

Rune Crafting

Essence Rune	Action Rune	Trigger/Focus Rune
Order	Burn	Weapon
Creation	Bind	Armor
Samsarah	Sever	Tool
Knowledge	Flow	Construct
Arcane	Shape	Vessel
Domain	Burst	Relic
Angelic (*)	Pulse	Surface
Life	Shield	Structure
Time	Anchor	Crystal
Spirit	Shield	Rune
Glass	Reveal	Self
Metal	Veil	Bearer
Lightning	Call	Creature
Illusion	Veil	Beast
Vitality	Echo	Humanoid
Mind	Repel	Spirit
Sound	Suppress	Dead
Motion	Amplify	Blood
Animal (*)	Transmute	Name
Sand	Infuse	Marked
Magma	Drain	Area
Fire	Stabilize	Threshold
Light	Disrupt	Path
Plant (*)	Delay	Ground
Beast (*)	Accelerate	Sky
Gravity	Preserve	Depth
Pressure	Corrupt	Water
Earth	Invert	Void
Air	Divide	Sanctum
Vacuum	Merge	Nexus
Space	Cycle	Touch
Crystal	Entangle	Motion
Stone	Command	Sound
Dark	Observe	Light
Water	Judge	Time
Mist	Consume	Death
Sky	Imprint	Injury
Vennum	Awaken	Spell
Rot	Silence	Presence
Cloud	Fracture	Absence
Gem	Obliterate	Instant
Disease (*)	Trace	Sustained
virus (*)	Follow	Cyclic



Rune Crafting

Essence Rune	Action Rune	Focus Rune
Frost	Injure	Latent
Depth		Exhausting
Astral		Fading
Fungus (*)		Permanent
Void		Conditional
Death		Bound
Demonic (*)		Broken
Twilight		
Abyss		
War		
Gahenna		
Oblivion		
Chaos		

Rune Crafting in Silverdust



Practical System of Structured Magic

Rune Crafting is the art of shaping ambient Essence into a specific function using three interlocking runes. See the Essences reference sheet and tables for additional information beyond runes.

- It is not spellcasting.
- It does not consume spell slots.
- It is magic as engineering.

The Three-Rune Structure (Core Rule)

Every functional rune construct consists of exactly three runes:

- **Essence Rune** – What power is being drawn
- **Action Rune** – What the power does
- **Trigger / Focus Rune** – Where, how, or when it manifests

If any of the three is missing, the rune fails inertly.

Think of it as a sentence:

Essence → Action → Focus

1. Essence Runes — Power Source

Essence Runes determine the nature of the effect.

Examples:

Fire — heat, combustion, ignition

Time — delay, duration, anchoring

Lightning — sudden force, discharge, speed

Rot — decay, corruption, dissolution

Order — structure, binding, suppression

Essence Runes do not define behavior, only flavor and limits.

Fire never freezes. Time never explodes. Order never spreads chaotically.

The environment matters:

In essence-rich areas, effects are stronger or easier to maintain.

In essence-poor areas, crafting is harder and failures are more likely.

2. Action Runes — Function

Action Runes define what the Essence is doing.

From the table

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, examples include:

Burn — inflicts damage or ignition

Bind — restrains or locks

Flow — continuous movement

Burst — sudden release

Shield — protection or negation

Anchor — stabilization or fixation

Drain — removes energy or vitality

Veil — concealment or distortion

Action Runes are the primary balance lever:

Strong actions require stronger materials or higher checks

Violent actions are harder to stabilize than passive ones

3. Trigger / Focus Runes — Application

Trigger/Focus Runes answer where or when the effect occurs.

Examples from your list

Rune Craft in Silverdust _ GM B...

:

Weapon — applies to attacks

Surface — placed on terrain

Creature — affects a being

Area — affects a space

Touch — activates on contact

Threshold — activates when crossed

Self — bound to the crafter

Instant / Sustained / Cyclic — temporal behavior

These runes determine activation rules and duration.

Crafting a Rune (Step-by-Step)

Step 1: Choose the Three Runes

Example:

Fire → Burn → Weapon

This creates a basic flaming weapon effect.

Step 2: Prepare the Medium

Runes must be carved, etched, or inlaid into something capable of holding Essence:

- Stone
- Metal
- Bone
- Crystal
- Treated wood (weaker)

The medium determines durability, not power.

Step 3: Arcana Check

Make an Arcana check to bind the rune.

Effect Scale	DC
Minor utility	10
Combat-relevant	13
Strong combat	15
Persistent / complex	18
Environmental / dangerous	20+

Modifiers:

+2 if environment matches Essence

-2 if environment opposes Essence

Advantage if using prepared diagrams or templates

Disadvantage if rushed or damaged medium

Disadvantage if rushed or damaged medium

Step 4: Consequences of Failure

Failure does not explode automatically.

Failure Margin	Result
Miss by 1-2	Weak or unstable effect
Miss by 3-5	Misfire, partial effect
Miss by 6+	Essence backlash (DM adjudicates)

Limits & Balance Rules

A rune construct may only have one Essence Rune

Additional effects require separate rune arrays

Runes do not scale automatically with level

Rune effects are always weaker than equivalent spells

Removing or damaging one rune breaks the system

Runes are tools, not replacements for magic classes.

Example Constructs

Flaming Sword (Your Example)

Fire → Burn → Weapon

Weapon attacks deal +1d4 fire damage

Flammable objects may ignite

Sustained via ambient fire essence

Arcana DC 13

Trap Rune

Lightning → Burst → Touch

Activates when touched

Deals lightning damage in a small radius

One-time discharge

Arcana DC 14

Defensive Seal

Order → Shield → Threshold

Crossing threshold grants resistance or blocks passage

Requires precise carving

Arcana DC 15

Learning Runes In-World

Players do not start knowing this system.

They learn it by:

Seeing partial diagrams

Finding broken rune arrays

Observing repeated structures

Solving the Wizard's Mock Labyrinth

Once they've pieced it together, you can hand them this document.

That moment will feel earned.



Example Essence Runes:



Example Action Runes:



Example Trigger/Focus Runes:

