for the duration. This rune affects up to 20 arrows in a quiver or 10 crossbow quarrels in a case. This rune cannot be scribed upon a weapon that already has a magical bonus. Note that a *magical arrow* +3 shot from a *magical bow* +4 only counts as a +4 weapon to affect monsters only struck by magical weapons, though together they provide a +7 bonus to hit and damage.

Rune of Creation (*Rune of Destruction*)

Duration: Special

Range: Touch (60')

A *rune of creation* allows the runemaster to create a duplicate of any single non-magical, non-living item, by scribing the *rune of creation* on the item. The item then splits into two over the subsequent 1d3 rounds, until two such items stand before the runemaster, the original and the copy. The copy has, somewhere upon it, a visible and indelible rendition of the *rune of creation*, setting it apart from the original.

The value of the item created by a 7th-level runemaster can be no greater than 100 gp. This increases to 250 gp at 8th-level, 500 gp at 9th-level, and 1,000 gp at 10th-level. The item is permanent until *dispelled*. The original item cannot be copied again using a *rune of creation* while a copy already exists.

Rune of Destruction: The runemaster may scribe the *rune of destruction* upon the item to be affected or may scribe it in the air above her hand, then throw the rune at a target within 60'. The runemaster may hold the effect of the rune in abeyance for up to one round per level; if not activated or dismissed by then, the rune fades away.

The *rune of destruction* has the same effect as the *disintegrate* spell; any living being must make a saving throw versus Death or be *disintegrated*. Any item smaller than 10' x 10' x 10' is instantly *disintegrated*, or if larger, a hole of that size is created in the item.

Rune of Law (*Rune of Chaos*)

Duration: 1 turn per level

Range: Touch

The *rune of law* is scribed in the air before the caster, and remains floating in the air, moving with her, throughout the duration of the spell. The rune can also be scribed on a gemstone of no less than 100 gp value, whether alone or in a piece of jewelry, creating an *gem of law*, making the effect transferrable to

whomever holds or wears the stone. A gem used in this way cracks and turns to dust when all charges are used.

The *rune of law* has 1 charge per level of the runemaster plus 1d4 charges when first scribed. The *rune of law* can be used to perform the following spell effects by expending charges: *bless* (2 charges), *command* (1 charge), *create food and water* (4 charges), *cure blindness* (3 charges), *cure disease* (3 charges), *detect lie* (4 charges), and *divination* (4 charges). All spells are cast at the runemaster's level.

Rune of Chaos: A *rune of chaos* or *gem of chaos* has charges like a *rune of law*, but only the following spells may be cast by expending charges: *amnesia* (2 charges), *animate dead* (3 charges), *bane* (2 charges), *cause blindness* (3 charges), *cause disease* (3 charges), *charm person* (1 charge), and *putrefy food and drink* (1 charge).

DANGER OF THE LAW/CHAOS GEMS: *Law runes* cannot be scribed by Chaotic or Evil runemasters; *chaos runes* cannot be scribed by Lawful or Good runemasters; neutral runemasters cannot scribe *either*!

If, by some mischance, a Lawful or Good being holds a *gem of chaos* or a Chaotic or Evil being holds a *gem of law*, something bad happens! The victim is shocked for 1d4 points of raw magical force damage for every two levels of the runemaster that created the rune gem (round up), thus, 4d4 for a 7th or 8th-level runemaster 5d4 for a 9th or 10th-level runemaster.

If a pure Neutral being holds either gem, they suffer half the damage, rounded up. There is no saving throw against this damage.

Water Rune (Drowning Rune)

Duration: Special

Range: Touch

The *water rune* is scribed in the air before the caster, and remains floating in the air, moving with her, throughout the duration of the spell. The rune can also be scribed on a gemstone of no less than 100 gp value, whether alone or in a piece of jewelry, creating a *water gem*, making the effect transferrable to whomever holds or wears the stone. The *water rune* has 1 charge per level of the runemaster plus 1d4 charges when first scribed.

The *water rune* can be used to perform the following spell effects by expending charges: *create water* (1 charge), *lower water* (4 charges), *part water* (5 charges), *purify water* (1 charge), *water breathing* (3 charges). All spells are cast at the runemaster's level.

Drowning Rune: A *drowning rune* has charges like a *water rune*, but only the following spells may be cast by expending charges: *cone of cold* (5 charges), *destroy water* (1 charge), *drown** (4 charges), *ice storm* (4 charges), *spoil water* (1 charge), and *water breathing* (3 charges).

* **Drown:** The lungs of an air-breathing target within 30' immediately fill with water; the target must make a saving throw versus Death every round or begin drowning (see Appendix D: Drowning Rules). The effect continues for a number of rounds equal to the level of the runemaster.

