

RUNE STONES

by Kyle Thompson



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Introduction

Koriän is a mage who has made it his goal to travel the lands, collecting tidbits of interesting information, both magical and non-magical. He is continuously cramming all of his findings into a phenomenal series of books called Koriän's Magical Compendium. Koriän's Magical Compendium is a very small series at current. In fact, it is still budding, as Koriän has just finished the first volume on a new form of magical item he has discovered: runestones.

Runestones are small rocks with a special rune carved into them. They are absorbed into a body and connect with its soul. There is only one way to remove a runestone from someone's soul and that is with the spell, *runestone removal*, described later in this supplement. Each runestone has a different effect on the user.

Koriän's discovery of runestones led to the subsequent related discoveries included in this supplement which encompass rules for using runestones, statistics for twenty-seven runestones, two new spells, a new prestige class, a new item material and two new monsters that are tied to the discovery of these runestones.

Introduction from Koriän's Magical Compendium: Runestones

This is the first volume in my series of the magical and occasionally mundane (but still wondrous none the less). This book details one of my most recent discoveries: the exciting and alchemical art that is runestones. The runestones described here are of course on the market, along with many I did not create because the secret of their creation is already spreading. I have yet to figure out how, as this book was not even published at the time I wrote it (obviously). Still, the secret slipped out somehow and it is my pleasure to bring you the formulas for the stones and their uses.

Runestones are an alchemical creation combined with other aspects of magic. Part of the process requires a special alchemical laboratory, the setup of which we will discuss later. This may sound difficult, but the actual alchemy does not require much beyond a basic knowledge of simpler stones. However, we must begin by discussing the basics of this discovery.



Chapter 1: Runestone Lore

It is here, my friends, that I will teach you all the basics of crafting runestones..

Runestones: An Overview

Runestones are a magically and alchemically treated stone that modify the body by attaching to one's soul. Each runestone grants a different ability that varies depending on the type of rune carved into the stone. This can prove highly useful to any adventurer as they take up their own special slot on the body. When integrating these into your campaign, remember that PCs are not the only ones with access to magical items. NPCs are a great way to introduce runestones and their use into your existing game.



Physical Description: A typical runestone is small, generally about a quarter of the size of a human's palm. Runestones never have any weight worth noting, weighing in at about an ounce or two. Runestones are always made from a special type of alchemically treated stone called rúnite. They are a dull gray and the rune carved into them always glows with arcane power.

Activation: Runestone abilities are constantly active unless noted otherwise. Usually, the exceptions are spell-like abilities that are activated as noted in the entry. Any oddity is recorded in the entry itself.

If a user dies, the stone is immediately ejected as there is no longer a soul for the stone to attach to within the physical body.

Runestones are small stones that attach to the user's soul. This bond is formed by the soul of the user and the runestone. The runestone actually begins to function as part of the user's soul, becoming part of the essence that forms the soul. Through this process, the runestone literally becomes part of the user, allowing the stone to extend their mental and physical abilities beyond the norm. Occasionally the stone refuses the user, but only when certain requirements such as mental alignment or mental strength and ability are not met. Removing the stones can be marginally painful, but the usage of a runestone is worth a little pain. As a note, a runestone is immediately ejected if the user dies.

The rune engraved into the stone constantly glows with power. I have noticed that the color and nature of the glow often has something to do with the power they grant.

Rúnite: A Definition

Rúnite is the basic building block of any runestone. Rúnite is essentially a magically prepared version of a mundane stone that allows for the creation of a runestone. Without rúnite there can be no runestones, for no mundane rock will allow for the creation of a runestone.

Rúnite: Crafting and Using

Rúnite is crafted by taking a regular stone and treating it with a wide array of alchemic substances that are commonly found in any alchemist's lab. To craft rúnite a character must meet the following prerequisites:

Caster Level: 3rd (*Weak Universal*); *Feats:* Craft Runestone; *Skill Checks:* Craft (alchemy) DC 13; *Spells:* *arcane mark, read magic*; *Other Materials:* A small stone.

The average market price for a piece of rúnite is 100 gp.

Crafting a runestone requires one piece of rúnite and the crafter must meet all prerequisites for crafting the runestone in question. In all other aspects, crafting a runestone works just like crafting any other magical item.

Rúnite is the basic form of a runestone, the caterpillar if you will. Through further alchemical additions and spellcasting a piece of rúnite grows into a fully-fledged runestone just like its metaphorical counterpart the butterfly.

Rúnite is simple to craft. An arcane mark and read magic spell, along with minor hardening alchemical treatments applied to a regular stone will create a piece of rúnite. This part of the creation step often takes less than a day and can be done in any standard alchemy lab. Feel free to stop reading now and try your hand at creating your own piece of rúnite.

Rúnite: Other Uses

On top of making runestones, rúnite may be used in crafting arms and armor as well. The use of rúnite arms is beneficial because they are more lightweight than metal but as strong as steel. Anything made of rúnite weighs 1 of the same item made of steel and only objects that are originally made of metal, such as a lantern or a suit of armor, can be efficiently made out of rúnite. The market price for any item made of rúnite is +100 gp per pound.

A friend of mine has found a new use for large slabs of rúnite. They can easily be crafted into any item that is usually made from steel.

An item made from rúnite instead of steel is more pricey, generally a hundred gold or more over the metal counterpart. The item is just as strong, but weighs less than a similar object made from iron. Some adventurers may find this fact useful.

