



Rune Expansion



WFRP2 Rune Expansion

by Jackdays

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Special Thanks & Credits:

Special thanks must go to some sources that should be credited here. I'm relying greatly on these resources: *Black Fire Pass Set: Book of Grudges* (WFRP3 sourcebook), *Realms of Sorcery* (WFRP2 sourcebook), *Realms of Sorcery* (WFRP1 sourcebook), *Dwarfs: Stone and Steel* (WFRP1 sourcebook) and then various versions of *Warhammer Fantasy Battle: Dwarfs* (WFB sourcebook). Some information comes from various **Black Library** novels and probably from some other sources, not mentioned here.

Also, very special thanks for creating good looking cards belong to **Strange Eons** software and **Liber Fanatica** WFRP3 cards. Art work by Undermound, plugin code by Sunatet and dice symbols & functions come from Hurlanc's work. This document is completely unofficial, non-commercial and in no way endorsed by people mentioned.

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Chapter I: Rune Expansion

This document was created to expand the rune rules in all WFRP editions. Some runes are not found in all the editions and are that why presented here – rest are just new ones. All the rules and careers for the Rune Magic can be found from the following sources:

- ❖ **WFRP3: Black Fire Pass Set: Book of Grudges**
- ❖ **WFRP2: Realms of Sorcery**
- ❖ **WFRP1: Realms of Sorcery, Dwarfs:Stone and Steel**
- ❖ **Warhammer Fantasy Battle:** Various editions of *WFB: Dwarfs* have rules about Runes, Rune Items, Runesmiths and Rune Magic.

The Rules of Runic Magic (Expanded)

Note: Text mostly taken from the *Realms of Sorcery* (WFRP1 sourcebook), but some parts (like the eight rule: *Rule of Time*) is from the *Realms of Sorcery* (WFRP2 sourcebook). Also, here are rules from the *Dwarfs* (Warhammer Fantasy Battle sourcebook).

Runic magic items are all subject to the following eight rules (except in a few special cases which are discussed in the relevant runes, or rune types, description):

- I. Rule of Three**
No item can have more than three runes inscribed upon it at the time of forging. It is virtually impossible to craft items that can bear the strain of carrying so much power.
- II. Rule of Form**
Weapon runes can only be inscribed on weapon, armour runes on armour...etc. There are a small number of exceptions to this rule (noted with runes on this document); if a rune can be engraved onto different materials, this is noted in its description also.
- III. Rule of Pride**
Runesmiths take pride in their craft. They don't like to repeat themselves, and they are always looking to create greater and greater masterworks. Each rune item is unique and a runesmith would not mass-produce or repeat his work (not that there are some exceptions to this rule under unusual circumstances). *Optional Rule (GM decision):* No more than one item in a 100-yard radius may carry the same combination of magic runes. All runic items violating this rule will become inert for the duration of their relative proximity.
- IV. Rule of Jealousy (or Rule of Mastery)**
Master runes are also called as jealous runes. No more than one master rune can be inscribed on an item. Various WFRP-editions have rules, that master ("jealous") runes are too powerful to be combined with other runes. But WFB has a rule that master runes can be combined with normal runes. Just remember other rules given here. *Optional Rule (GM decision):* No more than one item in a 100-yard radius may carry the same master rune (in any combination). All runic items violating this rule will become inert for the duration of their relative proximity.
- V. Rule of Combination**
Apart from master runes, other runes can be combined to produce varied or cumulative effects. Still combinations should be approved by GM – Not, all the combinations might work together or even produce cumulative effect. Combinations are usually used with Weapon runes.
- VI. Rule of Dislike**
It is impossible to inscribe runes, even temporary runes, onto magic items crafted by sorcerous means. Violation of this rule will result in an explosion that destroys the magical item and causes damage on anyone within close (a 10-foot) radius.
- VII. Rule of Disharmony**
Non-Dwarfs are not fully attuned to runic magic. Thus, no matter how many runic items a non-Dwarf carries, only the least powerful three runes will be functional and the rest inert. GMs should determine which runes are active once the non-Dwarf character possesses items that total more than three runes.
- VIII. Rule of Time**
When working on a rune item, a Runesmith must dedicated the majority of his time to the job and can only work on one rune at a time. A Runesmith must spend at least four hours each day working on the rune for the day to count in the creation process. If no work is done on a rune for over one month, the attempt fails.





Rune Types (Expanded)

In WFRP1 rune rules included also **Special** rune type. I have divided these runes to two different categories.

- ❖ **Armour:** Armour runes are meant for defence and to modify Armour. Usually shields belong to this group.
- ❖ **Construct (Special):** Construct runes usually make some construct more powerful, protected, even alive, or create some area effect. These runes are usually placed in more stationary places (doorways, hallways, tunnels, buildings...etc.), but there are exceptions like the animation runes (which create moving constructs). Construct runes may break *The Rule of Pride* and also *The Rule of Jealousy*.
- ❖ **Engineering:** Engineering runes can be used to power gunpowder weapons or war machines (cannons, stone throwers, bolt throwers, organ gun, flame cannon...etc.) that cannot be powered by Weapon runes. Engineering runes can affect also other missile weapons (even melee weapons).
- ❖ **Protection (or Banner):** Protection runes can be inscribed from rings and amulets to huge battle standards. Their power affects from single person to entire units providing different protection effects or bonuses.
- ❖ **Talismanic:** Talismanic runes are those that can be inscribed on items like rings, circlets, crowns, rods, belts, buckles, and amulets.
- ❖ **Tool (Special):** Tool runes are usually used to make some common tools, containers, and devices more useful (or even powerful). Basically, help the users, or make the tools work better. Tool runes may break *The Rule of Pride* and also *The Rule of Jealousy*.
- ❖ **Weapon:** Weapon runes are meant for offensive and to modify normal melee weaponry. Some of these runes can be inscribed to shields also (shield can be used as offensive weapon, but it is GM decision which runes can be used to shields).

Lost Runes

During the millenniums, Dwarfs, have lost many famous runes. Sometimes these runes are called "forgotten" runes.

There are records of these runes and even few artefacts bearing the runes, but the knowledge to manufacture these runes have been lost to the Runesmiths of today. The earliest of Runesmiths were the most potent at capturing mighty enchantments with their work, for they learned their hammer craft from the Ancestor Gods or the ensuing masters that emerged from those initial teachings. As they do not write down lore and would rather die than pass along secrets to an unworthy successor, each time a Runelord falls in battle, irreplaceable knowledge is lost. Living Runesmiths reckon that fewer than half of the magic runes created are still in use today, as the skills to replicate them are no longer known.

Runesmiths actively seek out any remaining items with lost runes so as to study carefully in the hope of unlocking the ancient secrets. Any Dwarf-made artefact of antiquity is examined, not only to marvel at its expert craftwork, but also to seek for hidden signs. In some cases, runes fade over thousands of years as their magic gradually leaks away, although this does not happen with master-forged items. Many runes are visible only to another Runesmith, who can re-activate their power. It is possible that a Master Runesmith could learn to replicate the effect or find long lost records, but replicating secrets from the golden age is difficult.

The exact chant that was required during the inscription of the runes maybe lost, even the ingredients (master runes) would be remembered. Also, other parts of the ritual must go right, like how many times to hammer the molten metals, as well as correct tempering agents. Not to mention special ingredients needed to power the rune.

Stone and Iron

"Put your trust in stone and iron - stone and iron have always been true friends of the Dwarfs."