DANGER OF THE WATER/DROWN RUNE: The *water/drown rune* grants great power, but there comes with it great danger, as water is the natural enemy of earth and stone, and so is very difficult for dwarves and gnomes to control. Should the runemaster or wielder ever fail a saving throw with a Natural 1 while using or wielding the *water/drown rune*, or if a target of a *drown rune* spell ever makes a saving throw with a Natural 20, the runemaster or wielder *loses control of the rune*.

The rune then dives into the nearest body of water of any significance (whether a cup of water, river, or an ocean), and gushes back out 1d3 rounds later in the form of a 12 HD water elemental, which is inimical to and does all within its power to slay the runemaster who scribed the *water/drown rune*.

LEVEL 5

Enchant Armor V

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a suit of armor or shield, and the armor or shield gains a magical +5 bonus to AC for the duration. This rune cannot be scribed upon any armor or shield that already has a magical bonus.

Enchant Weapon V

Duration: 1 turn per level

Range: Touch

A series of potent runes are scribed upon a weapon, and the weapon gains a magical +5 bonus to hit and to damage for the duration. This rune affects up to 20 arrows in a quiver or 10 crossbow quarrels in a case. This rune cannot be scribed upon a weapon that already has a magical bonus. Note that a *magical arrow* +5 shot from a *magical bow* +4 only counts as a +5 weapon to affect monsters only struck by magical weapons, though together they provide a +9 bonus to hit and damage.

Riven Rune (*Spirit Rune*)

Duration: Special

Range: Touch

The *riven runes* are set of runes that enable the runemaster to permanently enchant items with rune-power. They are most commonly used to enchant armor, shields, and weapons using *enchant armor* and *enchant weapon* runes. *Riven runes* can only be used on runes of 1st to 3rd level.

Use of *riven runes* is very time consuming and expensive. The *riven rune* must be cast together with the rune to be enchanted once per day, every day, for one uninterrupted month of four weeks (28 days) per level of the rune being enchanted into the item. The cost in materials is 500 gp for a 1st-level rune, 1,250 gp for a 2nd-level rune, and 2,500 gp for a 3rd-level rune (the *riven rune* itself does not involve a cost or added time).

Thus, to enchant a *long sword* +3 (using *riven runes* and the *enchant weapon III rune*) requires three full months and 2,500 gp in materials.

A 10th-level runemaster may enchant two runes into an item at the same time, providing for interesting combinations (but can never combine two full *enchant armor* or *enchant weapon* runes in the same item, only one full and one partial). Time and cost is required for both runes.

A 10th-level runemaster can also add partial enchantments to weapons, providing those special bonuses such as, for example, a sword with a +1/+3 *versus dragons* – the extra bonuses require only half normal time and costs; e.g., the base *enchant weapon I* rune at full time and cost, and half of an *enchant weapon II* rune, total six weeks and 1,250 gp cost.

For example, a *long sword* +1 *Flame Tongue* can be forged using two *riven runes*, the *enchant weapon I* rune (1st-level), and the *fire rune* (2nd-level), requiring three full months and 1,750 gp in materials.

There are many variations on how *riven runes* might be used to create permanent enchantments; work with your Labyrinth Lord to see how this would work in your campaign.

Spirit Rune: The *spirit runes* are a special subset of *riven runes* that enable the runemaster to animate constructs – specific statues and golems. This requires the investment of time and treasure. Per the table below, each animated statue or golem has a certain cost, half of which is reflected in the basic materials and construction, the other half of which is in perfect, **flawless gemstones** used as the construct's "heart." Thus, an animated stone statue costs 10,000 gp in materials and construction plus 10,000 gp value in perfect, flawless gems.

The time involved considers both the construction and animation, during which time the runemaster must be present *every day* to scribe the *spirit runes* upon every surface of the construct. Every day missed adds two more days to make up for the lost day, and every day missed adds to the chance the construct is *uncontrolled* when complete.

Once complete, the Labyrinth Lord must secretly roll d00 to determine if the construct is under control when animated, or whether it will go *rogue*. The percentage chance that the construct goes rogue is equal to the percentage of the value of gems used in construction that were *not* perfect and flawless (*accidents happen*), plus the number of days delayed. *For example*, a runemaster who is not a lapidary trusts his clan jeweler to properly identify the most flawless gems when constructing an animated stone statue; unfortunately, of the ten 1,000 gp gems, two were flawed, thus, 20% of the gem value was flawed. The construction was also delayed by five days overall, so the chance the construct goes rogue when it is finally animated on the last day is 25%!