Runestones: Crafting

Crafting a runestone using rúnite is like crafting any other magic item. Crafting rúnite and runestones both require the feat Craft Runestone (see Chapter 2) and the crafter must also meet any additional prerequisites to craft the stone. For example, an acid stone requires the caster to be able to cast *resist energy* and *acid arrow* and requires the use of a flask of acid in the creation process. The caster level of the creator must be at

least 5th. If all of these prerequisites are met, the caster is able to craft the acid stone.

All the basic knowledge to craft several kinds of runestones is in this book and although this knowledge can be modified by anyone who creates a runestone, the basic principles remain the same. The crafting of runestones is also being taught in several mage schools already, but probably at a much higher cost than this book.

Equipping Runestones

Runestones are equipped by holding them to the chest of the user. The magical pull to the user's soul allows the stone to sink into the chest and vanish, causing no harm. There are only two ways to remove a runestone: through the spells *runestone removal* or *break enchantment* which cuts the ties between the soul and the stone, ejecting the stone from the user's body.

When removing a runestone, a user must make a Will save or take damage from the stone leaving the body. The Will save has a DC = 10 + caster level to create the stone + user's constitution bonus. The subject of the *runestone removal* or *break enchantment* spell gets a bonus to the save equal to ½ the caster's level. The damage for a failed save is 1d10 per two caster levels required to craft the stone. A successful Will save indicates that user only takes half damage.

Removing a runestone is moderately painful. The more powerful a runestone is, the harder it is to remove the stone and the more pain it can potentially cause. It is best to have an experienced mage remove a runestone for you, so as to avoid great personal harm.

*I have tried the spell *runestone removal* on many subjects and none have died, though some have complained of pain. Some have even manifested cuts and scars from the removal. However, all of the attempted removals have been done with lesser stones, so death may well be possible with a more powerful stone. The spell is a bit complex, but very useful to a party that uses several runestones. It shall be provided later in the book in Chapter Three.*

Chapter 2: Skills and Feats

Same old skills, all new uses

The discovery of runestones has also provided a new use for two of the skills in the Player's Handbook.

Knowledge (arcana) (Int)

Knowledge (arcana) now encompasses the field of knowledge surrounding runestones. You can use this skill to identify the basic powers of a stone by looking at its rune.

Untrained: An untrained Knowledge (arcana) check is simply an Intelligence check. If you are not trained in this field, it is impossible to learn anything about a runestone except that it is indeed a runestone.

Spellcraft (Int; Trained Only)

With a successful Spellcraft check (DC 20) a character is able to tell if a person is using a runestone. The check only works when the target is actually using the powers granted him by the runestone. If the character succeeds by at least five or more, she is able to determine the basic powers of the runestone in use.

New Feats

Here are two new feats that go along with runestones, including the specific craft feat and a second feat that negates the damage dealt when the stone is removed.

Craft Runestone [Item Creation]

You can create runestones, which have varying magical effects on the body of the user.

Prerequisite: Spellcaster level 3rd+

Benefit: You can create any runestone whose prerequisites you meet. Crafting a runestone takes one day for each 1000 gp in its base price. To craft a runestone you must spend 1/25 of its base price in XP and use raw materials costing half its base price. See the next section: *Runestone Descriptions* for descriptions of runestones, the prerequisites associated with each one, and their prices.

Some runestones may require extra material components (listed as *Other Materials* in the prerequisites) or XP as noted in their descriptions. These costs are in addition to those derived from the runestone's base price.

One With the Stone [General]

When a runestone is removed from your soul, you no longer take damage from it.

Prerequisite: Wis 15

Benefit: When a runestone is removed from your body, you automatically succeed on your Will save and no longer take damage from its removal.

Normal: A character normally takes 1d10 damage for each three caster levels required to craft the stone if they fail a Will save (DC 10 + caster level to create the stone).

Chapter 3: New Spells

Here are two new spells that deal with the removal of a runestone as well as a spell that is required to craft the *Light Armor Stone*.

Dodge

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute

Dodge grants the caster a +1 bonus to armor class. This spell slightly speeds you up allowing you to more efficiently dodge attacks.

I discovered this spell when I was working on this project. It's not powerful, but very useful. We'll call it the dodge spell. Here is the incantation:

Seliogradaci

Say it once and snap your fingers with your right hand.

Runestone Removal

Transmutation

Level: Sor/Wiz 2

Components: V, M

Casting Time: One round/three caster levels of the runestone

Range: Touch

Target: One creature using a runestone

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Yes

When a mage casts this spell, he begins to sever the ties between a runestone and its user's soul. It takes one round/ stone level to remove a runestone. During this time the caster must maintain complete focus. If the casting is interrupted, the caster may pick up where he left off, but only if the next attempt is within 1d6 days of the first. (The broken ties between the stone and the user's soul begin to heal after this point.) Otherwise, the spell casting must be restarted.

When removing a runestone, a user must make a Will save or take damage from the stone leaving the body. The Will save DC = 10 + caster level to create the stone + the user's constitution bonus. The subject of the spell gets a bonus to her save equal to ½ the caster's level. The damage for a failed save is 1d10 per every two caster levels required to craft the stone.

Material Component: A long piece of string and a pair of scissors or a knife.

The incantation:

Drosh'tiok kobelenai. Ogeibanai cashtioch dirai larion zeboshti ash'de'cobinai.

The incantation must be repeated until the stone is ejected. After each repetition, you must cut the string in one place. This is why it is very important to have a long piece of string; it can take several repetitions and several cuts to eject the stone.

Chapter 4: Runestones

This chapter has a table for randomly generating runestones and the description for each.

Random Generation

Roll on Table 1: Runestones, to generate treasure using runestones.

Runestone Descriptions

Here is a description and specific information on the creation of twenty-seven runestones that I and others discovered.

Acid Stone: This stone has a rune that glows a green color.

