

ACKNOWLEDGEMENTS

Authors: Stephen Chenault, Todd Gray & Davis Chenault

Cover Artist: Steve Roberts

Artists: Mark Allen, Andy Hopp, Bryan Swartz, Cara Mitten & Peter Bradley

Contributing Authors: Casey Christofferson, Björn Strohecker

Titles & Cover Design: Mac Golden

Cartography: Matt Wilson, Stephen Shepard, Davis Chenault

Production: Troll Lord Games

Editors: Casey Christofferson, Larry Herzer

Playtesters: Robert Doyel, Jeniffer Wright, Anthony Doyel, Curt Mowery

Playtesters (Arkansas): Larry Herzer, Rob Brannon, Chance Woods, Damian Wells, Andy Plunkett, Andrew Watt and Gene Long

Troll Lord Games
PO Box 251171
Little Rock, AR 72205



Or on the Web
<http://www.trolllord.com>
troll@trolllord.com

All text, regardless of other designation, is Copyright © 2002 Troll Lord Games. All rights Reserved. This book is published and distributed by Chenault & Gray, LLC d/b/a/ Troll Lord Games, by specific license, and this edition of the work is Copyright © 2003 Troll Lord Games, LLC. All Rights Reserved. Chenault & Gray, LLC & Troll Lord Games and Troll Lord Games logo are Trademarks of Chenault & Gray, LLC. All Rights Reserved.

'D20 System' and the 'D20 System' logo are trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the D20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20. Dungeons and Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used with permission. Please see page 80 for the Open Game License, and designation of Open Game Content and Product Identity. Any questions regarding Open Game Content and Product Identity within this book should be directed to Troll Lord Games at troll@trolllord.com or at P.O. Box 251171, Little Rock, AR, 72225.

"Gary Gygax's The Canting Crew" Copyright © 2002, Trigeer Enterprise Inc. Portions of this work are used by permission of the author, E. Gary Gygax, and Trigeer Enterprise Inc.

This book is protected under international treaties and the copyright laws of the United States of America. This book is a work of fiction; any resemblance to actual people, organizations, places, or events is purely coincidental.

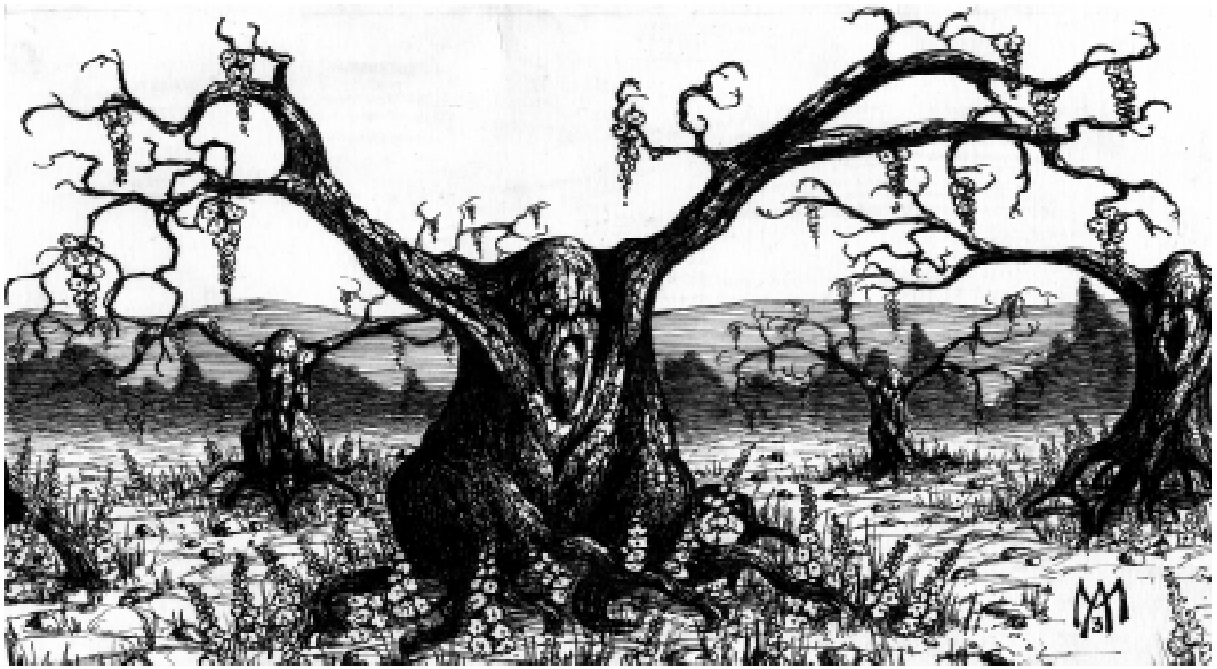
First Printing April, 2003. ISBN 1-931275-03-3. Printed in Canada.