Old Dwarf saying





Ancestor Runes

The Ancestor Runes were forged thousands of years ago, and only the richest holds can boast more than a handful. During ordinary times, these heirlooms lie inert, waiting for the *Winds of Magic* to rise and give them life (*Storm of Magic*). Once awakened, and Ancestor Rune is empowered by drawing raw magic out of the air, charging itself with power according to the desires of its creator. This charge normally takes many weeks to build. Only when the Ancestor Rune glows with a blinding light does the Runesmith strike down with his hammer, discharging the energy within to strike his foes or invigorate his allies.

The forgers of the Ancestor Runes were as proud of their craft as any Runesmith before or since, much given to artful embellishment of their works. Although individual Ancestor Runes might differ in appearance from hold to hold, the power they call down varies not one jot, as decreed by strict rules of traditional runework. Karaz-a-Karak's Ancestor Runes of Grimnir are inset with filigreed dragon shapes, whilst those of Barak Varr are inlaid with silvered sea beasts. Yet when struck, both respond with identical fury.

Ancestor Runes are usually Construct type of runes. They are forged in various, usually barely movable, item. Like pedestal, forge, altar...etc., which acts as so called *Arcane Fulcrum*. In game terms Ancestor Runes are master runes, yet they are very much lost runes. They usually cause powerful effects that can be directed to large area surrounding them. So, they must be moved to place where they are used. In simple, these effects can cause large damage to huge amount of enemy, when used in battlefield, or great healing to own forces.

Hidden Runes

It is possible to hide runes. Runesmith who forges the item may choose to hide rune creating a kind of a password - a chant that will activate the rune. Rune will remain hidden until the chant is given, which is the point the rune finally activates. If chant is given again, the rune hides itself. Those attuned to the hidden rune may still always use the hidden rune power, after it is revealed.

When new owner of rune item exams the item and becomes attuned to it, owner will not notice these hidden runes. The revealing chant is needed. As they remain hidden, also their power cannot be used. It lies there in the item dormant. If a runesmith knows the type of hidden rune, smith may try to find this rune. This means runesmith may confirm there is certain type of hidden rune in the item - the chant is still needed to activate the rune. This is the most common way of runes to become lost.

Rune Items in the Game

In game terms, even a single rune item should be considered "very special" and two or three rune items powerful magic-items (not to mention Master Rune items...). Striking 2 or 3 runes onto a single item should not be considered easy feat (not to, again, mention that item would have one master rune and one or two normal runes).

- ❖ **1 Rune Item:** Lesser rune item.
- ❖ **2 Rune Item:** Greater rune item
- ❖ **3 Rune Item:** Epic/legendary rune item.
- ❖ **Master Rune Item:** Rune Artefact.

Optional Rule: Weight of the Rune Weapons

There are stories, that rune weapons that are not meant for other than Dwarfs to wield double their weight in other than Dwarfen hands.

The Runesmith can decide when making a rune weapon will the rune cause this effect. If the Runesmith so chooses, then the weight of the weapon is doubled in other than Dwarfen hands.





Type of Enemy

Type of Enemy is used in *Master Rune of Slaying* and *Rune of Bane*. Runesmith must choose one enemy type when creating the rune and bind it against that type. List below will detail possibilities that can be used with any magical weaponry.

- ❖ Aquatic (includes Amebae, Behemoth, Bog Octopi, Chameleoleech, Kraken, Lakemen, Mermaids, Promethean, Shiners, Stirpikes, Naiads...)
- ❖ Animals
- ❖ Chaos (includes Chaos Beastmen, Chaos Monsters, Chaos Humanoids, Daemons...)
- ❖ Chaos Beastmen (includes Beastmen, Cygor, Ghorgon, Lakemen, Minotaur, Ymir...)
- ❖ Chaos Monsters (includes Bale Taurus, Basilisk, Chaos Dragon, Chaos Spawn, Chaos Warhounds, Chimera, Dragon Ogres, Dread Maw, Fimir, Giant Spined Chaos Beast, Great Taurus, Jabberwock, K'daai, Kraken, Lammasu, Mutualight Vortex Beasts, Plague Toads, Slaughterbrutes, Toad Dragon...)
- ❖ Chaos Humanoids (includes Bull Centaurs, Chaos Dwarves, Chaos Trolls, Chaos Giants, Chaos Ogres, Chaos Warriors, Chaos Sorcerers, Fimir, Mutants...)
- ❖ Chaos Aligned (all creatures that serve and have gifts of one of the Dark Gods)
- ❖ Constructs (all made/animated non-living creatures. Includes Hierotitans, K'daai, Khemrian Warsphinx, Necrofex Colossus, Necrolight Colossus, Rune Guardian, Tomb Scorpions, Unholy Blades, Ushabti, Wicker Man...)
- ❖ Daemons
- ❖ Dragons (includes Chaos Dragon and Zombie/Undead Dragon)
- ❖ Dragon Ogres
- ❖ Dwarfs (includes Chaos Dwarfs)
- ❖ Elemental Creatures – All (this includes creatures connected strongly to one basic element – Air, Earth, Fire, Metal, Void, Water, Wood. Like Naiads that are connected to Water or Incarnate Elementals connected to these elements)
- ❖ Elemental Creatures – Single (this includes creatures connected strongly to one basic element – Air, Earth, Fire, Metal, Void, Water, Wood. Like Naiads that are connected to Water)
- ❖ Elves (includes Dark Elves)
- ❖ Fimir
- ❖ Flying Monsters (includes Cockatrice, Great Eagle, Great Taurus, Firebird, Griffon, Hippogriff, Lammasu, Manticore, Pegasi, Wyvern...)
- ❖ Giants (includes Chaos Giant, Curs'd Ettin, Bonegrinder Giant and Jotun)
- ❖ Greenskins / Goblinoids
- ❖ Halflings
- ❖ Humans
- ❖ Hydra
- ❖ Lizards (includes Lizardmen, Reptiles, Slann, Dinosaurs, Dread Saurian and Chasm Spawn)
- ❖ Ogres (includes Ogre-kin and Chaos Ogres)
- ❖ Oozes & Slimes (includes Shiners, Warpslime)
- ❖ Plants (includes Bloodsedges, Cavern Coral, Grave Grass, Tree Kin, Treemen, Dryads...)
- ❖ Spellcasters (all creatures and careers with ability to cast spells. Includes also creatures tied strongly to the Aethyr and Winds of Magic - Like some Incarnate Elementals)
- ❖ Spiders
- ❖ Squigs
- ❖ Trolls (including Chaos Trolls, Bile Trolls...)
- ❖ Undead
- ❖ Unicorns
- ❖ Vampires
- ❖ Vermin (includes Skaven, Rat-creatures and Rats)
- ❖ Werecoatures (includes Ulfwerenar, Skin Wolves...)
- ❖ Wolves (includes Werewolves)





Master Runes



Master Rune of Dragonbane [NEW]

Note: This rune is another optional version for the *Master Rune of Dragon Slaying*. This rune is inspired by Felix Jaeger rune sword *Karaghul* from *Gotrek and Felix* saga stories (various writers).