This stone grants the user access to the *acid arrow* spell 3/day as cast by a 4th level sorcerer. This is a spell-like ability. It also grants the user acid resistance 10.

Weak Abjuration/Weak Evocation; CL 10th; Craft Runestone; Craft (alchemy) DC 20; *resist energy, acid arrow*; A flask of acid; Price: 37,000 gp.

The acid stone is one of my first creations. The stone protects the user from some acid and allows them to cast one of my favorite spells, acid arrow, without memorizing the spell for the day or using their magical energy. The user may cast acid arrow three times a day.

To complete the stone, a flask of acid is needed in the crafting ritual. You must also know or have access to the spells resist energy and acid arrow.

Athlete's Stone: This stone has a rune that glows a sky blue color.

This runestone is often used by athletes to increase their respective sport. It gives the user a +2 competence bonus to the following skills: Climb, Jump, Swim and Tumble.

Weak Transmutation; CL 5th; Craft Runestone; Craft (alchemy) DC 20; *cat's grace, bull's strength*; Price: 2,200 gp.

This stone was mostly created by accident. It was an attempt to create an attack stone (described next) that granted the user the ability to more efficiently use both ranged and melee routines.

Table 1: Runestones

Minor	Medium	Major	Epic	Item	Price
01-19	-	-	-	Rúnite	100 gp
20-38	-	-	-	Diplomat Stone	1,800 gp
39-57	-	-	-	Athlete's Stone	2,200 gp
58-76	-	-	-	Thief's Stone	2,600 gp
77-95	01-24	-	-	Light Armor Stone	5,000 gp
-	25-48	-	-	Stone of the Healthy	10,800 gp
-	49-72	01-05	-	Attack Stone	18,000 gp
-	73-96	06-10	-	Growth Stone	25,000 gp
-	-	11-15	-	Stone of the Weapon Master	30,000 gp
-	-	16-20	-	Stone of the Bear	32,000 gp
-	-	21-25	-	Stone of the Bull	32,000 gp
-	-	26-30	-	Stone of the Cat	32,000 gp
-	-	31-35	-	Stone of the Eagle	32,000 gp
-	-	36-40	-	Stone of the Fox	32,000 gp
-	-	41-45	-	Stone of the Owl	32,000 gp
-	-	46-50	-	Medium Armor Stone	36,000 gp
-	-	51-55	-	Acid Stone	37,000 gp
-	-	56-60	-	Flame Stone	37,000 gp
-	-	61-65	-	Frost Stone	37,000 gp
-	-	66-70	-	Stone of the Two Daggers	46,000 gp
-	-	71-75	-	Dragon Breath Stone	50,000 gp
-	-	76-80	-	Heavy Armor Stone	60,000 gp
-	-	81-84	01-20	Stone of Autumn	65,000 gp
-	-	85-88	21-40	Stone of Spring	65,000 gp
-	-	89-92	41-60	Stone of Summer	65,000 gp
-	-	93-96	61-80	Stone of Winter	65,000 gp
-	-	97	81-89	Stone of Fortification	100,000 gp
-	-	-	90-97	Elemental Stone	432,000 gp
96-98	97-98	98	98	Roll an extra time on Minor	NA
99	99	99	99	Roll an extra time on Medium	NA
100	100	100	100	Roll an extra time on Major	NA

Instead, I arrived at this creation. An athlete's stone grants users faster speed and furthers their ability to climb, jump, swim and tumble.

To craft an athlete's stone you must know or have access to the cat's grace and bull's strength spells.

Attack Stone: This stone has a rune that glows an orange color.

This runestone is used by fighters and warriors. It grants the user exceptional skill in battle. An attack stone can either be for ranged combat or melee combat. To randomly generate this stone roll on Table 2: Attack Stone.

Table 2: Attack Stone

Type	Roll
Ranged	01-50
Melee	51-100

A *ranged attack stone* grants the user a +1 to their ranged attacks while a *melee attack stone* grants the user a +1 to their melee attacks. This bonus will enhance their ranged or melee attack bonus, respectively.

Moderate Transmutation; CL 10th; Craft Runestone, Empower Spell; Craft (alchemy) DC 27; *cat's grace* (for ranged *attack stone*), *bull's strength* (for melee *attack stone*); Arrow (for ranged *attack stone*) or dagger (for melee *attack stone*); Price: 18,000 gp.

The attack stone was one of my first runestones created. It bestows exceptional prowess in either melee or ranged combat. I have been unable to create one that does both.

For a melee attack stone, you must have access to the bull's strength spell and a dagger, while a ranged attack spell requires the cat's grace spell and an arrow.

Diplomat's Stone: This stone has a rune that glows a blue color.

This runestone is used by diplomats and sometimes salespeople or thieves. The stone grants the user a +2 competence bonus to the following skills: Diplomacy, Bluff, and Sense Motive.

Weak Transmutation; CL 3rd; Craft Runestone; Craft (alchemy) DC 20; *eagle's splendor*, *fox's cunning*; Price: 1,800 gp.

The diplomat's stone is quite simple to create and can be very beneficial to its user. It can be created if you have access to the fox's cunning and eagle's splendor spells.

Dragon Breath Stone: This stone has a rune that glows the color of the dragon that it grants the breath of.

This runestone is highly prized amongst adventurers. It grants the user access to the breath weapon of a dragon of a certain color. To randomly generate this stone roll on Table 3: Dragon Breath Stone.

