

**OATH OF THE DARK (minor)**

Choose a target within 4 spaces. You and the target have advantage against one another for the remainder of the encounter.

Enhance: Make an immediate melee attack against the target if the target is within range of a melee attack.

**RUNE OF CONFUSION (minor)**

Choose a space within 4 spaces to contain the rune of confusion. At the end of the current round, choose 1 enemy within 4 spaces of the rune and make an apposed willpower check against the creature. If you win the roll, remove one of that creatures' initiative cards from the deck for the next round. The card cannot be a bonus action card.

Enhance: Place one additional rune. Each rune must target a creature with a different initiative.

**RUNE OF CONVEYANCE (minor)**

Choose a space within 4 spaces to contain the rune of conveyance. For the rest of the encounter, any friendly creature within line of sight of the rune may cast a spell as though they were standing in the space of the rune.

Enhance: Place 1 additional rune

**RUNE OF CURSES (minor)**

Choose a space within 4 spaces to contain the rune of curses. Any enemy creature within 4 spaces of the rune gains disadvantage on an agility, willpower, skill, or arcana roll. If that creature fails on the roll, the rune is consumed.

Enhance: Place 1 additional rune

**RUNE OF THE MOUNTAIN (minor)**

Choose a space within 4 spaces to contain the rune of the mountain. Any creature must successfully make a strength vs. willpower roll against you in order to move into that space. Creatures can jump or fly over the rune as long as they remain 10 ft or higher in the air.

Enhance: Place 1 additional rune

Enhance: Gain advantage on your willpower roll when creatures attempt to move into the space

**RUNE OF PROTECTION (minor)**

Choose a space within 4 spaces to contain the rune of protection. Any friendly creature within 4 spaces of the rune can choose to gain advantage on an agility or willpower roll. If that creature succeeds on the roll, the rune is consumed.

Enhance: Place 1 additional rune

**RUNE OF REDEMPTION (minor)**

Choose a space within 4 spaces to contain the rune of redemption. Any friendly creature within 4 spaces of the rune that misses an attack may use the rune to reroll the attack.

Enhance: Place 1 additional rune

**RUNE OF STONE SHIELD (minor)**

Choose a space within 4 spaces to contain the rune of stone shield. Any friendly creature within 4 spaces of the rune that is hit by a ranged attack gains 2 toughness against that attack. Any creature may target the rune with a melee attack to destroy it. The rune has agility 0. If the rune is hit with an attack it is destroyed.

Enhance: Place 1 additional rune

Enhance: Increase the toughness gained by 2

**RUNE OF HOPE (minor)**

Choose a space within 4 spaces to place the rune of hope. Any friendly creature within 4 spaces of the rune is reduced to 0 hit points immediately gains 1d6 health and may take a major action. Each time a friendly creature uses the rune, you may choose to destroy the rune. All enemy creatures within 4 spaces of the rune must make an apposed willpower check against you. If they fail, they must make a major movement directly away from you (avoiding dangerous objects, cliffs, and such).

Enhance: Increase the health regained by 1d6

Enhance: Gain advantage on willpower checks associated to this spell

**RUNE OF THE DEEP (minor)**

Choose a space within 4 spaces to contain the rune of the deep. Any enemy creature within 4 spaces of the rune has one less space of major and minor movement speed, to a minimum of 1.

Enhance: Place one additional rune

Enhance: Decrease the speed of enemy creatures by 1 additional space

**RUNE OF THE FLAME FORGE (minor)**

Choose a space within 4 spaces to contain the rune of the flame forge. You may target any enemy that makes a melee attack within 4 spaces of the rune with a flame forge attack. Flame forge is a willpower vs. willpower attack that does 1d6 damage. After you hit with a flame forge attack, the rune is consumed.

Enhance: Place 1 additional rune

Enhance: Increase the damage of the flame forge attack by 1d6

**RUNE OF THE WELL (minor)**

Choose a space within 4 spaces to contain the rune of the well. Any friendly creature that receives healing within 4 spaces of the rune may reroll any dice associated with that healing spell and keep the second result.

Enhance: Place 1 additional rune

**RUNE OF THE WHISPER (minor)**

Choose a space within 4 spaces to contain the rune of the whisper. You may target any enemy that casts a spell within 4 spaces of the rune with a rune whisper attack. Rune whisper is a willpower vs. willpower attack that does 1d12 damage. After you hit with a rune whisper attack, the rune is consumed.

Enhance: Place 1 additional rune

Enhance: Increase the damage of the rune whisper attack by 1d12



**RUNE OF VALOR (minor)**

Choose a space within 4 spaces to contain the rune of valor. Any friendly creature within 4 spaces of the rune can choose to gain advantage on a skill or arcana roll. If that creature succeeds on the roll, the rune is consumed.

Enhance: Place 1 additional rune

**SPELL STONE (minor)**

Pick up a stone. Choose any willing creature, including yourself, to cast a spell and enchant the stone with the spell. Track how much mana was cast with the spell. At any time, you may use the stone to cast the associated spell as a consumable, following the same rules as scrolls. The stone lasts until the end of your next long rest.

**WARD RUNE (minor)**

Choose a space within 4 spaces to place the ward rune. Any time a friendly creature is damaged by a spell and is within 4 spaces of the ward rune, you may consume the ward rune to reduce the damage of the spell by half.

Enhance: Place 1 additional ward rune