Special Note for Dungeon Masters

All Maps are compatible with Dwarven Forge's™ Master Maze™ dungeon geomorphs. For schematics go to the Troll Lord Games website, www.trolllord.com, Product Support, Winter Runes.

TABLE OF CONTENTS

I Of The Horned God's Winter	
Background	2
Izarian's Paramour (adventure)	8
Adventures on the Roof of the World	21
Gottland-Ne (setting material)	28
Of the Horned God's Winter (adventure)	36
II The Winter Runes	
The RuneMark (class)	47
Spell List	50
White Order	52
Winter Rune Spells	53
Integrating the RuneMark	64
Placing the Void	65
Breaching the Wall of Worlds	65
The RuneMark Prophecy	65
The Void	66
The RuneLords	70
Appendix A: New Magic Items	71
Appendix B: New Monsters	75
Winter Runes	78
OGI	80



PART THE FIRST OF THE HORNEO GOD'S WINTER

Winter Runes is divided into two books. Book One provides the DM and the player with all the background, adventure and setting information needed to introduce the Winter Runes. Part Two provides the mechanics for the Winter Runes, a new magic using core class, the RuneMark, class spells, abilities and rules for plane travel. Winter Runes consists of a Runic Alphabet with each character representing a spell. The key in the back of the book gives the DM and player easy access to the Runes and the RuneSpells they represent. All are fully compatible with any ongoing game and are designed to enhance the already existing magic system.

There are two overall adventures provided in Winter Runes. These place a few of the RuneSpells in a difficult and challenging environment providing solid examples of how to introduce the RuneSpells, either in a continuous number of sessions or over an extended period of time. The adventures are placed in the world of Erde, the setting brought to you by the Codex of Erde, but all are easily adapted to homebrew or other existing campaigns (refer to "Setting & Placement" below).

"The Winter's Wind Never Breaks, on Summer's Shore no Stop it Takes The Shroud of Darkness, Cold and Stark The world the Horned God's Winters Dark."

A MARK OF HISTORY

As the last breath of the Days before Days blew across the land the Emperor Sebastian Olivier I sat upon the throne of Aenoch with the Cradle of the World upon his brow. Behind him stood his councilor, the High Priestess, Nectanebo, servant of the goddess Imbrisuis. Sebastian brooded over his life's travails, for his road had been an altogether evil one. His long betrayal of the Holy Alliance and the long lasting war with them had given him only half of what he desired. Ethrum stood strong against him and would not yield. In disgust, Olivier's mind turned then to darker paths.

He summoned to his throne Nulak-Kiz-Din, that dread Wizard of the White Order. Folds of sorcery wrapped the Arch-Magi, cloaking him in power, as he walked through the

long, majestic hall of the Emperor. "Your path and mine have at last crossed, my Lord Emperor. Your call comes on the heels of my triumph, for I have mastered the Rune Lords and bent them to my will. I have broken the seal of the Paths of Umbra."

"This news you bring to me when I need to hear it most. There is more to your actions than even you know, dread Mage. But let us be about it. Aristobolus is dead and we are free to conquer the world if we have the courage to take the proper weapons in hand."

"It is not courage, but power, that you will need. From this day forth you plant the seeds of the world's destruction." Nectanebo's voice crackled with age and defiance, for she sought not to speak the Runes nor walk the Paths of Umbra.

Lynth & the Silver Tower

Lynth is home to an Elven Lord of the Fontenouq. These elves are well known for their warlike tendencies and revel in the destruction of evil. Sarahclem is just such a lord. She is tall, with unusually dark hair for her kind. It is long, but few would know it for she wears it beneath a helm of which she almost always wears. She is forever girded for war, in chain and plate and carries a great shield in combat. She prefers the lance and sword to all other weapons and rides her warhorse into battle. As with its master, the steed is armored in chain barding.

The tower of Lynth is built in the high fashion of her people, the walls thin, tall and magically enhanced. The gold colored keep surrounds a high silver tower with minarets. Few live here with the warrior elf, save for her servants and a dozen or so of her retainers. All of these are soldiers. Sarahclem welcomes visitors and aids those in great discomfort, but if they are not filled with a desire to destroy evil then she treats with them only a little. She can raise an army of 125 elves from the Mithlon Eves, which are a mixed bag of Wood Elves and High Elves, and about 200 woodsmen from the same area. She takes great sport in hounding the Orcs of Rackenberg.