Table 3: Dragon Breath Stone

Dragon (Alignment)	Breath Weapon	Roll
Black Dragon (CE)	Line of Acid (60 ft)	01-10
Blue Dragon (LE)	Line of Lightning (60 ft)	11-20
Green Dragon (LE)	Cone of Acid (gas) (30 ft)	21-30
Red Dragon (CE)	Cone of Fire (30 ft)	31-40
White Dragon (CE)	Cone of Cold (30 ft)	41-50
Brass Dragon (CG)	Line of Fire (60 ft)	51-60
Bronze Dragon (LG)	Line of Lightning (60 ft)	61-70
Copper Dragon (CG)	Line of Acid (60 ft)	71-80
Gold Dragon (LG)	Cone of Fire (30 ft)	81-90
Silver Dragon (LG)	Cone of Cold (30 ft)	91-100

The user of the stone must be the same alignment as the dragon it represents. For example if a character wished to use a *silver dragon breath stone*, he must be of Lawful Good alignment. There is one exception to this rule: characters of Neutral alignments may choose depending on their alignment descriptor. For example, a Chaotic Neutral character may use any of the following *dragon breath stones*: black, red, white, brass or copper, while a character of Lawful Neutral alignment may pick any of the following *dragon breath stones*: blue, green, bronze, gold, or silver. True Neutral characters may use any of the *dragon breath stones*.

If the user does not meet the alignment requirement of a *dragon breath stone*, but still attempts to use it, the stone will simply not fuse with the user's soul.

All *dragon breath stones* do the same damage and have the same saves. A successful hit with the breath weapon does 10d6 damage of its respective energy type and a Reflex save (DC 20) will halve this damage. Also, the user of the *dragon breath stone* must wait a variable period of time before using this breath weapon. It takes 1d4 rounds to recharge the attack, on par with real dragons. This ability may be used a max of 2/day.

Strong Transmutation; CL 15th; Craft Runestone; Craft (alchemy) DC 28; *fabricate*; a scale from the dragon that the stone is based from (e.g. black dragon scale for a *black dragon breath stone*); Creator must meet the requirements to use the stone. (Chaotic Evil crafter can only craft black, red or white *dragon breath stone*); Price: 50,000 gp.

This is one of my favorites. A dragon breath stone grants its user the ability to fight with one of a dragon's most dangerous weapons: its breath.

Each dragon breath stone allows the user the ability to use a dragon's breath weapon. The stone only merges with the user's soul when they are of the same alignment as the dragon the stone emulates, although some of the more ambivalently natured are the exception. To craft, the crafter must have access to the spell fabricate and a scale from the dragon whose breath will be emulated by the stone.

Elemental Stone: This stone has a rune that glows in slowly changing colors. It begins red-orange, goes to blue, goes to yellow, goes to green, and finally white.

An *elemental stone* grants its user several abilities. First, it puts the user under a constant *resist energy* spell. This *resist energy* spell absorbs damage from all of the types of elemental damage at once (acid, cold, electricity, fire and sonic) and grants a resistance of 30 each.

Weak Abjuration/Strong Evocation; CL 15th; Craft Runestone; Craft (alchemy) DC 28; *resist energy* (Cast 5 times); A drop of acid, a pinch of snow, a match, a bell, and a small scrap of metal; Price: 432,000 gp.

An elemental stone is a wondrous runestone. The stone grants the user many abilities. First, it protects them from all elemental damage. Second, it grants the user access to the flame sphere, acid arrow, shatter, shocking grasp and sleet storm spells. The process to create an elemental stone is difficult however. It requires many spells and other materials.

The creator must have access to the resist energy, flaming sphere, acid arrow, shatter, shocking grasp and sleet storm spells. Also, they must have a drop of acid, a pinch of snow, a match, a bell and a small scrap of metal.

Flame Stone: This stone has a rune that glows a red-orange color.

A *flame stone* grants the user access to the *flame arrow* spell 2/day as cast by a 6th level sorcerer. This is a spell-like ability. It also grants the user fire resistance 10.

Weak Abjuration/Weak Evocation; CL: 5th; Craft Runestone; Craft (alchemy) DC 20; *resist energy, flaming sphere*; A flask of alchemist's fire; Price: 37,000 gp.

Another cheap and easy stone. The flame stone grants its user resistance to pain from fire and access to the flame arrow spell.

The crafter must have access to the resist energy and flame arrow spell. They must also have a flask of alchemist's fire on hand.

Frost Stone: This stone has a rune that glows an icy-blue color.

A *frost stone* grants the user access to the *chill metal* spell 2/day as cast by a 4th level druid. This is a spell-like ability. It also grants the user cold resistance 10.

Weak Abjuration/Weak Evocation; CL: 4th; Craft Runestone; Craft (alchemy) DC 18; *resist energy, chill metal*; A small ice cube; Price: 37,000 gp.

A frost stone was one the earliest stones created after the secret of runite spread. A druid created it by alchemically fusing an ice cube and a piece of rúnite.

Growth Stone: This stone has a rune that glows a light violet color.

Growth stones are used by adventurers to allow them to complete tasks easier. A *growth stone* allows the user access to the spells *reduce person* and *enlarge person* 2/day each. These are cast as a 10th level sorcerer. These are spell-like abilities.

Moderate Transmutation; CL 12th; Craft Runestone; Craft (alchemy) DC 23; *enlarge person, reduce person*; A small piece of rubber; Price: 25,000 gp.

Another favorite. The growth stone allows the user to cast reduce and enlarge spells twice a day. The creator needs access to the enlarge person and reduce person spells. The ritual also needs a piece of rubber.

Heavy Armor Stone: This stone has a rune that glows a silver color.

A *heavy armor stone* allows the user to cast *stoneskin* 3/day.

The user's skin becomes incredibly hard.