A rogue construct remains obedient and under the control of the runemaster or controller for a number of days equal to the roll, *then* goes rogue (*often at the worst time*). If placed under severe pressure prior to that, the construct must make a saving throw versus Spells or go rogue *immediately*. The runemaster can never regain control once a construct goes rogue.

Constructs animated by runemasters come with a "control stone," which consists of the same material of which the construct is fashioned, including gem flakes from the gems used in its construction. Whomever holds the control stone controls the construct, though the runemaster need not hold the control stone to control a construct of his own construction (*provided no one else is holding the control stone*). Whomever holds the control stone also knows the current hit points of the construct.

Constructs animated by runemasters can have hit point damage repaired through application of the *healing rune*, but not through any other sort of healing spells.

Spirit Rune Permanent Construct Table		
Construct Type	Cost	Time
Animated Statue, Crystal	10,000 gp	14 Days
Animated Statue, Iron	15,000 gp	21 Days
Animated Statue, Stone	20,000 gp	28 Days
Golem, Amber	25,000 gp	35 Days
Golem, Clay	30,000 gp	42 Days
Golem, Stone	35,000 gp	49 Days
Golem, Iron	40,000 gp	56 Days
Golem, Bronze	50,000 gp	70 Days

Rune of Hope (*Rune of Doom*)

Duration: Special

Range: Touch

The *rune of hope* must be scribed upon a wall or other permanent stone features of a dwarf or gnome delve. This potent rune is used whenever a dwarf or gnome delve – homestead, hamlet, village, town, city, or stronghold – has been invaded by enemies.

It bestows upon **all** the defenders throughout the location – dwarves, gnomes, or other allied peoples – a +2 bonus to hit, to damage, and to saving throws (and to Morale if an NPC).

Conversely, **all** enemies in the location suffer a -2 penalty to hit, to damage, and to saving throws (and to Morale if an NPC).

These bonuses and penalties accrue only within the location – the halls, chambers, rooms, caverns, baileys, parapets, walls, etc., not outside of the location.

The *rune of hope* remains effective as long as even a single enemy remains within the complex, then fades away after 1d6 turns.

Rune of Doom: This potent rune is used whenever a dwarf or gnome delve has been captured by an enemy; in fact, a *rune of hope* can be transformed into a *rune of doom* with a simple addition to the rune by the runemaster who scribed the *rune of hope* (without need to expend another rune slot).

A *rune of doom* can also be scribed beforehand, usually in a secret location, and the runemaster may include the leader(s) of the delve in the rune making, such that the leader can activate the *rune of doom* at need without the runemaster present.

When activated, the *rune of doom* causes the collapse of the delve from the inside out. The innermost chamber or room collapses first, then follows the hallways from there out at a rate of 1d3x10' per round (roll each hallway separately). Rooms and hallways connected to the complex only by a secret door have a 4 in 6 chance of not being affected by the rune.

Collapse of a room or chamber takes 2d3 rounds plus 1 round per 10' diameter of the longest dimension of the chamber or room (a 20' x 30 chamber would take 2d3+3 rounds to collapse). Collapse of a room, chamber, or hallways is usually 3d4x10% complete.

The entire complex begins groaning, rumbling, cracking, and shifting, and small harmless rocks and dust start falling from the ceiling, the moment the *rune of doom* is activated.

Note: Though a *rune of hope* may be used in any dwarf or gnome delve, a *rune of doom* may only be scribed in a delve where the runemaster is an acknowledged member of the community.

Rune of Life (*Rune of Death*)

Duration: Permanent

Range: Touch (60')

The *rune of life* restores life to the deceased as per the *raise dead* spell. The *rune of life* may only be scribed upon a deceased dwarf or gnome, or a being who has been acknowledged by the runemaster's community as a hero.

Rune of Death: The runemaster can either scribe the *rune of death* upon a gem of no less than 250 gp value in a piece of jewelry, creating a *jewel of death*, or

may scribe the *rune of death* in the air above her hand, then throw the rune at a target within 60'. If the target fail a saving throw versus Death they die instantly.

If the *rune of death* is scribed on a gem or piece of jewelry, whomever first **wears** the *jewel of death* (other than the runemaster) is targeted! The wearer of the jewel of death must save versus Death at a -4 penalty; failure indicates instant death, but even a success only indicates the victim falls into a deep coma, a form of suspended animation from which they can be awakened only by a *dispel evil*, *limited wish*, or *wish* spell.

Alternatively, the runemaster may add a specific event, action, or item that can awaken the victim from their coma (as in a fairy tale). In such cases, the runemaster may also choose that the victim is automatically, with no saving throw, rendered into a coma *rather than being slain*. This variant of the rune is known as a *rune of endless sleep*.