Type/Form: Weapon

Ingredients: Iron ore from the lost hold of Karak Azgal, and the blood of a dragon

Inscription Number: 35

Empowerment: 12

Description (Permanent): Any weapon bearing this rune protects its wielder from any dragon breath weapon (no damage) and dragon inflicted fear and terror. Also, all allies within 48 yards (24 squares) gain protection against the fear and terror. Weapon bearing Dragonbane rune also ignores dragons armour (scales) and Toughness Bonus characteristic. When this rune gets close to any dragon it faintly glows. This happens about 1000ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons. *Optional Rule:* Master Rune can be so powerful, that it's hate against certain creature type will cause sudden rage (use *Frenzy Trait*) to wielder of weapon, when creature is 1000ft radius.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 5 minutes and for missiles it only lasts one shot.



Master Rune of Elementalism [NEW]

Type/Form: Construct (Special)

Ingredients: Commonly Earth Elemental is used underground. Fire and Water Elementals need large amount of their elemental in the same area (like underground pool of water). Air Elementals can only be summoned outside.

Inscription Number: 30

Empowerment: 10

Description (Permanent): This rune creates area effect that wards area (maximum size: Small building/hut or large hall) from things that Runesmith chooses (this could be from non-Dwarfs, Elves, Humans, Chaos, anyone, those without right password...etc.). Must be inscribed to stationary target. If this target is destroyed or moved the effect disappears. There can be multiple similar runes, but that is rare. When someone, not allowed, enters this area the rune summons the *Major Elemental* creature to defend the area. It will fight anyone in the area, unless Runesmith has given orders not to harm certain types (like Dwarfs, certain persons...etc.). Elemental will return to its own realm if its enemies leave the area or they are killed. Elemental will not leave the area, that is why Rune is commonly placed in the position that Elemental is not easily dodged without fight. Note! When Elemental is summoned it is always in full health.

Description (Temporary): As permanent, but elemental is summoned only once and then the rune is useless.





Master Rune of Mechanical Hand [NEW]

Note: This rune is inspired by the novel *Slaves of Darkness* (The Claws of Chaos, The Blades of Chaos, The Hearth of Chaos) by Gav Thorpe. In this story the Dwarfs build mechanical and enchanted hand to one of the main characters, who can use it like normal hand (well, maybe little clumsier, but still able to move his fingers).

Type/Form: Tool (Special)

Ingredients: Best craftsmanship prosthetic ("Veteran's Hand", "The Iron Hand") hand or arm. This should be mechanical hand, where there are ready made mechanics for finger movement (flexible fingers), an adjustable wrist...etc. It should be very difficult feat to create this kind of hand and engineering skills are needed. Hand itself is like a light gauntlet, yet more elegant. The cost of this mechanical wonder should be about 1000GC or even more (2000GC if Gromril is used) and availability should be very rare/exotic.

How the Mechanical Hand works: The rune magic in the mechanical hand connects the hand to the user's nervous system, when user places the hand or arm to its place and the rune item becomes attuned to the user. Hand magically seals itself in place. After this user, can use the hands fingers as if they were living (off course little clumsier). There is no feeling in the hand. Because it has a poor sense of touch, it makes the use of the hand also little clumsy for actions requiring fine dexterity. Remaining penalties are given below for each system. The grip of the hand is powerful, but as strong as the users. If used in the hand to hand fighting, the hand is considered to be gauntlet/knuckle-duster. Otherwise the hand functions as a perfect replacement.

Mechanical Hand is considered to be magical (rune) weapon! If half of the hands Wounds are lost, then hands mechanics are broken somehow and it needs fixing. Some fingers may still work. Repairing the mechanics should be challenging task (yet, not impossible), and engineering skill is needed. If all the Wounds are lost, then the hand is badly broken and the repair should be much more difficult. It should also cost half the cost of new one. Hand is not destroyed easily. Rune Magic makes the mechanical hand much stronger, than it appears. But the delegate mechanics are not immune to mundane damage.

Inscription Number: 25

Empowerment: 6

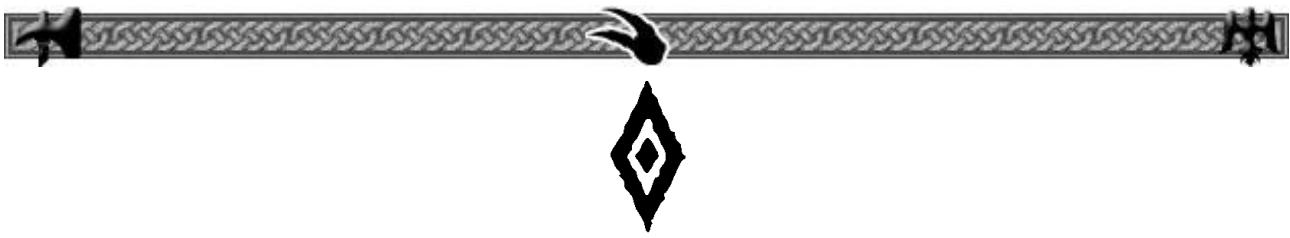
Description (Permanent): Rune makes mechanical hand alive and attach to user's nervous system, so that mechanical hand can act as normal hand.

Description (Temporary): There are no temporary versions, but they are possible. This makes the mechanical hand "alive" for a day.

Rules About Prosthetics

Old World Armoury

- ❖ **Characteristics:** Enc.25; TB4 (5 if Gromril), W16 (20 if Gromril)
- ❖ **Bonuses:** No combat penalties and takes away most skill/Characteristic penalties caused by missing hand/arm. +10 bonus to any tests similar to arm-wrestling or holding.
- ❖ **Remaining Penalties:** -10 penalty to any sensitive or delicate skill tests (fine dexterity) done with this hand (writing, drawing, pick locks, pick pockets, crafting...etc.).



Master Rune of Slaying [NEW]

Type/Form: Weapon

Ingredients: Blood (or piece) from the monster type it can harm.

Inscription Number: 30

Empowerment: 9

Description (Permanent): If a weapon inscribed with this rune inflicts any Wound it will slain the creature (one type of enemy) it has been made to harm (check *Type of the Enemy* –table). When rune gets close to its enemy type it will also faintly glow. This happens about 1000ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons. *Optional Rule:* Master Rune can be so powerful, that it's hate against certain creature type will cause sudden rage (use *Frenzy* Trait) to wielder of weapon, when creature is inside 1000ft radius.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute, but for missiles it only lasts one shot.



Master Rune of Unbinding [NEW]

Note: This rune is inspired by the novel *Slayer* by David Guymer from *Gotrek and Felix* saga. This is a *Lost Rune*.

Type/Form: Weapon

Ingredients: Blood (or piece or some physical remains) left to the physical world when slain, from each type of the greater daemons of Chaos: Bloodthirster (Khorne), Lord of Change (Tzeentch), Great Unclean One (Nurgle), Keeper of Secrets (Slaanesh). An ounce of gromril, kept on an altar of Grimnir for a year and a day.

Inscription Number: 30

Empowerment: 9

Description (Permanent): Legends tell, that a weapon with this rune inscribed may inflict damage to even the Chaos Gods and because of this also kill them. In real world creatures that are not from this realm (like Daemons) are more easily banished to their own realm by weapon bearing this rune. Every time this kind of creature is wounded, it must succeed at a **Hard (-20) Will Power Test** immediately or be banished back to its original realm. In Aethyr, or *Realm of Chaos*, creatures that are native to that realm can be killed with this weapon. Rune also protects its wielder from Daemon inflicted fear and terror and corruption and mutation. Weapon bearing this rune ignores Daemons natural armour and Toughness characteristic.