Weak Abjuration; CL: 8th; Craft Runestone; Craft (alchemy) DC 21; *stoneskin*; *Other Materials*: A small piece of steel; Price: 70,000 gp.

*Dodge is described on page in chapter three of this supplement.

Light Armor Stone: This stone has a rune that glows a silver color.

A *light armor stone* grants the user a +1 dodge bonus to AC. The user becomes slightly faster in their movements and is able to dodge attacks better.

This armor bonus does not inhibit spell casting or the user's ability to perform tasks such as hiding or climbing.

Weak Abjuration; CL 3rd (); Craft Runestone; Craft (alchemy) DC 16; *dodge**; A small piece of leather; Price: 5,000 gp.

*Dodge is described on page in chapter three of this supplement.

Medium Armor Stone: The rune on this stone has a faint silver glow.

As *light armor stone* except for the following; grants a +4 dodge bonus to AC, not a +1 dodge bonus.

Weak Transmutation; CL 6th; Craft Runestone; Craft (alchemy) DC 18; *mage armour*; A small piece of iron; Price: 64,000 gp.

The armor stone series was of course to be expected. Many adventurers find use for such things. The light armor stone allows the user some natural defense without inhibiting any actions. To create a light armor stone the crafter must use a small piece of leather and have access to the dodge spell. Dodge is described later in this volume.

A medium armor stone grants more protection than a light armor stone. It also increases the users speed a little. A crafter requires a piece of iron and access to the haste spell.

The heavy armor stone grants the user further natural protection and they are not as easily harmed by magic. It requires the spells dodge and stonesskin and a small piece of steel.

Stone of Autumn: This stone has a rune that glows an orange color.

A stone of autumn grants the user sonic resistance 20. It also grants the user access to the sound burst spell 2/day as cast by a 9th level sorcerer.

Weak Abjuration/Weak Evocation; CL 9th; Craft Runestone; Craft (alchemy) DC 20; *resist energy, shout*; A small dead leaf; Price: 65,000 gp.

This is the last stone in the Seasons line. It grants the user exceptional protection from sonic attacks and allows them access to the sound burst spell twice per day. To create a stone of the autumn the creator must have access to the resist energy and sound burst spells. The crafting process also requires a small dead leaf.

Stone of Fortification: This stone has a rune that glows a black color.

A stone of fortification covers the user in a flexible magic armor that is black in color. In all appearances the armor is full plate made from iron. The armor grants the user a +10 armor bonus. No armor may be worn over this magic armor generated by the stone.

Strong Abjuration; CL 15th; Craft Runestone; Craft (alchemy) DC 30; *limited wish, mage armor, stonesskin*; A piece of adamantite; Price: 100,000 gp.

This was a follow up on the armor stones. It has amazing effects. A stone of fortification grants the user a suit of black armor that bestows very good protection from magic and lots of defense. The armor is flexible and allows the user full use of her dexterity.

To craft a stone of fortification one must have access to the limited wish, mage armor and stonesskin spells. Creators must also have a small piece of adamantite.

Stone of Spring: This stone has a rune that glows a yellow color.

A stone of spring grants the user electricity resistance 20. It also grants the user access to the gust of wind spells 2/day. This is a spell-like ability.

Weak Abjuration/Weak Transmutation; CL 9th; Craft Runestone; Craft (alchemy) DC 20; *gust of wind, resist energy*; A dandelion; Price: 65,000 gp.

The second in the seasons line. The stone of spring grants the user protection against electricity. It also grants the user access to the

polymorph self and polymorph other spells once per day each. The creator must have access to the polymorph self, polymorph other and resist energy spells. A dandelion is required for the creation ritual.

Stone of Summer: This stone has a rune that glows an orange color.

A stone of the summer grants the user fire resistance 20. It also grants the user access to the scorching ray spell 2/day. This is a spell-like ability.

Weak Abjuration/Weak Evocation; CL 9th; Craft Runestone; Craft (alchemy) DC 20; *resist energy, scorching ray*; A rose bud; Price: 65,000 gp.

The stone of the summer is the third in the seasons line of runestones. A stone of the summer grants the user protection from fire and access to the wall of fire spell. The stone requires that the crafter have access to the resist energy and wall of fire spells as well as a rose bud.

Stone of Winter: This stone has a rune that glows a white color.

A stone of the winter grants the user cold resistance 20. It also grants the user access to the glitterdust spell 2/day. This is cast as an 8th level sorcerer. This is a spell-like ability.

Weak Abjuration/Weak Evocation; CL 9th; Craft Runestone; Craft (alchemy) DC 20; *glitterdust, resist energy*; An icicle; Price: 65,000 gp.

This was the first stone in the seasons line of runestones. It grants the user resistance to ice and the ability to cast ice storm two times a day. The crafter must have access to the resist elements and ice storm spells. They must also have an icicle.

Stone of the Bear: This stone has a rune that glows a light brown color.

A stone of the bear grants the user +4 enhancement bonus to Constitution.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *bear's endurance*; A bear fang; Price: 32,000 gp.

This is the first in the animal line of runestones. A stone of the bear grants the user incredible endurance. The creator must have access to the bear's endurance spell and a bear fang.

Stone of the Bull: This stone has a rune that glows a light brown color.

A stone of the bull grants the user a +4 enhancement bonus to Strength.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *bull's strength*; Fur from a bull; Price: 32,000 gp.

This is the third stone in the animal line. This stone grants the user extra strength. The crafter must have access to the bull's strength spell and a small tuft of fur from a bull.

Stone of the Cat: This stone has a rune that glows a tan color.

A *stone of the cat* grants the user +4 enhancement bonus to Dexterity.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *cat's grace*; Fur from the tail of a cat; Price: 32,000 gp.