Runes of Power

Duration: Special

Range: Touch

The eight *runes of power* are identical to the eight symbols of the *symbol* spell, and work in exactly the same way.

OTHER RUNES

The runemasters of the Elder Age were able to scribe runes and enchant items far beyond the abilities of their descendants. There were scores of runes, and variants of existing runes, now long lost, not to mention truly powerful runes of 6th to 9th level in power, giving runemasters of the day the ability to forge magic armor and weapons worthy of the gods!

Many of those runes are still out there, waiting to be found by the brave and the foolhardy...

DWARF (OR GNOME) STONES

Standing Stones are menhirs, portal stones, trilithons, and other megaliths, found alone, in groups, in circles, or in rows. Among these are **Dwarf (or Gnome) Stones**, raised and carved over long millennia by the dwarves and gnomes, covered with Dwarvish and/or Gnomish writing (*tales, poems, histories, genealogies, paeans, etc.*), runemaster runes, and symbolic art. There are many such stones found in dwarven and gnomish lands, and most are unremarkable, but some are **Greater Runestones**, charged with rune magic, accessible to any dwarf or gnome of the runemaster class.

When dwarf stones are encountered, roll D6: 1-3 Lone Stone (1 in 6 chance is a greater runestone), 4-5 2d4 Stones (# in 6 has a greater runestone), 6 Stone Circle or Row (always at least one greater runestone, 1 in 6 chance of 1d4+1).

By meditating for one hour within 30' of a greater runestone, a runemaster can re-charge their rune slots, regaining one level of runes per class level, divided however they wish among rune slots they have used.

A runemaster cannot "overcharge" their rune slots, and usually, they can only regain rune slots. However, 2 in 6 greater runestones also offer the ability to memorize 1d4 specific runes of 1st to 3rd level; this does not give the runemaster the knowledge of the rune, nor the ability to write it into a *book of runes*, it merely provides the ability to memorize it and cast it using a normal rune slot. Such greater runestones can be used as a source of knowledge to learn the runes embedded in the stone, as though the stone were a *book of runes*.

The Duergar in the North have also erected greater chaos runestones! If a Lawful/Good runemaster tries to meditate at a greater chaos runestone, something unpleasant (but rarely lethal) happens; usually they must save versus Spells or be paralyzed for 2d4 turns, giving the Duergar the chance to capture them!



APPENDIX D: DROWNING

HOLDING ONE'S BREATH: If a character is conscious, aware, and prepared when they dive into a volume of water, they may hold their breath for a number of rounds equal to their Constitution score.

If a character is unprepared when they hit the water, they must make a Constitution check (D20, roll equal to or under); if successful, they can hold their breath for a number of rounds equal to the roll (higher, but equal to or under, is better). If they fail, the air is blown out of them when they hit the water, and they begin drowning immediately.

DROWNING: After a victim has run out of breath, they begin drowning; they are dead after 1 round plus 1 round per point of Constitution bonus.

RESUSCITATION: A drowned victim can be resuscitated if treated with a *cure light wounds* spell or *healing potion* or better within one minute, plus one minute per point of Constitution bonus, of drowning.

APPENDIX F: FEAR

FEAR ATTACKS: Various creatures have a **Fear** attack (including *fear spells*). The severity of the fear effect depends on how much the target failed their saving throw:

Fear Effects Table	
Failed by	Fear Effect
1 to 5	Shaken: A shaken character suffers a -2 penalty on attack rolls, saving throws, and Morale checks, but is able to otherwise act as it wishes.
6 to 10	Frightened: A frightened character has a 50% chance of dropping anything it holds, and then must flee from the source of its fear as best it can. If unable to flee, it may fight. A frightened character suffers a -2 penalty on all attack rolls, saving throws, and Morale checks, and a +2 penalty to Armor Class. A frightened character can use special abilities, including spells, to flee; indeed, the character <i>must</i> use such means if they are the only way to escape.
11 to 15	Panicked: A panicked character must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't attack or take any other actions. In addition, the character suffers a -2 penalty on all saving throws and Morale checks, and a +2 penalty to Armor Class. If unable to flee or cornered, a panicked character cowers. A panicked character can use special abilities, including spells, to flee; the character <i>must</i> use such means if they are the only way to escape.
16-20	Paralyzed: A paralyzed character is frozen in terror and unable to move or act.
21+	Catatonia: The character is so overwhelmed by fear he is <i>paralyzed</i> as above, then when the paralysis ends must make another saving throw versus <i>Spells</i> ; failure indicates the character has gone <i>catatonic</i> for 1d6 days plus a number of days equal to the hit dice or level of the being that caused the spell.