Description (Temporary): -





Master Rune of Waking [NEW]

Note: This rune is based on the Rune Guardian construct found from *Lure of the Liche Lord* (WFRP2 sourcebook) and partly to Dwarf Warrior Statues found from *Dwarf Wars* (WFRP1 sourcebook). More information and stats can be found from this document. This is a *Lost Rune*.

Type/Form: Construct (Special)

Ingredients: An ounce of Gold from Karaz-a-Karak.

Inscription Number: 30

Empowerment: 10

Description (Permanent): This rune must be inscribed to a lifeless autonoms or similar constructions. After the rune is successfully inscribed the construct can be given set of rules and instructions that it will follow until it is destroyed. These autonoms are used usually as tireless sentries that could be left behind. Example: If the construct is given orders to guard certain passage it will only move and attack when some other creature is trying to cross the passage. It will not hunt the intruder any further than designated area. Note! These creations are called Rune Guardians.

Description (Temporary): As permanent, but once the rune is activated, the Rune Guardian will be active only for half a year. After that it will become moveless statue.



Master Rune of Warding [NEW]

Type/Form: Construct (Special)

Ingredients: An ounce of gromril and a fist-sized piece of adamant.

Inscription Number: 25

Empowerment: 8

Description (Permanent): This rune creates area effect that wards area from one thing that Runesmith chooses (check *Ward Types* below). Must be inscribed to stationary target. If this target is destroyed or moved the effect disappears. Also, multiple targets must be warded with this same rune to create working area effect between them (three runes minimum). Also, number of same runes makes the area effect larger. Three runes only create effect that affects about normal room size area. Five runes ward about normal house. Ten runes ward about huge castle or fortress (or small village). Twenty to thirty runes ward average town area...etc. More runes that are needed can be added, so if one or two of them are destroyed the effect still remains.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for a 1 week (8 days).

Ward Types:

- ❖ **Chaos:** Those inside the effect of this rune are protected from the effects of Chaos. They automatically gain a +10 bonus to resist magic and other Chaos effects and are also immune to Chaos mutation. But also, this effect causes penalty to any magic-use in the area. All spellcasters that cast spells within this area have -5 penalty to any Casting Tests. Only exception are the users of Rune Magic.
- ❖ **Daemons:** Daemons (including living creatures possessed by Daemons) cannot enter closer than 50 feet from the area unless they succeed **Hard (-20) Will Power Test**. If unsuccessful, then they can try again after one day has passed (24 hours). If Daemon is summoned inside warded area it must make this Test. If Test is unsuccessful it doesn't enter this world and summoning fails.
- ❖ **Magic:** All creatures that enter this area lose one point from their **Magic** Characteristic until they leave the area. Only exception are the users of Rune Magic.



Runes



Rune of Bane [NEW]

Type/Form: Weapon

Inscription Number: 14

Empowerment: 4

Description (Permanent): Any weapon bearing this rune gains an extra +4 bonus on damage rolls against one type of enemy (check Type of the Enemy –table). When rune gets close to its enemy type it will also faintly glow. This happens about 100ft range. Rune can also be inscribed on a missile (bolt, stone, arrow...etc.) and even on bullets shot with gunpowder weapons.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute, but for missiles it only lasts one shot.

Multiple Runes:

- ❖ **Two Runes:** Two Runes of Bane causes' +8 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 500ft range.
- ❖ **Three Runes:** Three Runes of Bane causes' +12 bonus on damage rolls (see above). When rune gets close to its enemy type it will also faintly glow. This happens about 1000ft range.



Rune of Bravery [NEW]

Type/Form: Armour

Inscription Number: 20

Empowerment: 5

Description (Permanent): The bearer of an armour inscribed with this rune gains *Fearless* Trait.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute.

Multiple Runes: Multiples of this rune have no further effect.





Rune of Courage

Type/Form: Protection

Inscription Number: 20

Empowerment: 5

Description (Permanent): The bearer of an item inscribed with this rune gains *Fearless* Trait.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute.

Multiple Runes: Multiples of this rune have no further effect.



Rune of Chaos-Warding [NEW]

Type/Form: Talismanic

Inscription Number: 15

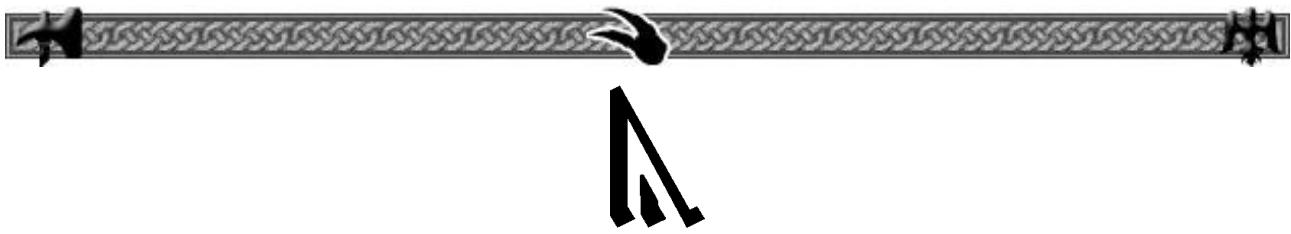
Empowerment: 4

Description (Permanent): The bearer of an item inscribed with this rune gains *Resistance to Chaos* Trait. User of this item cannot use magic when wearing the item (treat Magic characteristic as 0 when wearing the item), this doesn't include Rune Magic.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 hour.

Multiple Runes: Multiples of this rune have no further effect.





Rune of Dragon Protection [NEW]

Type/Form: Talismanic

Inscription Number: 20

Empowerment: 8

Description (Permanent): A character bearing an item inscribed with this rune is immune to any Dragon Breath Weapon, including Undead Dragons also.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 hour.

Multiple Runes: Multiples of this rune have no further effect.



Rune of Elementalism [NEW]

Type/Form: Construct (Special)

Inscription Number: 20

Empowerment: 8

Description (Permanent): This rune creates area effect that wards area (maximum size: Small building/hut or large hall) from things that Runesmith chooses (this could be from non-Dwarfs, Elves, Humans, Chaos, anyone, those without right password...etc.). Must be inscribed to stationary target. If this target is destroyed or moved the effect disappears. There can be multiple similar runes, but that is rare. When someone, not allowed, enters this area the rune summons the *Least Elemental* creature to defend the area. It will fight anyone in the area, unless Runesmith has given orders not to harm certain types (like Dwarfs, certain persons...etc.). Elemental will return to its own realm if its enemies leave the area or they are killed. Elemental will not leave the area, that is why Rune is commonly placed in the position that Elemental is not easily dodged without fight. Note! When Elemental is summoned it is always in full health.

Description (Temporary): As permanent, but elemental is summoned only once and then the rune is useless.

Multiple Runes: Multiples of this rune have no further effect.





Rune of Fire [REVISED]

Note: Text taken from *Realms of Sorcery* (WFRP2 sourcebook), but rules revised.

Type/Form: Weapon

Inscription Number: 17

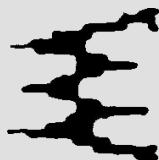
Empowerment: 5

Description (Permanent): Upon the wielder's command (a free action), a weapon inscribed with this rune bursts into flame. This provides the same illumination as a torch, and the weapon burns until commanded to stop (also a free action). Additionally, the weapon gains a +1 bonus on damage rolls while flaming. Also, there is a 10% chance to set fire on targets flammable parts, if any (like clothing, hair, items...etc., but not Leather Armour).