This is the second in the animal line. It grants the user extreme reflexes and hand-eye coordination. The crafter must have access to the cat's grace spell and have fur from the tail of a cat.

Stone of the Eagle: This stone has a rune that glows a blue-green color.

A *stone of the eagle* grants the user +4 enhancement bonus to Charisma.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *eagle's splendor*; A tail feather from an eagle; Price: 32,000 gp.

The stone of the eagle was the fourth stone in the animal line of runestones. A stone of the eagle grants the user a great sense of fashion and personality. The stone is crafted with access to the eagle's splendor spell and a tail feather from an eagle.

Stone of the Fox: This stone has a rune that glows a red-orange color.

A *stone of the fox* grants the user +4 enhancement bonus to Intelligence.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *fox's cunning*; Fur from a fox; Price: 32,000 gp.

This is the fifth in the animal line of runestones. A stone of the fox gives the user uncanny intelligence. The crafter must have access to the fox's cunning spell and some fur from a fox.

Stone of the Healthy: This stone has a rune that glows a blood red color.

A *stone of the healthy* grants the user access to the *cure minor wounds* spell 6/day and the *cure light wounds* spell 2/day. These are cast as if by a 3rd level cleric. These are spell-like abilities that are only usable by the user.

Weak Conjunction [Healing]; CL 5th; Craft Runestone; Craft (alchemy) DC 18; *cure minor wounds*, *cure light wounds*; Some bark from an oak tree; Price: 10,800 gp.

The stone of the healthy was discovered by a cleric friend of mine. He found that the stone grants the user access to the cure minor

wounds spell three times per day as well as the cure light wounds spell once per day. Access to the spells cure minor wounds and cure light wounds as well as some bark from an oak tree creates a stone of the healthy.

Stone of the Owl: This stone has a rune that glows a brown color.

A *stone of the owl* grants the user +4 to Wisdom.

Moderate Transmutation; CL 10th; Craft Runestone; Craft (alchemy) DC 22; *owl's wisdom*; An owl feather; Price: 32,000 gp.

The stone of the owl is the final stone in the animal line of runestones. It grants the user a large amount of wisdom. To craft a stone of the owl, one must have access to the owl's wisdom spell and an owl feather.

Stone of the Two Daggers: This stone has a rune that glows an alternating blue and red color.

A *stone of the two daggers* is commonly used by adventurers who are looking for a fast method to combat. A *stone of the two daggers* grants the user access to two basic phenomena:

1. The user has the ability to manifest two daggers, one is a +1 *flaming dagger* and the other is a +1 *frost dagger*. The manifestation is a conjuration of the daggers out of thin air only by using a quick thought. After the thought is made, the daggers appear in the user's hands. If the daggers ever leave the hands of the user, they disappear for the rest of the day. The *flaming* and *frost* enchantments are described in the DMG. This manifestation lasts ten minutes and may be used 1/day.
2. The user has the access to the Two Weapon Fighting feats when using both daggers manifested by the stone.

Moderate Conjunction/Minor Evocation; CL 12th; Craft Runestone, Two Weapon Fighting; Craft (alchemy) DC 24; *fireball*, *ice storm*, *major creation*; Two daggers, a piece of charcoal and a piece of ice; Price: 46,000 gp.

In my opinion, the stone of the two daggers is one of my most ingenious creations in the whole line of runestones. The stone allows the user to manifest two daggers, one enchanted with fire and one with ice. It also makes the use of the two daggers extremely easy because when the daggers are in use, the user is ambidextrous and skilled at fighting with two weapons.

To craft a stone of the two daggers, one must have access to the fireball, ice storm and major creation spells. The ritual also requires two daggers, a piece of charcoal and a piece of ice.

Stone of the Weapon Master: This stone has a rune that glows a dull blue color.

A *stone of the weapon master* grants the user the ability to proficiently use all weapons. This stone is commonly used by those who are not as apt in the use of some weapons so they are granted the upper hand in combat.

Strong Universal; CL 17th; Craft Runestone, Exotic Weapon Proficiency with at least one weapon, Martial Weapon Proficiency with all martial weapons, Simple Weapon Proficiency; Craft (alchemy) DC 20; *wish* (cast 4 times); An exotic weapon, a martial weapon and a simple weapon; 2000 XP; Price: 30,000 gp.

I crafted this stone with those less proficient in weaponry in mind. It grants the wielder the ability to use all of the common implements of war. This stone is extremely difficult to craft. It requires that the user have access to the wish spell. The spell is cast two times during the crafting the creator must also have proficiency with one melee, one exotic and all simple weapons. In addition, the crafter must have one exotic, one martial and one simple weapon to complete the ritual.

Thief's Stone: This stone has a rune that glows a black color.

The *thief's stone* was crafted by mistake by Koriän. He kept the notes because he knew it would be useful to someone.

A *thief's stone* grants the user a +2 competence bonus to the following skills: Forgery, Hide, Move Silently, Open Lock, and Sleight of Hand.

Weak Transmutation, CL 5th (); Craft Runestone; Craft (alchemy) DC 18; *cat's grace*, *fox's cunning*; A lock pick and a black cloak; Price: 2,600 gp.

I created a thief's stone by mistake. I do not know what possessed me to add a lock pick and a cloak to the ritual. Ah well. This is what I got.

A thief's stone grants the user skill in thievery of course. The crafter must have access to the cat's grace and fox's cunning spells as well as a lock pick and a black cloak.

Runestone Alchemy Lab

As I have previously mentioned, the crafting of anything beyond rünite requires a special alchemy lab. This lab costs about the same investment to set up as a regular alchemy lab.

