

Arcane 3.11

BLADERUNES

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Prime	1 item	—	touch	I
2)	Weapon Rune I	1 weapon	1 day/lvl	touch	F
3)	Empathy Rune	1 item	1 day/lvl	touch	F
4)	Shield Rune	1 shield/armor	1 day/lvl	touch	F
5)	Return Rune	1 item	1 day/lvl (v)	touch	F
6)	Weapon Rune II	1 weapon	1 day/lvl	touch	F
7)	Long Flight Rune	1 weapon	1 day/lvl (v)	touch	F
8)	Spell Rune V	1 item	1 day/lvl (v)	touch	F
9)	Crushing Rune (A)	1 weapon	1 day/lvl (v)	touch	F
10)	Slaying Rune (A)	1 weapon	1 day/lvl (v)	touch	F
11)	Long Return Rune	1 item	1 day/lvl (v)	touch	F
12)	Elemental Rune (A)	1 weapon	1 day/lvl (v)	touch	F
13)	Weapon Rune III	1 weapon	1 day/lvl	touch	F
14)	Protection Rune	1 armor	1 day/lvl (v)	touch	F
15)	Etched Rune	1 item	varies	touch	F
16)	Defender Rune (A)	1 weapon	1 day/lvl (v)	touch	F
17)	Spell Rune X	1 item	1 day/lvl (v)	touch	F
18)	Weapon Rune IV	1 weapon	1 day/lvl	touch	F
19)	Arcane Rune (A)	1 weapon	1 day/lvl	touch	F
20)	Power Rune	1 item	1 day/lvl	touch	F
25)	Spell Rune True	1 item	1 day/lvl (v)	touch	F
30)	Permanency	1 item	P	touch	F
50)	Black Rune	1 weapon/armor	1 day/lvl (v)	touch	F

1. Prime — Caster prepare the item to receive Bladerunes. This spell also determines exactly what Bladerunes are already on an item (if any).

2. Weapon Rune I — Increases a non-magical weapon's OB by 10 or a magical weapon's OB by 5.

3. Empathy Rune — When this Bladerune is successfully cast, the item attunes itself to one wielder as defined by the caster. This wielder must be present and also touch the item. The empathy rune may serve two different purposes, defined upon casting: (1) if any other creature attempts to wield the item, all Bladerunes on the item fade and become ineffective or (2) any Bladerunes on the item may be activated at Will by the attuned wielder.

4. Shield Rune — When cast before a *Weapon Rune* spell, the *Weapon Rune's* normal OB bonus becomes a DB bonus on a shield or armor instead.

5. Return Rune — Whenever the item is thrown or fired (as from a bow), the item flies back to the wielder who may catch it if desired (otherwise it falls at his feet). Travel is very rapid (approx. 1000'/rd), but the item cannot pass through intervening obstacles. Catching the weapon is a 40% action.

6. Weapon Rune II — As *Weapon Rune I*, except bonus is +15 for a non-magical weapon or +10 for a magical weapon.

7. Long Flight Rune — Allows a non-throwable weapon to be thrown with its normal melee OB and range mods as for a light crossbow *or* a throwable weapon to be thrown using Long Bow ranges (with penalties halved) *or* a missile weapon to multiply its ranges by a factor of four.

8. Spell Rune V — The caster may cast this Bladerune to store any one spell, up to fifth level, which may be cast at a later time when a wielder activates it. The power points must be spent for both the Bladerune and the stored spell.

9. Crushing Rune (A) — If an attack with a weapon having this Bladerune succeeds in causing a critical there is a 50% chance that the attack is "Crushing". If the critical specifies a

body area, any armor that the item has struck will be shattered and rendered useless or bones in an unarmored area will be shattered. If such an attack delivers only concussion hits or a critical that does not specify a body part, roll randomly to see if the target's weapon or shield are shattered (normally 30/70 percentage). Magic items receive a RR and will not be effected if successful.

10. Slaying Rune (A) — This bladerune causes the weapon to act as "of Slaying" vs a particular race or type of creature chosen by caster when the Bladerune was created.

11. Long Return Rune — As *Return Rune*, but the item is returned via Long Door which means it may travel through intervening obstacles. Catching the weapon is a 20% action.

12. Elemental Rune (A) — The wielder of the weapon may (before he makes an attack) activate this Bladerune to be used in that attack. If the attack succeeds in causing a critical result, the attack will cause an additional critical equal in severity to the original (same dice roll). The type of additional critical is pre-selected by the caster (i.e Heat, Cold, Electricity or Impact).

13. Weapon Rune III — As *Weapon Rune I*, except bonus is +20 for a non-magical weapon or +15 for a magical weapon.

14. Protection Rune — Armor enchanted with Protection Rune has the ability to negate 50% of criticals aimed at that part. Each part of a full armor (i.e breastplate, leg greaves, arm greaves, helm) must be enchanted separately. Each time the armor part negates a critical, there is the usual 40% chance that the rune fades.

15. Etched Rune — When this spell is cast immediately before another Bladerune spell, the second spell is "etched" into the item's aura. Etching a Rune lowers the risk of fading by three quarters (to 10%).

16. Defender Rune (A) — The round this Bladerune is activated, the wielder makes a "full parry" (100%). He receives full OB against the first attack, $\frac{3}{4}$ OB against the second attack and $\frac{1}{2}$ OB against all other melee attacks that round.