For Encounters refer to the supplied charts, page 76-77.

Some few come here to trade, but they are very brave and very foolish for the Orcs hate the world as it is. They long for the days of the Winter Dark when they ruled as lords over men, their oldest remembering the glorious days of the horned god. That said, Uranoch is wise and trades with almost anyone, good or evil, if he feels he can gain some measure of power from it.

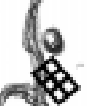
Ington River

This foul mess flows from that heap called the Shadow Mountains. Its origin is unknown, but many surmise it flows from deep pits carved by Trigal (Nulak) in the days of old. This lumbering giant of a river winds its way through the Shadow Mountains, passing foul Orc, Hobgoblin and Troll holes and dens, collecting refuse as it goes along. When it spills into the plains of Gottland, it gains in width what it loses in speed, averaging 150 yards across. Several hundred miles into its course the Teifsich River joins its run to the sea. Those clean waters do a little to dilute the Ington's foulness. After this juncture the river widens and deepens and gains speed. From here to the sea it is generally 250 yards wide, possessed of deadly currents and many tide pools. It dumps its impurities into the Drab Sinks near the Inner Sea.

Nothing but the grossest and meanest of creatures live within the foul river. Yet, the Orcs, Ungern, Hobgoblins and others live close to its banks, fishing out dead animals and muck dwellers for food. They fear not the seasonal flooding, and have houses and towns built behind great river walls or upon high stilts.

The river is not easily crossed. From the mountains to where the Teifsich joins it, there are two bridges. Their original names are lost to history but the Orcs call them, in the Vulgate, the Granbridge and the Urlpalls. Both are stone and in decent shape. The Granbridge in the west can hold four wagons abreast, skirting the river by a mere 20 yards, while the Urlpalls is far more narrow and high. This span has huge abutments that tower 60 yards above the water, but only two may walk abreast when crossing it. Neither bridge is guarded, though Trolls or other vagabonds settle upon there spans exacting tolls from time to time.

There are no crossings after the river's join. However, travelers relate tales of a ferryman in the woods (called the Ington Woods) that straddle its course. There is some river traffic from Most, but these are folk of ill repute who explore for gold and not glory. They are often aligned with the Orcs on the banks and charge a great deal for any services they grant to those who travel this twisting course.



GAME RULE INFORMATION

Abilities: Intelligence determines how powerful a spell a RuneMark can cast, how many spells he can cast, and how hard those spells are to resist. High Dexterity is helpful for a RuneMark who wears limited armor, because it provides him with an armor class bonus. A good Constitution gives a RuneMark extra hit points.

Alignment: Any, lawful most common.

Hit Die: d4.

Class Skills: The RuneMark's class skills (and the key ability for each) are Alchemy (Int), Bluff (CHA), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually)(Int), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), Speak Language, and Wilderness Lore (Wis).

Skill Points at first level: (2 + Int modifier) x 4.

Skill Points at each additional level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: RuneMarks are skilled with only one weapon, which may be chosen from any of the Simple Weapons, or the Small or Medium-Size Martial Weapons. RuneMarks are proficient with Light Armor, excluding ring mail and the chain shirt. Armor of any type interferes with a RuneMark's movements, which can cause his spells to fail (if those spells have somatic components). Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A RuneMark casts both arcane and divine spells. These are the RuneSpells taken from RuneStones he has acquired through purchase, adventure, etc. He is limited to a certain number of RuneSpells per day, this according to his class level. A RuneMark must prepare his RuneSpells ahead of time by getting eight hours of rest, preferably sleep, and then spending an hour in meditation. While in meditation, the RuneMark decides what RuneSpells to prepare (see spell list below). To learn, prepare or cast a RuneSpell, a RuneMark must have an Intelligence of at least 10 + the spells level. A RuneMark's bonus RuneSpells are based on Intelligence. The Difficulty Class for saving throws against RuneSpells is 10 + the spell's level + the RuneMark's Intelligence. There are many classifications of RuneSpells. The most common are

THE WINTER RUNES & THE RUNEMARK

called simply, RuneSpells, these are those spells listed as available on the following page and are taken from the existing spells lists for other classes. They are common as scrolls, carved on totems and the like. Special classifications are those such as the Winter Runes and Blood Rune existing as RuneStones or on long forgotten scrolls. These are extremely rare and when found guarded jealously.