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute.

Multiple Runes:

- ❖ **Two Runes:** Two Runes of Fire grants its wielder a magical missile attack that bursts a small ball of fire that can be hurled at one opponent within 30 yards (15 squares). This causes Damage 4 (damage ignores any armour). It is possible to Dodge this attack (Average Dodge Test). Also, there is a 10% chance to set fire on targets flammable parts, if any (like clothing, hair, items...etc., but not Leather Armour). To use this power is full action.
- ❖ **Three Runes:** Three Runes of Fire grants its wielder a magical missile attack that bursts a cone of fire against number of opponents. Use cone template. Those affected suffer a hit with Damage 6 (damage ignores any armour). It is possible to Dodge the attack and gain only half-damage (Damage 3) - Make Average Dodge Test. Also, there is a 20% chance to set fire on targets flammable parts, if any (like clothing, hair, items...etc., but not Leather Armour). To use this power is full action. **NOTE!** Weapon with a cone of flame is like a flamethrower, powerful, but also dangerous. It can easily set also surroundings to fire. Especially if used inside buildings.



Rune of Fire-Protection [partly NEW]

Note: GM decision how much this protection can truly protect. For example, user cannot swim in lava, but may survive little moment longer (or drown and then burn).

Type/Form: Armour

Inscription Number: 17

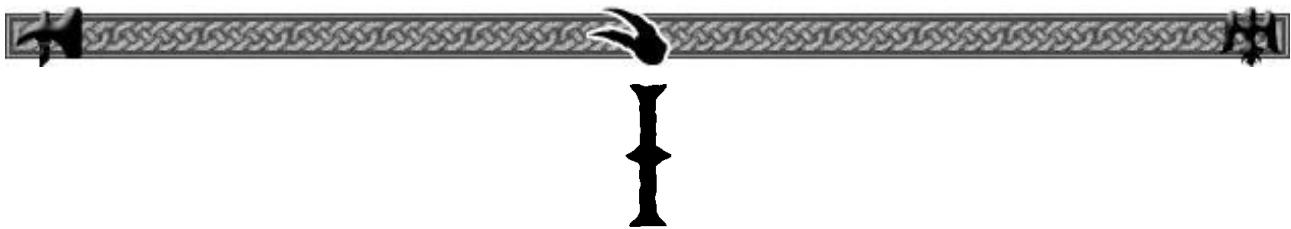
Empowerment: 8

Description (Permanent): This rune may be inscribed on an armour or shield. Its bearer is immune to fire, heat and flame. He can walk through a blazing house or stick his hand in a furnace without suffering harm. He is not affected by natural fire attacks or fire-based magical attacks.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 hour.

Multiple Runes: Multiples of this rune have no further effect.





Rune of Stamina [NEW]

Type/Form: Weapon

Inscription Number: 20

Empowerment: 7

Description (Permanent): Weapon where this rune is inscribed heals wounded user with a touch. Rune will heal instantly following way: Lightly Wounded Dwarf will gain 5 Wounds and any other race 3 Wounds. Heavily Wounded Dwarf will gain 3 Wounds and any other race 1 Wound. If Wound total goes above 3 then user is considered to be Lightly Wounded. Critically Wounded Dwarf can make **Challenging (-10) Toughness Test**. On a successful Test, the character will gain 1 Wound and also any Critical Wound/Effect will just regenerate fast (1d10 rounds). Any penalties, blood lose and chance for death remains during that time. If user is stunned anyway he/she will wake up after regeneration time. Any instant kills cannot be healed! If Test is unsuccessful then Critical Effect remains permanently and rune can't be used to heal it ever again. This means other similar runes. Also, the user must be wielding the weapon (sheathed, on his/her back, on his/her hand...etc.) when the wound is received. If user has just lost the weapon he/she will remain attuned to weapon for next 5 rounds, in which time rune can be still used if user gets the weapon back to his/her possession. When rune is used (successfully or not) it will fade until the following day and then rune is usable again.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only works once.

Multiple Runes: Multiples of this rune have no further effect.

Rune of Unbinding [NEW]

Type/Form: Weapon

Inscription Number: 15

Empowerment: 5

Description (Permanent): Creatures that have *Instability* special rule (like Daemons) are more easily banished to their own realm by weapon bearing this rune. Every time this kind of creature is wounded, it must succeed at an **Average Will Power Test** immediately or be banished back to its original realm.

Description (Temporary): As permanent, but once the rune is activated (a free action), the benefit only lasts for 1 minute.

Multiple Runes:

- ❖ **Two Runes:** Two Runes of Unbinding and creature must succeed at a **Challenging (-10) Will Power Test** immediately or be banished back to its original realm.
- ❖ **Three Runes:** Three Runes of Unbinding and creature must succeed at a **Very Hard (-30) Will Power Test** immediately or be banished back to its original realm.





Chapter II: Anvils of Doom

Note: Some text and ideas taken from *Warhammer Fantasy Battle: Dwarfs* (WFB) 6th, 7th and 8th editions and *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

The Anvils of Doom are ancient heirlooms of the Dwarfen race. They are among the Dwarfs' most treasured possessions, and are generally kept in the mountain strongholds, or by one of the Guilds, often the Guild of Runesmiths itself. They are kept in the great forges of the Dwarfs in their mountain strongholds. Not all Dwarf holds contain an Anvil of Doom, and those that do are regarded with respect by those that do not. A handful of Anvils of Doom are owned by individual runesmiths, and are passed down from master to apprentice. Most of these runesmiths spend their days in the halls of Karaz-a-Karak or in the weapon shops of Karak Azul. A few of the Anvils of Doom belong to expatriate Dwarfs living in communities outside the Dwarfholds. In times of war, an Anvil of Doom may be mounted on a carriage and wheeled into battle, to give morale and strength to the army.

The mightiest Anvils of Doom are huge, higher than the tallest Dwarf. The Anvils have been used to forge the greatest of the legendary Dwarf weapons and items. These great magical anvils were forged from gromril by the runesmiths of old, beneath Karag Dron at Thunder Mountain. Some of them are, perhaps, the very creation of the great forefather Grungni. The greatest of the ancient runesmiths, Kurgaz, used the fire of the volcano itself to inscribe each anvil with the *Runes of Sorcery*. It is said in the ancient Book of Grudges that Kurgaz and his fellows were slain by a great dragon that destroyed the mountain's forges; with their death, the knowledge of inscribing the *Rune of Sorcery* was lost forever. No one knows how many Anvils of Doom were forged before the knowledge of the *Rune of Sorcery* was lost. Today the ones that remain are among the most highly prized of all the possessions of the Dwarfs.

The anvils are especially made to attract and hold the *Winds of Magic*, arcane powers which can be captured and subsequently unleashed by a Runelord. These Anvils are covered in complex runes that the modern Runesmiths cannot comprehend. When striking the Anvil, a Runesmith uses techniques taught to him by his master, who learned from his master, and so on back. Because of this no two Anvils of Doom work the same. Their powers are broken down like so: those dedicated to Grungni, which emphasize effort and boost the power of arms and armour, those dedicated to Grimnir emphasizing fury and unlocks the energies of this fury, and lastly those dedicated to Valaya, these ones emphasizing loyalty.

