Special:

**Master Rune of Misfortune**

**Rune type:** Special

**Inscription number:** 22

**Empower number:** 4

**Ingredients:** A fragment of rock from Black Fire Pass, and three feathers from a homing pigeon.

**Description(Permanent):** If used by someone other than the individual or clan specified by the runesmith who made it, massive misfortune manifests 1d3 times per day, in the form of tests that automatically fail. Dwarf smiths are able to tell who the rightful owner of the item is.

**Description(Temporary):** As permanent, only it works for an hour upon activation.

**Curse Rune**

**Rune type:** Special

**Inscription number:** 12

**Empower number:** 3

**Description(Permanent):** This rune may be inscribed on any portable object, including weapons and armor. Anyone who doesn’t know the command word (defined by the runesmith upon inscription) who wields or takes the item suffers a -10 to a characteristic chosen by the runesmith. This can serve not only to decrease a foe’s fighting ability, but also, for example, to lower a guard’s Willpower in order for him to be more easily bribed.

**Description(Temporary):** As permanent, only it works for an hour upon activation.

Armour Runes:

**Rune of Slowness**

**Rune type:** Armour/ Talismanic

**Inscription number:** 17

**Empower number:** 3

**Description(Permanent):** Can be inscribed on amulets or armour. Halves the Initiative of all enemies attacking the bearer in melee. This can interrupt their turn, forcing them to act in their new place in the initiative order. If they change objective, their initiative goes back to normal.

**Description(Temporary):** As permanent, only it works for an hour upon activation.

Talismanic Runes:

**Rune of Alarm**

**Rune type:** Talismanic

**Inscription number:** 10

**Empower number:** 2

**Description(Permanent):** It can only be inscribed on a portal, doorway, or a well-delimited but small area (about 20 sq. feet). Should any creature pass through it, a loud alarm goes off. The runesmith can decide, upon inscribing the rune, that certain creatures will not activate the alarm (for example, dwarfs). The runesmith can also determine the sound the alarm will make, which can range from a screech, to a loud gong or even a short phrase of 10 words or less.

**Description(Temporary):** As permanent, only it lasts for a single activation.

**Rune of Battle**

**Rune type:** Talismanic

**Inscription number:** 13

**Empower number:** 3

**Description(Permanent):** Upon activation, this rune reduces the effect of a critical wound by one. It can only be activated three times a day, and only once for each critical wound.

**Description(Temporary):** As permanent, only it has a single use.

**Rune of Blasting**

**Rune type:** Talismanic

**Inscription number:** 8

**Empower number:** 2

**Description(Permanent):** Only temporary runes of Blasting exist.

**Description(Temporary):** Commonly used in mining operations, it causes a strength 8 impact 1d6 minutes after being empowered (the GM should roll secretly, so the PCs don’t know the precise timing). It can be inscribed on any non-living surface, including wood. Due to its nature, the Rule of Jealousy doesn’t apply to this rune.

**Rune of Enemy Detection**

**Rune type:** Talismanic

**Inscription number:** 13

**Empower number:** 3

**Description(Permanent):** this rune can be engraved on amulets, portals, gateways, etc. It must represent an enemy (elves, orcs, goblins, etc.). Should a creature fitting the description (for example, orcs, elves, ‘a man with red beard’, etc.) get within 30 feet of the rune, it starts glowing with a reddish hue.

**Description(Temporary):** As permanent, only it lasts for eight hours after being activated.

**Rune of Farseeing**

**Rune type:** Talismanic

**Inscription number:** 12

**Empower number:** 2

**Description(Permanent):** This rune can only be placed on a piece of glass or clear crystal, allowing its bearer to see much farther then it would otherwise be possible.

**Description(Temporary):** As permanent, only it lasts for an hour upon activation.

**Rune of Forging**

**Rune type:** Talismanic

**Inscription number:** 11

**Empower number:** 2

**Description(Permanent):** It can only by inscribed on a smithing hammer. It gives a +10 to all Smith rolls. This bonus is not cumulative with other Runes of Forging.

**Description(Temporary):** As permanent, only it lasts for the creation of a single item.

**Rune of Healing**

**Rune type:** Talismanic

**Inscription number:** 15

**Empower number:** 4

**Description(Permanent):** this rune can be inscribed in an amulet, item of clothing, or armour. Every time a blow deals wounds to the bearer, he recovers a single wound at the start of his next turn. So, if he’s struck and dealt damage three times   
(by a sword slash, an arrow and a fire ball), he’ll recover three wounds at the start of his next turn. A person can only benefit of a single Rune of Healing at the same time, and the rune has no effect on Critical Wounds

**Description(Temporary):** As permanent, only it works for 1 hour upon activation.

**Rune of Immolation**

**Rune type:** Talismanic

**Inscription number:** 15

**Empower number:** 3

**Description(Permanent):** An item inscribed with this rune will explode in wielded by anyone not specifically named by the runesmith at the time of inscription. Anyone within 6 yards will suffer 1d10 + 6 wounds, as a fiery explosion burns all flammable materials, and completely destroying the item. The runesmith has great latitude when deciding the trigger for the explosion. It could be “anyone except myself”, “anyone except a dwarf”, “all goblins” or “anyone with red hair”, but it must be something that can be ascertained by looking at the subject (thus, ‘all cultists of Slaanesh’ wouldn’t be a valid trigger). Anyone with rune lore can tell what the rune is protecting against.

**Description(Temporary):** Despite its nature, the rune of immolation is inscribed as a permanent rune.

**Rune of Kadrin**

**Rune type:** Talismanic/Standard

**Inscription number:** 12/15 (if on a banner)

**Empower number:** 3/4 (if on a banner)

**Description(Permanent):** Allows the bearer to re-roll a WS or BS test that failed by 20 or less. When inscribed on a banner, the effects of this rune spreads to all allies within 10 feet of the bearer.

**Description(Temporary):** As permanent, only it lasts for 1 hour upon activation.

**Rune of Light**

**Rune type:** Talismanic

**Inscription number:** 10

**Empower number:** 2

**Description(Permanent):** Upon tracing a finger through the rune, the object starts glowing like a torch or oil lamp. The effect lasts until it is deactivated.

**Description(Temporary):** As permanent, only it lasts for an hour upon activation.

**Rune of Preservation**

**Rune type:** Talismanic

**Inscription number:** 12

**Empower number:** 3

**Description(Permanent):** This rune can only be places on a small container, cask or waterskin. Its contents will not decay with the passage of time or any other natural causes, though unnatural influences affect it normally.

**Description(Temporary):** As permanent, only it lasts for a month.

**Rune of Purifying**

**Rune type:** Talismanic

**Inscription number:** 14

**Empower number:** 4

**Description(Permanent):** This rune can only be engraved on wells or small rooms, preventing them from being contaminated by smoke, toxic gases, etc.

**Description(Temporary):** As permanent, only it lasts for a week.

**Rune of Restoration**

**Rune type:** Talismanic

**Inscription number:** 14

**Empower number:** 3

**Description(Permanent):** This rune can only be placed on amulets. Once per day, it will restore 1d6 wounds to a dwarf, or 1d3 wounds to a non-dwarf. It has no effect on Critical Wounds.

**Description(Temporary):** As permanent, only it lasts for a single activation.

**Rune of Signal**

**Rune type:** Talismanic

**Inscription number:** 13

**Empower number:** 3

**Description(Permanent):** Upon activation, this rune will send a pillar of light to the sky, visible for miles around, which stays there for a few seconds before disappearing. The bearer can decide its color upon activation, in order to give different pre-arranged signs.

**Description(Temporary):** As permanent, only it lasts for a single use.

**Rune of Silence**

**Rune type:** Talismanic

**Inscription number:** 12

**Empower number:** 3

**Description(Permanent):** Upon activation, all sounds around the bearer and up to five other creatures are muffled, giving them a +10 in the Stealth rolls. Due to this distorting of sound, any individuals inside the affected group will have a -10 in all their spellcasting-related rolls while the rune is active.

**Description(Temporary):** As permanent, only it lasts for 1 hour.

**Rune of Verminkill**

**Rune type:** Talismanic

**Inscription number:** 15

**Empower number:** 4

**Description(Permanent):** This rune can only be engraved on small rooms or clearly-delimited areas. It is the bane of lice, rats and insects: any of the creatures that walk into an area protected by this rune are killed outright. In the case of Skaven or other creatures that might be considered as vermin (GM discretion), they take two levels of Ablaze upon breaching the barrier.

**Description(Temporary):** As permanent, only it lasts for 1 hour upon activation.

**Rune of Warmth**

**Rune type:** Talismanic

**Inscription number:** 10

**Empower number:** 2

**Description(Permanent):** This rune can only be inscribed on an item of clothing. It will keep its bearer at a non-threatening temperature of at least 5º C, no matter how cold the environment actually is. While this is far from comfortable, it is enough to survive with a mild penalty to survival checks.

