

Runecasting House Rules

	elder futhark	sphere	word	inscribed on person	inscribed on weapon	inscribed on object up to size of a house	fail 00-09	critical fail effect	max 96-00
A	∴	wind	Fehu	person doubles movement rate	gains one extra attack per round	object floats	Fort Save DC 10	become air elemental	effects x2
B	ᚷ	sea	Uruz	person walks on water	adds 1d10 bludgeoning damage; on max wpn dmg target is knocked prone	object gains protection from the sea	Fort Save DC 10	become water elemental	effects x2
C	>	giant	Thurisaz	gain 1d4 Strength	+4 to all DMG rolls, target suffers Fort Save DC20 vs knock back 3d10 feet	object doubles in size	Fort Save DC 10	become stone giant	effects x2
D	ᚦ	god	Ansuz	cause max damage on all attacks	true strike on all attacks	object becomes consecrated to Kord	Fort Save DC 10	DM's choice	effects x2
E	ᚱ	blood	Raidho	restore all HP	each strike target suffers FORT Save DC 10 or drained one level	object begins to bleed as an offering to Kord	Fort Save DC 10	become vampire	effects x2
F	ᚰ	sickness	Kaunaz	lose 1d4 Constitution	inflicts plague on each strike ; Fort Save DC 14 or suffer 1d4 CON damage	object becomes disease ridden	Fort Save DC 10	loses 1d4 CON	effects x2
G	ᚨ	gift	Gebo	wield dual weapons without penalty	all enemies within 30' radius sees 1d6 mirror images of wielder	25% chance object contains a minor magic item	Fort Save DC 10	lose 1 random magic item	effects x2
H	ᚱ	joy	Wunjo	dispels fear effects, +1 to ATK and DMG rolls	on each hit target suffers FORT Save DC 15 or becomes drunk	object emanates 30' radius of inspire courage	Fort Save DC 10	enters trance for 1d4 hours	effects x2
I	ᚲ	fire	Hagalaz	10 resistance vs cold damage	causes additional 1d10 fire damage	object bursts into flames takes 1d10 damage per turn	Fort Save DC 10	become fire elemental	effects x2
J	ᚰ	health	Nautiz	gain 1d4 CON	grants 1 HP to wielder for every five HP of damage inflicted	object restored to new condition	Fort Save DC 10	loses 1d4 CON	effects x2
K	>	ice	Isa	10 resistance vs fire damage	causes additional 1d10 cold damage	object encased in ice 10 hardness 20 hp	Fort Save DC 10	become ice elemental	effects x2
L	∴	harvest	Jara	gain 1d4 CON	vorpil weapon, +3 ATK and DMG, decapitates on a natural 20	object mended to new condition	Fort Save DC 10	reduced to 0 HP starvation	effects x2
M	ᚦ	tree	Eihwaz	gain +4 AC from bark skin	successful hit triggers Reflex save on target vs falling prone	object permanently encased in vines 10 hardness 20 HP	Fort Save DC 10	become treant	effects x2
N	ᚦ	luck	Pera	re-roll every attack roll and keep best roll	always causes critical damage on any hit	25% chance object contains a minor magic item	Fort Save DC 10	suffers -2 on rolls for 1 day	effects x2
O	ᚰ	wisdom	Alqiz	gain 1d4 points Wisdom	wielder adds Wisdom bonus to damage on each hit	25% chance object reveals a random rune that can be learned	Fort Save DC 10	lose 1d4 points Wisdom	effects x2
P	ᚲ	sun	Sowulo	glows and cast flare 10' radius as free action	weapon glows and causes additional 4d6 scorching ray damage	emanates light 120' ; dmg vs creatures vulnerable to daylight	Fort Save DC 10	suffers 4d6 burn damage	effects x2
Q	ᚰ	war	Teiwaz	enters rage +4 STR and CON, +2 Will Saves, -2 AC	+4 to all ATK rolls	25% chance object is destroyed	Fort Save DC 10	inflicted with deafness	effects x2
R	∴	moon	Berkana	become invisible and see invisible creatures	+4 ATK and DMG rolls vs all creatures of good alignment	object shrouded in greater darkness 120' radius	Fort Save DC 10	inflicted with insanity	effects x2
S	ᚰ	beast	Ehwaz	+4 on Fortitude Saves	target Fort Save DC 15 or suffer additional 1d4 DMG	25% object transforms into an animal of appropriate size	Fort Save DC 10	inflicted with lycanthropy	effects x2
T	∴	song	Mannaz	+2 Dodge bonus to AC, dispel fear effects, +2 ATK and DMG	begins singing, all targets within 20' radius Will Save DC 15 or dazed	musical instrument radiates song Will Save DC 15 60' or dazed	Fort Save DC 10	enters trance for 1d20 hours	effects x2
U	ᚱ	water	Laguz	+3 DEX bonus; body becomes more fluid	weapon ignores armor, treat target AC as touch attack AC	25% chance object transforms to water	Fort Save DC 10	reduced to 0 HP; drowning	effects x2
V	∴	vengeance	Ingwaz	+6 to all ATK and DMG rolls vs designated foe	+2 to all ATK and DMG rolls	25% chance object is destroyed	Fort Save DC 10	reduced to 0 HP	effects x2
W	∴	day	Dagaz	darkvision 60'	+4 ATK and DMG rolls vs all creatures of evil alignment	emanates light 120' ; dmg vs creatures vulnerable to daylight	Fort Save DC 10	inflicted with blindness	effects x2
X	∴	land	Othala	10 resistance bludgeoning damage	adds 1d10 bludgeoning damage and on max wpn dmg target is knocked prone	object permanently immovable (STR check 45 to move)	Fort Save DC 10	become earth elemental	effects x2
Y	ᚲ	knowledge	Alda	gain 1d4 Intelligence	wielder adds Intelligence bonus to damage on each hit	object becomes sentient	Fort Save DC 10	lose 1d4 points Intelligence	effects x2
Z	ᚦ	thunder	Nua	cast sound burst 1d8 dmg 10' radius DC 12 or be stunned	shatter effect with each hit, as the spell	30% chance of object exploding	Fort Save DC 10	inflicted with deafness	effects x2