A runestone alchemy lab has only one extra item in it: a large circle that is drawn in chalk (white) that contains a large bowl that is set into the floor in the middle. Inside the bowl-like depression is where all of the raw materials are placed during casting. The ritual is done within the chalk circle.

The chalk circle has no special designs, so don't get fancy. Just a circle, no more, no less. Failure to comprehend this can result in serious injury or even death. I have seen one apprentice change genders because of his failure to comply with this simple rule.

Chapter 5: Prestige Classes

Rune Master

Rune masters are the extremists of crafting and using runestones. They work hard to master the art of crafting runestones. Runestones from a rune master tend to be top quality.

Several rune masters set up shops in large cities, while many take their obsessions to adventuring. Rune masters are generally wizards or sorcerers, though clerical and bardic rune masters are not unknown. Rune masters tend to rely on, and take advantage of, the powers they are granted by runestones and they tend to be sharp and inquisitive.

Hit Die: d6

I must concede, since my discovery of runestones, many have taken up an obsession with the items. They have become true masters and have nearly perfected the construction and use of runestones. These are the true masters of the stones.

Many have taken the name 'rune master' and started guilds. Some have started shops that remove or sell runestones, or help others use runestones. They have become widely known as adventurers and salesmen. I myself own several runestones done by various rune masters.

Requirements

To qualify to become a rune master, a character must fulfill all the following criteria.

Skills: Craft (alchemy) 10 ranks, Spellcraft 5 ranks.

Spells: Able to cast at least 1st-level arcane or divine spells.

Feats: Craft Runestone.

Special: Must have crafted at least 3 runestones.

Class Skills

The rune master's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points per Level: 4 + Int modifier



Class Features

All of the following are class features of the rune master.

Weapon and Armor Proficiency: Rune masters gain no proficiency with any weapons, armor or shields.

Spells per Day: At 1st, 2nd, 4th and 5th level, when a new rune master level is gained, the character gains new spells per day as if she had gained a level of her previous spell casting class. She does not, however, gain any other benefit a character of that class would have gained.

Table 5.1 The Rune Master

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Iron Will	+1 level of existing class
2 nd	+1	+0	+0	+3	Crafting Intelligence	+1 level of existing class
3 rd	+1	+1	+1	+3	Conjure Materials	-
4 th	+2	+1	+1	+4	Crafting Mastery	+1 level of existing class
5 th	+2	+1	+1	+4	Master of the Stones	+1 level of existing class

If a character had levels in multiple spell casting classes, she must chose which class she adds each level of rune master for the purpose of determining spells per day.

Iron Will: At 1st level, a rune master gains the Iron Will feat as a bonus feat.

Crafting Intelligence: At 2nd level, a rune master gains a +2 synergy bonus to Craft (alchemy) checks when crafting a runestone.

Conjure Materials: At 3rd level, a rune master may conjure any of the materials in the *Other Materials* section for a runestone. For example, a 4th level rune master crafting an *acid stone*, could instantly conjure the flask of acid (it simply appears) needed to craft the *acid stone* as opposed to buying it or finding it. However, if a material is conjured and then not used in the process of crafting a runestone, it immediately vanishes. To use this ability, the rune master must be under no stress and be in his alchemy lab.

Crafting Mastery: At 4th level, a rune master gains a +5 synergy bonus to her Craft (alchemy) checks when crafting a runestone. This does not stack with Crafting Intelligence.

Mastery of the Stones: At 5th level, a rune master gains the ability to cause no pain when she removes a runestone from a character. This means that if a rune master were to remove or equip a runestone, regardless of the target, the subject does not have to make the Will save and does not take damage. A rune master may choose to use this ability (If she wants to, a rune master can intentionally cause harm to the subject, but the character still gets a Will save). This ability can be used on herself as well as others.

Chapter 6: New Monsters

My runestone discovery has also led to the discovery of a few strange monsters as well, so we'll top this volume off with them. A few of these you would probably do well to avoid.

Rúnite Golem

Large Construct

Hit Dice: 18d10 (90 hp)

Initiative: -1 (Dex)

Speed: 20 ft (can't run)

Armor Class: 30 (-1 size, -1 Dex, +22 natural), touch 8, flat-footed 30

Base Attack/Grapple: +13/+27

Attacks: Slam +24 melee (2d10+11)

Full Attack: 2 slams +24 melee (2d10+11)

Space/Reach: 5 ft/10 ft

Special Attacks: None

Special Qualities: Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision, runestone affinity

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1

Skills: None

Feats: None

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 19-24 HD (Large); 25-54 HD (Huge)

Level Adjustment: -

A tall golem made of a light grey stone stalks toward you. It has large fists and seems ready to fight.

This is a golem of my own creation. Rúnite is used in place of iron for this golem, which happens to be based off the iron golem. I made them without the breath weapon, but they no longer rust as iron golems do.