**Description(Temporary):** As permanent, only it lasts for twelve hours upon activation.

**Rune of Water**

**Rune type:** Talismanic

**Inscription number:** 14

**Empower number:** 3

**Description(Permanent):** This rune can only be placed on a cask, waterskin or a similar . Thrice a day, upon tracing the rune with a finger, it will fill to the brim with clear, pure water. There are rumors of a master rune capable of creating the finest dwarven beer, but any attempts to confirm or deny its existence have proved inconclusive

**Description(Temporary):** As permanent, only it works once.

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**Master Rune of Taunting**

**Rune type:** Talismanic

**Inscription number:** 31

**Empower number:** 7

**Ingredients:** A fistful of Fool’s Gold and the brains of four goblins.

**Description(Permanent):** As a full action, the wearer can taunt a single opponent, who must make a WP check. If they fail by less than 30, they must charge the wearer, attacking with a -10 to their WS for the remainder of the fight. If they fail by more, they flee as if subject to Fear.

**Description(Temporary):** As permanent, only it lasts for a single battle.

**Master Rune of Valaya**

**Rune type:** Talismanic

**Inscription number:** 30

**Empower number:** 8

**Ingredients:** an ounce of gromril kept on an altar of Valaya for a year and a day, and sea water from the Black Gulf, collected at Barak Varr

**Description(Permanent):** Any spell cast at a group of characters containing the bearer of this rune fail.

**Description(Temporary):** this rune can only be inscribed as permanent.

**Master Rune of Vigour**

**Rune type:** Talismanic/ Standard

**Inscription number:** 22

**Empower number:** 4

**Ingredients:** The liver or a troll and powdered amethyst from Karak Azgal.

**Description(Permanent):** this rune is usually inscribed on banners or sceptres for army commanders in the field. It can be activated thrice per day, and its effects last for 1D3 hours each time. Upon activation, the bearer can choose between three effects:

* Increase the Movement score of the bearer and all allies within 10 yards by 1.
* Increase the Strength score of the bearer and all allies within 10 yards by 10.
* Increase the Toughness score of the bearer and all allies within 10 yards by 10.

**Description(Temporary):** As permanent, only it works for a single activation.

**Master Rune of Vitality**

**Rune type:** Talismanic

**Inscription number:** 25

**Empower number:** 5

**Ingredients:** the heart of an ogre and a sprig of Valayawort, a herb that only grows in the alpine meadows near Karaz-a-Karak.

**Description(Permanent):** Each time the bearer receives a critical wound, re-roll it and keep the lower result.

**Description(Temporary):** as permanent, only it works once.

Weapon Runes:

**Rune of Cutting**

**Rune type:** Weapon

**Inscription number:** 11

**Empower number:** 2

**Description(Permanent):** Ignores 1 AP from the opponent.

**Description(Temporary):** As permanent, only it works for a minute.

**Rune of Frenzy**

**Rune type:** Weapon

**Inscription number:** 15

**Empower number:** 3

**Description(Permanent):** It gives +20 BS to attacks, but -10 BS when defending against melee attacks.

**Description(Temporary):** As permanent, only it works for a minute.

**Rune of Illusion**

**Rune type:** Weapon

**Inscription number:** 18

**Empower number:** 3

**Description(Permanent):** Upon activation, makes the user appear incredibly ferocious, causing Fear in all enemies who are less than 10 feet tall.

**Description(Temporary):** As permanent, only it works for a minute.

**Rune of Parrying**

**Rune type:** Weapon

**Inscription number:** 13

**Empower number:** 3

**Description(Permanent):** It can only be inscribed on a melee weapon. The bearer gets +10 WS when making parrying checks.

**Description(Temporary):** As permanent, only it works for a minute.

**Rune of Transformation**

**Rune type:** Weapon

**Inscription number:** 15

**Empower number:** 3

**Description(Permanent):** Upon inscription, choose one hand weapon that is smaller and deals less than the original. By spending an action, you can transform the weapon into the one assigned upon inscription. Upon being activated again, the weapon reverts to its first form. Other inscribed runes remain unaffected.

**Description(Temporary):** Only permanent runes of transformation may be inscribed.

**Master Rune of Slaying**

**Rune type:** Weapon

**Inscription number:** 25

**Empower number:** 5

**Ingredients:**

* Against Chaos: 3 drops of Daemon blood and 7 hairs from the head of a high elf, willingly given.
* Against dragons: Iron ore from the lost hold of Karak Azgal, and the blood of a dragon.
* Against undead: A flagon of water from Black Water, gathered at noon on Sonnstill.

**Description(Permanent):** Upon inscription, choose a type of creature: Chaotic, Undead, or Draconic. When facing a foe of the chosen type, the bearer’s S, T and WS are increased by +20 each, and the rune glows when members of the assigned type get closer than 20 feet.

**Description(Temporary):** As permanent, only it works for a minute.

**Master Rune of Smiting**

**Rune type:** Weapon

**Inscription number:** 35

**Empower number:** 6

**Ingredients:**

**Description(Permanent):** A weapon inscribed with this rune deals an extra die of damage.

**Description(Temporary):** As permanent, only it works for a minute.