If the target's level or hit dice is less than that of the fear's source, the fear effect is in **turns** (10 minute/60 round periods); catatonia is in **days**. If the levels or hit dice are equal, the effect is in **minutes** (6 round periods); catatonia is in **hours**. If the target's level or hit dice are greater than the fear's source, the duration is in **rounds** (10-second periods); catatonia is in **turns**.

OPEN GAMING LICENSE

DESIGNATION OF OPEN GAME CONTENT: The stat blocks of all monsters and the rule text of any abilities, powers, spells, or traps is Open Game Content, but none of the names or any of the descriptive text is open, unless such content is Open Game Content by virtue of appearing in the SRD. Any questions regarding the Open Game Content within this work should be directed to James Mishler at jamesmishler@gmail.com.

DESIGNATION OF PRODUCT IDENTITY: The names "James Mishler Games™," "Goblinoid Games™," "Labyrinth Lord™," "Advanced Labyrinth Lord™," and all names, personalities, descriptions, stories, storylines, histories, plots, thematic elements, images, artwork, symbols, designs, depictions, likenesses, formats, poses, illustration, graphic design, maps, and cartography are designated as Product Identity, as is any and all content that is not otherwise Open Game Content by virtue of appearing in the System Reference Document, being provided as Open Game Content in a work listed in Section 15 below, or is derivative thereof. Essentially, if it does not have to be OGC by operation of the license, it is not open in this product, and if it can be claimed as Product Identity, it is. Any questions regarding the Product Identity within this work should be directed to James Mishler at jamesmishler@gmail.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7.Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8.Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9.Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10.Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11.Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12.Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13.Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14.Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15.COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cogle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor.

Darwin's World, Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future, Copyright 2008, Daniel Proctor and Ryan Denison; Authors Daniel Proctor and Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Juiblex, The Faceless Lord% (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Garbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor; Author Daniel Proctor.

Advanced Labyrinth Lord, Copyright 2018, Daniel Proctor; Author Daniel Proctor.

Runemaster Class, Copyright 2021, James Mishler; Authors James Mishler and Jodi Moran-Mishler.

END OF LICENSE

James Mishler Games Product List

Current as of January 21, 2021

- JMG0001 Hercynian Grimoire #1 (V. 1, N. 1) [P, S, C]
- JMG0002 GD&C #1: Chaos Queen of Ants [P, C]
- JMG0003 Vampires of the Olden Lands [P, S, C]
- JMG0004 Map 00 Olden Lands Continent [P]
- JMG0005 Ogres of the Olden Lands [P, S, C]
- JMG0006 Midzee Maps [Mutant Future] [P]
- JMG0007 Castle Adlerstein and Environs Map Pack [P]
- JMG0008 Barbarian Class [P, S]
- JMG0009 Demi-God Race [P, S]
- JMG0010 Myrkriddler – The Demonic Dead [P, S]
- JMG0011 Ghosts – The Incorporeal Undead [P, S]
- JMG0012 Monstrous Miscellany #01 [P]
- JMG0013 Dragonborn [P,S]
- JMG0014 Quick Start Character Race & Class Sheets [P, S]
- JMG0015 ALL Character Record Sheets [P]
- JMG0016 ALL Adventure Record Sheets [P]
- JMG0017 Balor-Kin Racial Class [P]
- JMG0018 Marilith-Kin Racial Class [P]
- JMG0019 Nalfeshnee Racial Class [P]
- JMG0020 Quick Start Race & Class Guide [G]
- JMG0021 Barbarian, Demi-God, & Dragonborn [G]
- JMG0022 Ghosts – The Incorporeal Undead [G]
- JMG0023 Hercynian Grimoire #1 (Vol. 1, No. 1) [C, G]
- JMG0024 Myrkriddler, Ogres, & Vampires [C, G]
- JMG0025 Region 01A Frelengian Heartlands Map Pack [P]
- JMG0026 Expanded 20-Level Demi-Human Racial Classes [P]
- JMG0027 Expanded 20-Level Core Four Classes [P]
- JMG0028 The Book of Manos: A Grimoire of Handy Spells [P]
- JMG0029 Frelengian Heartlands: Badgershire Map [P]
- JMG0030 Expanded Dragons [P]
- JMG0031 Necromancer Class [P]
- JMG0032 Runemaster Class [P]

C = Designed for Castles & Crusades and Labyrinth Lord;
unless noted, other products are for Labyrinth Lord.

G = Gary Con XII Limited-Edition Special (2020)

P = Available in PDF

S = Available in the Gary Con XII Limited-Edition Special Print Books