When an Anvil comes to battle, it comes to battle accompanied by Anvil Guards. These Dwarfs are bound by unbreakable oaths never to leave an anvil or its smith to the enemy. Usually Runelord is also accompanied by few apprentices. While in the past the Anvil of Doom was mounted on wheels to move it across the battlefield, today it will be placed before the beginning of the battle on one point - often a hill top - to strike the runes and unleash the old power that is bound inside of the Anvil. In times of great need, the most powerful Runelords will bring an Anvil of Doom to battle.

Many Anvils of Doom have been lost; some in battle, some when greenskins, Beastmen or Skaven have invaded and captured Dwarfholds. These holds may still contain Anvils of Doom within them. The Goblins clearly lack the knowledge to use them, but such an anvil would be worth a fortune should it be recovered.

The Anvils of Doom give number of bonuses. But the most powerful of them all are the Runes (powers) bound to the Anvils. Skilled Runesmiths attuned to the Anvil can use these powers. A number of these runes are given below, but there could be more different runes than those given. Most powerful Anvils will have all of them, but minor ones may only have few. Anvils may have any number of these Runes. Some Anvils may be dedicated to one of the Ancestor Gods and have Runes related to this God. With these Runes, they are also change of failure. Rules for these Runes are given below *Strike to Runes*:





Anvil of Doom Bonuses

First Runesmith must become attuned to the Anvil of Doom. This needs to be done once and after this he can use the *Strike the Runes* -ability. Other bonuses are automatic. This must be done separately for each Anvil. To do this, the Runesmith must make **Very Hard (-30) Runecraft Test**. Each test takes one day (about 24 hours) to try.

Forge Runes

Runesmith using the Anvil of Doom to create normal Runic items gains a +5 bonus to Inscription Roll. There are no bonuses to make Master Rune items.

Unbreakable

Runesmith attuned to the Anvil of Doom and close to it (in a 10-yard radius from the Anvil) gains *Fearless* trait.

Ancestral Shield

Dwarfs close to the Anvil of Doom (in a 10-yard radius from the Anvil) are protected from the enemy magic. They automatically gain a +10 bonus to all tests to resist any hostile magic.

Strike the Runes

Runesmith can try to use the Runes (powers) bound to the Anvil of Doom. The number of these Runes (powers) can be very much different between the Anvils. To use these powers is a Full Action. Runesmith can choose one Rune found from the Anvil of Doom and "strike" that Rune releasing its power per round. Each Rune has a *Strike Number* and Runesmith rolls a number of d10s equal to his **Magic** Characteristic and adds them together. If the result of the *Strike Roll* is equal to or greater than the *Strike Number* of the rune, the power of rune is released like Runesmith wants. If not, then the power is not released this round. There is also chance of failure, which becomes higher as the Rune becomes more difficult to strike right (see below from *Failed Rune Table*). Most powerful Runes also have the *Ancient Power* option. This is pushing the Runes power to the limit, making it even more powerful. The difficulty of *Strike Number* becomes higher.

❖ Rune of Water

Strike Number: 15

When struck properly, the Anvil's magic pulses out into the ground, drawing water from underground lakes and rivers and causing it to swell up onto the battlefield. Rune will shine, if there is huge water source within its range. This water source should be about size of small lake (or river). Rune draws huge amount of water instantly from that water source (not entire river or lake, just huge amounts of water) within a 200-yard radius from the Anvil. Runesmith can control the waters movement in the ground, like it would a living Elemental and can easily cause this water amount to flood tunnels, parts of battlefield...etc. This should hamper the movement of enemies and inside tight tunnels may even cause enemies to drown. Water can turn large area to mud making it difficult terrain. The final result is very much decided by GM and player together. This rune can be used to find water also.

❖ Rune of Air

Strike Number: 15

If successfully struck, this Rune causes a dark cloud to gather over the battlefield and a storm of lightning cascades down upon an enemy unit. This Rune can only be used open air. Rune throws lightning bolts from the sky against opponents inside a 200-yard radius from the Anvil. Runesmith can create bolts equal to his **Magic** Characteristic. This is a *Magic Missile* hit and causes Damage 4. Armour doesn't protect against this attack and if you covered with metal armour the Damage is 5.

❖ Rune of Fire

Strike Number: 18

If successfully struck, this Rune causes a fiery ball to explode into the foes of Runesmith. Rune releases fiery fire balls against opponents inside a 200-yard radius from the Anvil. Runesmith can create bolts equal to his **Magic** Characteristic. This is a *Magic Missile* hit and causes Damage 6. Armour doesn't protect against this attack (unless protected against fire with magic). Also, there is a 10% chance to set fire on targets flammable parts, if any (like clothing, hair, items...etc., but not Leather Armour).



❖ **Rune of Hearth and Home (Valaya)**

Strike Number: 18

Ancient Powers Strike Number: 21

The Rune of Hearth and Home stirs a Dwarf's pride in his hold, clan and ancestors. With each blow of the hammer a low bass note resonates across the battlefield/area, reminding all friendly Dwarfs within a range of about 200-yard radius from the Anvil of their hold, clan and ancestors. All these Dwarfs gain *Fearless* trait for the duration of one round or until the hammering of this Rune ends. Runesmith doesn't need to make new tests every round. Affected Dwarfs also do not need to test against fear against those opponents they were facing even after they lose the *Fearless* trait (in this combat). They do need to test *Fear* or *Terror* against any new enemies, which might enter the combat after the hammering of the Rune ended.

Ancient Power: Runesmith may attempt to use the full power of the Rune. This is more difficult test. Result is the same, but affects every Dwarf inside a 500-yard radius from the Anvil.

❖ **Rune of Earth**

Strike Number: 21

The clang of hammer on Rune reverberates across the battlefield, causing the ground to tremble before exploding under the enemy in a hail of rocky shards. Rune causes earth, rocks, hillside, tunnel wall (or any stone structure) to explode and rain against opponents inside a 200-yard radius from the Anvil (and within line of sight of Runesmith). Use the large template. This causes 1d10/2 Damage 6 hits to everyone within the area from earth/stone explosion. These pieces of earth/stone cannot be dodged or avoided. This magic may collapse walls, even tunnels if done few times to same spot (not to mention for example stone bridges...). GM decision what will happen and is there possibility to get buried under collapse.

❖ **Rune of Oath and Steel (Grungni)**

Strike Number: 21

Ancient Powers Strike Number: 24

The blessings of Grungni hardens Dwarf mail as each suit of armour remembers the hammer blows that forged it. When the runes are struck, Grungni's blessing is placed upon the works of the Dwarfs. Each Dwarfen made armour, within a range of about 200-yard radius from the Anvil, gains one more Armor Point for the duration of one round or until the hammering of this Rune ends. Runesmith doesn't need to make new tests every round.

Ancient Power: Runesmith may attempt to use the full power of the Rune. This is more difficult test. Result is the same, but affects every Dwarf inside a 500-yard radius from the Anvil.

❖ **Rune of Wrath and Ruin (Grimmir)**

Strike Number: 21

Ancient Powers Strike Number: 24

The Rune of Wrath and Ruin causes the earth to crack, venting forth fire and sulphur. When the runes are struck and the name of Grimir is invoked, the power of the Rune of Wrath & Ruin causes the sky to darken and the earth to crack, venting even fire and sulphur. This causes a fiery attack against opponents inside a 500-yard radius from the Anvil. Runesmith can create fires double to his **Magic** Characteristic, but these must be targeted to different opponents. This is a *Magic Missile* hit and causes Damage 6. Armour doesn't protect against this attack (unless protected against fire with magic). Also, there is a 10% chance to set fire on targets flammable parts, if any (like clothing, hair, items...etc., but not Leather Armour).