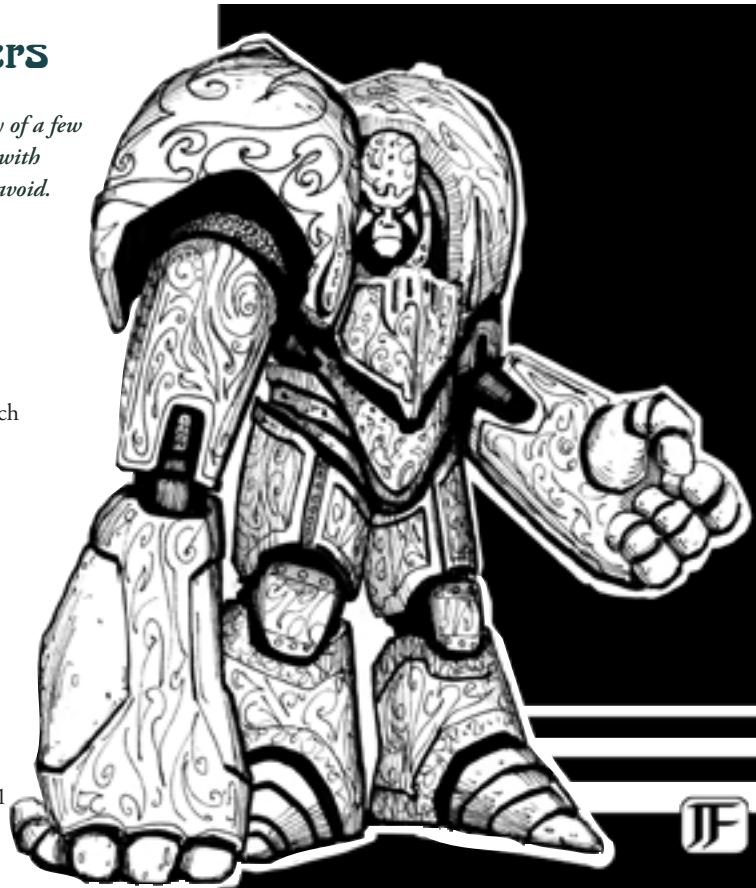
A rúnite golem stands about 8 feet tall and 5 feet wide. It has a 10 foot melee reach and is very suitable for guarding treasure hoards. Most rúnite golems appear to be a large suit of armor.

COMBAT

A rúnite golem will obey its creator if the creator is within 60 feet and can be seen and heard. Otherwise, the golem follows the last order it was given. Orders must be as simple as possible, such as 'guard this' or 'kill that'.

Magic Immunity: A rúnite golem can completely resist all spells that allow spell resistance.

Runestone Affinity: A rúnite golem can bear the powers of a runestone if its creator carves the corresponding rune into it and the golem is instructed in its use. The rune must be four times its normal size, costing four times the normal cost to create the corresponding runestone. The rune cannot be removed from the golem and therefore cannot be used as a runestone.



The statistics given above are for a rúnite golem that does not bear a rune on it. If a rune is added to a golem, add half the caster level of the corresponding runestone to its CR.

CONSTRUCTION

A rúnite golem's body is sculpted from 3750 pounds of pure rúnite.

The golem costs 90,000 gp to create, which includes 1,250 gp for the body. Assembling the body requires a successful Craft (alchemy) check (DC 13) followed by a Craft (stone working) check (DC 20).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,500 XP from the creator and requires *geas/quest*, *limited wish* and *polymorph any object*.

Rune Stalker

Medium Magical Beast

Hit Dice: 2d10 (10 hp)

Initiative: +2 (Dex)

Speed: 20 ft

Armor Class: 17 (+2 Dex, +5 natural)

Base Attack/Grapple: +2/+3

Attacks: Sting +3 melee (1d6+1) or bite -1 melee (1d8+1)

Full Attack: Sting +3 melee (1d6+1) and bite -1 melee (1d8+1)

Space/Reach: 5 ft/5 ft

Special Attacks: Drain stone, spell-like abilities



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Special Qualities: Darkvision 30 ft.

Saves: Fort +3, Ref +5, Will -1

Abilities: Str 13, Dex 15, Con 10, Int 10, Wis 8, Cha 4

Skills: Hide +10, Move Silently +7, Spot +7

Feats: Power Attack

Environment: Any land and underground

Organization: Solitary or hovel (2-25)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Medium); 6-10 HD (Large); 11-15 HD (Huge)

Level Adjustment: -

An oversized worm-like creature approaches you. The monster's mouth is lined with hundreds of tiny sharp teeth. There is a cruel barbed stinger on the end of its tail.

A rune stalker was first discovered in one of the early runestone shops after the shop had closed for the day. The owner was sweeping up when he found it sucking the magic from his runestones. He slew the beast and sent the corpse to me. I examined it and have decided to call it the rune stalker.

Rune stalkers were never heard of because they used to live in the dirt beneath the topsoil as regular worms do, but recently they have been drawn out by the magic of the runestones. Watch out for their teeth and don't lose your stone to it.

A rune stalker is about 5 feet long and pale in color. It is sickening to look at. They are known for their ability to suck the magic out of runestones.

COMBAT

A rune stalker will generally avoid combat, but will attack and try to devour its opponents' runestones if it is disturbed.

Drain Stone: A rune stalker is able to suck the magic from any runestone or rúnite and destroy it. It takes two minutes to destroy a runestone this way. This is how a rune stalker eats. The stone can make a Will saving throw against a DC 12.

Spell-like Abilities: 3/day – *Remove runestone*. This is cast as a 10th level sorcerer (DC 10 + spell level).

Conclusion

Well, I hope you have enjoyed this volume of my compendium. Runestones truly are a wondrous thing. What I shall discover next is unknown, but trust me, my friends, it will be amazing.

Please, at this point kindly return to the construction section of this book and try your own hand at the crafting of the spectacular items that are contained in this volume. Also, do make sure that you thank whosoever recommended this book to you. They deserve it for being so smart.

Ok, so I have always been something of a kidder, but if you did enjoy the material contained here please consider buying the next volume of my collection when it hits bookstalls. I hope you enjoy it as much as this volume... if not more.

One Final Note

Look for the occasional addition of a runestone or other information concerning runestones in my quarterly article 'The Silven Bestiary'. It is an article found in the Silven Trumpeter that can be purchased from www.silven.com starting March 20th, 2006.

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