



# Heroes of High Favor: DWARVES



Web Enhancement  
by Benjamin R. Durbin

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## Creating Dwarven Runes

The Rune feats presented in *Heroes of High Favor: Dwarves* is only a small sample of the vast array of runes the dwarves have mastered.

This web enhancement is intended as a guide for those players and GMs who would like to create new, exciting, and unique Rune feats for their own characters and campaigns.

Rune feats can be broken down into several broad categories, according to the type of effect you would like to achieve. The following guidelines will help you to create feats and balance them with appropriate requirements.

### Emulate Fighter Feat

This most basic group of runes shares these characteristics:

- a) emulate a feat found on the list of bonus Fighter feats;
- b) have no Wisdom requirement;
- c) allow the character access to a feat without the necessary Attribute or BAB requirement (e.g., Str 13+);
- d) allow the character to skip up to one feat prerequisite.

An example from *Dwarves* is the Rune of Cleaving. Note that unlike many of the other feats, it has no Wisdom requirement. It grants access to the Cleave feat without requiring Power Attack, Str 13+, or any BAB requirement.

Here is a new feat created with those guidelines:

#### RUNE OF MOBILITY

The armor inscribed with this rune grants the wearer the ability to move through the battlefield without harm.

*Prerequisites:* inscribe on any armor

*Benefit:* While this rune is in effect, the wielder receives access to the Mobility feat.

You may design a rune that emulates a feat with 2 or more prerequisites along a “feat chain.” In this case, the prior Rune feat can be used as a prerequisite:

#### RUNE OF GREAT CLEAVING

An axe marked with this rune can cleave through numerous enemies with a single mighty swing.

*Prerequisites:* inscribe on any slashing weapon; Rune of Cleaving

*Benefit:* While this rune is in effect, the wielder receives access to the Great Cleave feat with this weapon.

### Emulate Divine Ability

Runes can be crafted to emulate the low-level abilities of clerics and paladins. These feats share the following characteristics:

- a) emulate a granted power;
- b) have a minimum 11+ Wisdom requirement;
- c) allow access to a single 1st level ability of the chosen class.

Here is a sample rune that emulates the 1st level paladin ability, *divine grace*.

**RUNE OF GRACE**

The bearer of this rune is granted the protection of the dwarven deities.

*Prerequisites:* Wis 11+, inscribe on any item

*Benefit:* While this rune is in effect, the character receives a bonus to all saving throws equal to his Cha modifier.

You may design a rune that allows access to a higher level divine ability. Increase the minimum Wisdom by +2 for each additional level normally required for the class ability.

**Emulate Divine Feat**

Runes can also be crafted to allow access to certain divine feats that generally require the ability to turn undead. In this case, the rune itself channels the divine energy to produce the desired effect. These feats share these common characteristics:

- a) emulate a divine feat;
- b) have a minimum 11+ Wisdom requirement;
- c) allow the character access to a feat without the necessary Attribute, BAB, or Turning requirement;
- d) allow the character to skip up to one feat prerequisite.

You may design a rune that allows the user to skip 2 or more prerequisite feats. For each additional feat skipped, increase the Wisdom requirement by +2.

**Emulate Domain Spell**

Some runes create a spell-like effect that emulates a dwarven domain spell. These feats have the following characteristics:

- a) emulate a 1st level domain spell;
- b) have a minimum 11+ Wisdom requirement;
- c) produce effects at caster level 1;
- d) have a duration (if any) limited to the active duration of the rune.

You can create a rune that emulates a higher level domain spell. Increase the wisdom requirement by +2 per level of the domain spell. Although the spell is higher level, its effects are still calculated at caster level 1 and its duration is still limited to the active duration of the rune.

**Emulate Magic Item Special Ability**

You may create a rune that emulates the special abilities found in the DMG, Tables 8-6, 8-7, 8-15, and 8-16. These runes have the following characteristics:

- a) emulate a magic armor or weapon special ability of +1 market value;
- b) have a minimum 13+ Wisdom requirement.

You can create runes that emulate the effects +2 or higher market value abilities. Increase the minimum Wisdom requirement by +2 for each additional +1 market value.

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