Ancient Power: Runesmith may attempt to use the full power of the Rune. This is more difficult test. Result is similar, but causes Damage 8 hits.

❖ Rune of Doom

Strike Number: 29

Ancient Powers Strike Number: 32

Most potent of Runes and most difficult and dangerous to use. Its secret has almost been lost and nobody dares to use this or have never seen a threat they deemed sufficient to warrant its power. When Kurgaz forged the Anvils of Doom many centuries ago the most potent Rune they had beaten onto them was the *Rune of Doom*, after which they were forged. Many have not dared to use it. Others have tried and failed to contain and focus its might and their anvils have been torn apart by the uncontrolled energies.

First Runesmith must learn to use the *Rune of Doom*. This must be done separately for each Anvil and there must be a teacher, who has managed to do this. To do this, the Runesmith must make **Very Hard (-30) Runecraft Test**. Each test takes about week (8 days) to try.

When this Rune is struck, the air grows chill and the skies turn dark. Ghostly forms of ancient warriors appear amidst the Dwarfs on the battlefield, bolstering their ranks and their courage. These are not ghosts as such, but a manifestation of the Dwarfs' own grim and doom-laden nature. Their anger at the loss of their mighty civilisation and the desecration of their Holds fills them with a righteous fury that is terrible to behold, and their normally grim faces are set with an expression of black vengeance. The effect of this Rune affects every Dwarf inside a 500-yard radius from the Anvil (usually all the Dwarfs in the army). These Dwarfs gain *Frightening* trait. Once cast, the effect of the *Rune of Doom* last until it is dispelled, or another Rune is used (or the Runesmith is slain).

Ancient Power: Runesmith may attempt to use the full power of the Rune. This is more difficult test. Result is the same, but all the Dwarfs also gain same bonus as in *Rune of Hearth and Home*.

Failed Rune Table (WFRP2)

When Runesmith makes test to unleash any Rune power, but fails subtract the failed roll from the Strike Number and consult below.

Example: Runesmith tries to use *Rune of Wrath and Ruin*. He rolls three dices (**Magic 3**), but only gets 6 (1+1+4)! Strike Number for that Rune is 21 (if Ancient Power is not used). So, the result is 15 (21-6). The failure actually causes some problems (see below).

Strike Number minus Magic Characteristic roll	
-9)	The Rune is struck incorrectly; the magical energies are dissipated into the earth and no effect is produced this turn.
10-14	In striking the Rune, the Runelord draws more power from the Anvil than he can control. The Rune does not take effect and the Anvil may not be used to strike Runes in the next turn.
15-19	Failure. The Runelord draws more power from the Anvil than he can control. The Rune does not take effect. The Runes of the Anvil dim and it cannot be used for 24 hours (one day).
20-24	Disaster! The Runelord makes a critical error and the power of Anvil bursts outside the Anvil. Everyone within in a 10-yard radius from the Anvil (usually Runesmiths and the Anvil Guards) suffer a magical hit with Damage 8. This is a <i>Magic Missile</i> hit. Armour doesn't protect against this hit. The Runes of the Anvil dim and it cannot be used for 24 hours (one day).
25+	Disaster! The Runelord makes a deadly error and the Anvil is split in two by the discharge of energy. Anvil then explodes causing arcs of power, bolts of pure vengeance and a seismic blast of concussive force exploded outwards all at once. Anvil is destroyed. Everyone within in a 10-yard radius from the Anvil (usually Runesmiths and the Anvil Guards) suffer a magical hit with Damage 20 or GM just rules, that they are all destroyed including their equipment (this including Gromril, magical and Rune Items). Everyone within in a 10 to 20-yard radius from the Anvil suffer a magical hit with Damage 10. These are <i>Magic Missile</i> hits. Armour doesn't protect against this explosion.



Chapter III: Holy Rune Items (Optional Rule)

There are legends about divine rune items (like *Gotrek Gurnisson's Axe*), relics, that give even more power to their wielders than the runes forged to these items should. Dwarfs explain that mighty deeds can be seen by the Ancestor Gods and sometimes, very rarely, they may even give their blessing to various runic items wielded by their champions. Imperial scholars believe that it is the cause of powerful *Winds of Magic* (like rare *Storms of Magic*), that may change the runic items and give them more power. Whatever the truth is, there are cases where runic items have become more powerful (or blessed) - Holy.

In game terms, these special, "divine", bonuses could be small bonus to some of the user's characteristic while wielding the weapon, or to some skill (if user knows that skill), or power of healing / regeneration...etc.

The rune item/weapon must be wielded by the user (sheathed, on his/her back, on his/her hand, on his/her belt/backpack...etc.) and attuned to the user (he/she must have claimed and used it). If user has just lost the weapon he/she will remain attuned to weapon for next hour or so (GM decision) and then loses the blessings. Blessings cause "divine" aura, which can be sensed by magically sensitive persons (with "Witchsight").

These runic items may also have some kind of "destiny". What that destiny is, is not usually known by mortals, but this destiny may wait for the right person to wield the item in a right place or in a right time. These destinies could be great and they may take generations, centuries, even millenniums to fill. Only the gods know the truth.

Here are some ideas. Items can have same number of blessings as they have runes (Master Rune items will have three blessings).

Blessed by Grungni

Endurance

- ❖ +10 to Toughness characteristic

Dexterity

- ❖ +10 to Agility characteristic

Skilled

- ❖ Choose one trade and add extra +20 to all tests.

Blessed by Grimnir

Martial

- ❖ +10 to Weapon Skill characteristic

Brawn

- ❖ +10 to Strength characteristic

Fast

- ❖ +1 to Attack characteristic

Blessed by Valaya

Wisdom

- ❖ +10 to Will Power characteristic

Charisma

- ❖ +10 to Fellowship characteristic

Like a Gromril

- ❖ Immune to Diseases and Poisons (including alcohol effects).





Blessed by Any Ancestor God

Aura of Immortality

- ❖ Causes invisible aura that affects the user (and possibly any close companions, that remain close for long periods of time). The user ages four times slower. It also reduces scarring (or they just seem to heal). User also seems to be very resistant to all disease rarely catching anything. GM may give bonuses to any tests against of mundane diseases (see below). If user loses the weapon, then he/she starts to age again fast, gaining the "slow" years in a faster pace.
- ❖ Gain a +20 bonus to all tests against diseases.

Like a Mountain

- ❖ Immune to all Fear & Terror tests and insanity.

Like a Rock

- ❖ +3 Wounds

Regeneration

- ❖ Regenerate damage, even if at the point of death. Light Wounds heal one wound point per hour, heavy one wound point per day, up to maximum. Any critical/severe wounds heal twice as fast. This also means bones, which heal completely, without any sign of having ever been broken. All these abilities cease to function if the user dies.

Will

- ❖ The Item seems to have gained a will of its own. This is felt by those attuned to the item. They can feel the will of the item time to time, when wielding it. GM may decide how this is felt. Item doesn't speak or share ideas. Also, its influence is not powerful. It just can be felt by the user. Weapon could be aggressive and becomes warmer when battle is near, Tool may inspire the user, Armour may encourage the user...etc. Besides this will (or because this will), the item radiates Aura of Command giving following bonuses.
- ❖ +20 to all Command tests.