17. Spell Rune X — As *Spell Rune V*, except caster may store up to a 10th lvl spell.

18. Weapon Rune IV — As *Weapon Rune I*, except bonus is +25 for a non-magical weapon or +20 for a magical weapon.

19. Arcane Rune (A) — As *Elemental Rune*, except caster may chose a mix of elements (i.e Plasma, Nether) or other types of criticals (i.e acid, depression etc). GM decision.

20. Power Rune — Allows caster to store up to $\frac{1}{4}$ of his total PP in the item. An attuned wielder of the item may then use the PP to cast his own spells. When the PP are gone, the rune fades. Rune-makers using this rune will not regain the stored PP until the duration of the spell is up.

25. Spell Rune True — As *Spell Rune V*, except caster may store any level of spell.

30. Permanency — The caster may cast this spell in conjunction with any Bladerune spell making the Bladerunes duration permanent in effect on the item (unless dispelled or cancelled by caster).

50. Black Rune — Weapons enchanted with the Black Rune possess the following abilities: +30 OB, x2 concussion hit damage, Haste at will and are considered Holy/Unholy. Armor enchanted with the Black Rune are +20 DB, negate 50% of criticals to areas it covers and halves all stun results vs wearer.

SPECIAL NOTES

1) All "Runes" on this list are called *Bladerunes*. A caster may only have a number of Bladerunes equal to his level active at any time. Bladerunes are a lesser form of enchantment than an Alchemist would normally perform. The Bladerunes do not "permeate" the item as normal enchantments do. Rather, they are implanted on the "outside" of the item's aura. For this reason, all Bladerunes have conditions under which they will fade and cease to be effective. Once a Bladerune has faded, another may be cast to take its place, or the previous Bladerune may be re-cast on the item.

2) Bladerunes normally fade in 1 day per level of caster; also each activation has a 40% chance of fading the rune. Bladerunes can also be cancelled by caster if he wants (touch is required). Heavy anti-magic areas or *Dispel* spells may also cause Bladerunes to fade.

3) An item may receive only a limited number of Bladerunes at one time. This is based loosely on the size of the item. When the *Prime* spell is cast, if the item has never had the spell cast on it before, the item receives an aura which makes the casting of Bladerunes on it possible, and also informs the caster how many Bladerunes it is possible to cast on the item. If a later caster performs a *Prime* spell on an already primed item, the item is not "re-primed"; it simply reveals to the caster the capacity of the item as previously determined..

4) Bladerune effects are not cumulative with each other, i.e the OB's of multiple *Weapon Runes*, the DB's of *Shield Runes*, the RR mods of *Resistance Runes*, etc., may not be totalled. They are however cumulative with other magical or non-magical bonuses on items, i.e a High Steel weapon (+10) with a *Weapon Rune II* (+15) will perform as a +25 weapon.

5) Any Bladerune that needs activation (marked with an "A") requires the wielder to make a successful "Attunement" roll (see *ChL&CaL* Table 15.34). Activation of a Bladerune, except for *Spell Runes*, count as casting an instantaneous spell (i.e 10% activity). The *Empathy Rune* may be used to create items that activate "at Will", counting as a 0% action.

6) The activation time of Spell Runes depends on the spell it contains, i.e a *Spell Rune* containing *Bladeturn* will be cast as an "instantaneous spell", a *Spell Rune* containing *Firebolt* require 75% action. Spell Runes cannot be "prepared" to receive bonus, they are always cast at 0 modification for RR and BAR purposes.

6) When a *Shield Rune* is used on armor it will provide inherent DB. If the armor is single piece (i.e breastplate) the inherent DB will be halved in accord with the normal rules, i.e a +10 bonus equals a +5 inherent bonus. If the armor is multipiece (i.e breastplate with grieves) and all pieces are enchanted with *Shield Runes*, the total bonus of the armor will be inherent.

Item	Bladerune Capacity
1. Full Shield	10
2. Wall Shield	12
3. Normal Shield	8
4. Target Shield	6
5. Gauntlet (one)	2
6. Bracer (one)	2
7. Full Armor (any type)	15
8. Half Armor (any type)	8
9. "Shirt" Armor (any type)	6
10. Helm	2
11. Full Helm	4
12. Long Sword	6
13. Two Handed Sword	8
14. Short Sword	4
15. Dagger	2
16. Bastard Sword	7
17. Scabbard	(1/2 of sword type)
18. Hand Axe	3
19. Battle Axe	6
20. Halberd	8
21. War Hammer	6
22. Morning Star	6
23. Mace	6
24. Heavy Crossbow	6
25. Light Crossbow	4
26. Sling	1
27. Long Bow	6
28. Composite Bow	5
29. Short Bow	4
30. Arrow (any type)	1
31. Bolt (any type)	1
32. Sling Stone	1
33. Spear	8
34. Javelin	4
35. Lance	10
36. Staff	8
37. Wand	2
38. Rod	4
39. Ring	1
40. Bracelet	1
41. Rune Paper	1
42. Amulet	2
43. Cloak	2
44. Belt	2
45. Boot (one)	2
46. Lantern	4
47. Coin (any type)	1
48. 50' Rope (dispelled if cut)	5
49. Spike	1
50. Hat	2