Chapter IV: Mighty Rune Artefacts (Optional Rule)

Important Note! No Dwarf Runesmith would never admit or especially try to experiment with runic magic like following! There are no official records that this has ever been even done. And if some Runesmith would actually try something unnatural like this and fail, this shame should be rewarded no less than with Slayer-oath. Yet, there are some legends, especially among the humans. These legends speak of mighty rune artefacts (like the *Ghal Maraz* and *Grimnir's Axe*), and infamous names like **Alaric the Mad**...

According to legend, shortly after the *Great Catastrophe*, the Old World was suffused with magic, and born from this loosed energy were Daemons and other vile creations from the *Realm of Chaos*. The High Elves of Ulthuan would valiantly contain this energy, but the damage was done, and the world was forever changed. In the aftermath, Dwarfs experimented with sorcery despite their innate inability to harness the *Winds of Magic*. Instead of trying to cast spells in the ways of the Elf Wizards, they sought to bind them into images and symbols called Runes.

When Dwarfs were still experimenting, Rune magic they forged also items that broke the *Rule of Three* and the *Rule of Jealousy* (possibly even other rules). This caused many major failures and even deadlier effects. Some legendary items, like the *Axe of Grimnir* breaks these rules (in this case rule that no more than one master rune can be in one item). Rune magic is not anyway subject of the *Tzeentch Curse*, but when it breaks the normal rules this changes. These experiments fuelled their power more from the *Winds of Magic* (mostly from the *Wind of Chamon*) and this is the reason they became unstable. Chance for the failure was great and this usually caused terrible results. So, after first experiments with Rune magic, the Dwarfs created their rules and have used them ever since. No, sane Dwarf would danger his project by breaking these rules – usually...

During the millenniums, there have been Runesmiths who have tried to experiment with more than three runes (or more than one Master Rune). Different materials have been used (gromril, obsidian, gems...etc.). Usually these experiments have resulted failures. Rules just cannot be broken with any material. One of the most infamous of these "inventors" was **Alaric the Mad** who even experimented with the dreaded Warpstone. But, there still also the chance for success too. Even it would be very small. And some experiments have actually worked creating few very powerful Runic Artefacts. These items have truly become legendary.

IF Runesmith tries to power item with multiple Runes by breaking the rules they risk using too much *Winds of Magic* and this way also chance for failure causing *Tzeentch Curse*. It is easier to break the rules with normal runes; the master runes are truly difficult to combine.

- ❖ After every extra normal Rune beyond three normal Runes, Runesmith needs to roll from the *Rune Failure Table* (below). This is moderate offence and there is a +10 bonus to the d100 roll.
- ❖ After every extra normal Rune beyond one Master Rune or extra Master Rune beyond one to three normal Runes, Runesmith needs to roll from the *Rune Failure Table* (below). This is major offence and there is a +20 bonus to the d100 roll.
- ❖ After every extra Master Rune beyond another Master Rune, Runesmith needs to roll from the *Rune Failure Table* (below). This is major offence and there is a +40 bonus to the d100 roll.
- ❖ *Optional Rule:* When Runesmith repeats himself (breaking the *Rule of Pride*) he needs to roll from the *Rune Failure Table* (below). This is minor offence. Roll d100.





Rune Failure Table

Roll d100 with given bonus	
01-50	Success!
51-60	Runes lose their power after d10 years.
61-70	Runes lose their power after d10+1 months. Roll once from the <i>Minor Chaos Manifestation</i> table.
71-80	Runes lose their power after one month. Roll once from the <i>Minor Chaos Manifestation</i> table.
81-90	Runes lose their power after one day. Roll once from the <i>Minor Chaos Manifestation</i> table.
91-95	Rune item just fails. Roll once from the <i>Major Chaos Manifestation</i> table.
96-	Rune item just fails and explodes to pieces causing also a massive magical explosion. Runesmith and anyone in a 20-yard radius will get damage. The explosion causes a S8 hit on everything within a 10-yard radius of the item, and a S4 hit on everything between 10 and 20 yards from it. Damage ignores any armour. Also, roll once from the <i>Major Chaos Manifestation</i> table.





Chapter V: Bestiary

NOTE! Most text taken from the *Lure of the Liche Lord* (WFRP2 sourcebook).



Common View

"We found this fallen Dwarfen hold – Just accidentally, you know? Right. Well, there was this steel guardian. Never seen one before. As big as an Ogre and covered in two inches of the finest Dwarfen Steel. Slow it was and had no intelligence. Just metal-beast. But it was horrible opponent that didn't get tired or fatigued."

- Hans the Axe, Mercenary Sergeant

The Scholar's Eye

"The first Rune Guardians were built millennia ago, when the first Dwarf strongholds began to fall to Goblin forces. Realising they would be forced to leave the tombs of their honoured ancestors unguarded, the greatest Runesmiths of the time collaborated with the Engineers Guild to create tireless sentries that could be left behind. That at one time they could create such marvels is a source of both great pride and great sorrow for the Dwarfs. It would seem that the knowledge of the Master Rune of Waking is lost to the Runesmiths of today, and the schematics needed to construct one are nowhere to be found. Were someone to rediscover the secrets of the Rune Guardians, he would be richly rewarded. Unfortunately, I fear the first step in such an endeavour would be the recovery of a nearly intact Rune Guardian, surely and impossible (and probably suicidal) task."

- Professor Eliot Denheim, Adventuring Scholar

A Rune Guardian looks somewhat like a heavily armoured, Ogre-sized Dwarf (commonly, not always). It's covered in a heavy metal skin, beneath which lies a complex system of cogs, levers, and pulleys that would baffle the greatest engineers of the Empire. Each arm ends in an axe-like blade (or weapon like blades), which it uses to cut down any foe that tries to get past. Completely mindless, a Rune Guardian can only follow the instructions given to it the movement the Master Rune of Waking was inscribed upon it. Rune Guardians sometimes have other runes inscribed on their weapons or armour, but can only have three runes in total, and they can have no other master runes.

Type: Construct

Size: Very Large (Ogre, Rat Ogre, Troll...)

Habitat: Dwarfen holds

Range: Dwarfen realms

Threat Level: ☣ ☣ ☣ ☣ ☣



- Rune Guardian Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	64 (6)	64 (6)	11	-	-	-

Skills:

Talents: Strike Mighty Blow*

Traits: Armoured Body (3), Awareness, Construct, Fearless, Frightening, Mindless, Natural Weapons (Bladefists)

Combat

Attacks: 2; **Movement:** 2; **Wounds:** 26

Armour (Medium): Armoured Body (Head 3, Arms 3, Body 3, Legs 3)

Weapons: Bladefists (1d10+7*; Impact, Slow)

Armoured Body

A Rune Guardian is covered in heavy plates of steel, granting it 3 AP to each location.

Awareness

A Rune Guardian is completely aware of the presence of anyone within 30 feet, however, and it is impossible to hide from them or sneak up on them within that distance. Beyond this range, the Rune Guardian is considered blind and deaf.

Construct

Construct is not alive and immune to *Fear*, *Terror*, gas, natural heat & cold, paralysis/stunning, poison, disease, suffocation/drowning and all spells, skills, and effects that involve the manipulation of emotions and the mind. One exception to this rule is corrosive acids.

Mindless

Rune Guardian have no Intelligence, Will Power, or Fellowship and can never take or fail tests based on these Characteristics.

Natural Weapons (Bladefists)

The Bladefists of a Rune Guardian count as both Impact and Slow weapons. They should be considered also as magical. Sometimes they may have additional runes on them.