Create Totem: Much like a wizard or sorcerer a RuneMark must store his RuneSpells. He does so by inscribing the RuneSpells on a Totem. He must first choose what his totem is and create it. This is called "The Casting." Each totem is bound to its creator. The totem can be a ring, bracer, staff, or other item of his choosing, including their own body.

The casting process is a long one, taking a full week. The RuneMark, totem in hand, stands within a magic circle that he has drawn.

He remains within the circle for four days, meditating, and fasting, allowed nothing but water. During that time, the totem draws from the essence of the RuneMark. The energy he loses through fasting is absorbed into the Totem. At the end of four days, the totem is placed outdoors on any high platform, exposed to the elements. There it must sit for another three days. The totem is Cast after it absorbs energy from the sun and moon. The RuneMark loses 1d8 Constitution points for one week, and can only be restored through rest. Healing of any kind does not help. The totem, imbued with the essence of the RuneMark is now ready for inscription.

Scribe Rune: Once the Totem is complete, the RuneMark must inscribe the totem with the RuneSpells. Once again, the RuneMark draws a magic circle and enters it. By visualizing the RuneSpell he can inscribe it on the totem. It takes an hour per spell level to inscribe a Rune (or spell), and he can only perform this action for as many hours as he has Constitution points. All 0 - level spells can be inscribed in 1 hour. After that point, he must wait one day and repeat the process. Each RuneSpell inscribed appears on the totem as a Rune only.

Familiar: A RuneMark can attain a familiar in exactly the same manner as a Sorcerer.

Language Mastery: At third level, the RuneMark gains the ability to recognize, understand and even speak foreign languages. The DC for this ability is as follows: recognize a language DC 10 - Int bonus - player level, understand a language DC 12 - Int bonus - player level, and speak a language 18 - Int bonus - player level.



guild titles

Rank is designated by an Alb, a tunic, usually worn only during formal occasions*

- 1 Token (gray alb, sleeveless)
- 2 Ward (gray alb with sleeves)
- 3 Candidate (gray alb, sleeves, waist olive length chasuble)
- 4 Pensioner (blue alb, sleeves, chasuble with blue cap)
- 5 Keeper (blue alb, blue berretta "square" cap)
- 6 Benefactor (blue alb, wide brim added to the blue cap)
- 7 Tutor (lawn sleeves added to the blue alb)
- 8 Seminarian (white Amice added, chasuble becomes white)
- 9 Pedagogue (Mitre staff)
- 10 Mark of the White Order (white alb, over all, no sleeves)
- 11 Knight of the White Order (white alb, with sleeves)
- 12 Lord of the White Order (all above, a pale white color)

* There are guild members who do not follow the recommended hierarchy. These are generally called *Proselytes* and are usually found alone in their travels. They are revered by the rest of the order. *Proselytes* are ideal for characters.

Common Sayings & Expressions

Mastering the Runes: To gain knowledge of and learn how to use the various runic spells.

Walking the Paths: To use the Runes to breach dimensions of space, to plane travel.

RUNESSPELLS

The Runes were written by the Dwarves in the Days before Days. When they began the mastery of the Language of Creation, they cast these words of power into stone. Runes mimicked the powers of their original design. As the Language of Creation is beyond most creatures' ability to speak, the Dwarves, in time, renamed these Runes in their own tongue. It is these names that have come down to us today. For a more complete description, refer to Adventure Background in Part I.

THE WINTER RUNES

First Level

- Rune of Concentration
- Rune of Chalk
- Rune of Writing
- Rune of Environment
- Rune of Glyphs
- Rune of Threads
- Rune of Contact
- Rune of Creation I
- Rune of Location

Second Level

- Rune of Sound Control
- Rune of Preparation

THE WINTER RUNES & THE RUNEMARK

- Rune of Environment II
- Rune of Conjunction I
- Rune of Linking (lesser)
- Rune of Breath
- Rune of Knowledge
- Rune of Creation II

Third Level

- Rune of Preparation II
- Rune of Vision
- Rune of Thought Control
- Rune of Seal
- Rune of Shield
- Rune of Creation III
- Rune of Speech

Fourth Level

- Rune of Containment
- Rune of Doors
- Rune of Conjunction II
- Rune of Guidance
- Rune of Creation IV
- Rune of Obsidian

Fifth Level

- Rune of Expose
- Rune of Plane Walk
- Rune of Dimensions
- Rune of Creation V
- Rune of Conjunction III

Sixth Level

- Rune of Juxtapose
- Rune of Travel
- Rune of Unmaking
- Rune of Creation VI

Seventh Level

- Rune of Rending
- Rune of Holding
- Rune of Creation VII

Eight Level

- Rune of Liquid Bridge
- Rune of Conjunction IV

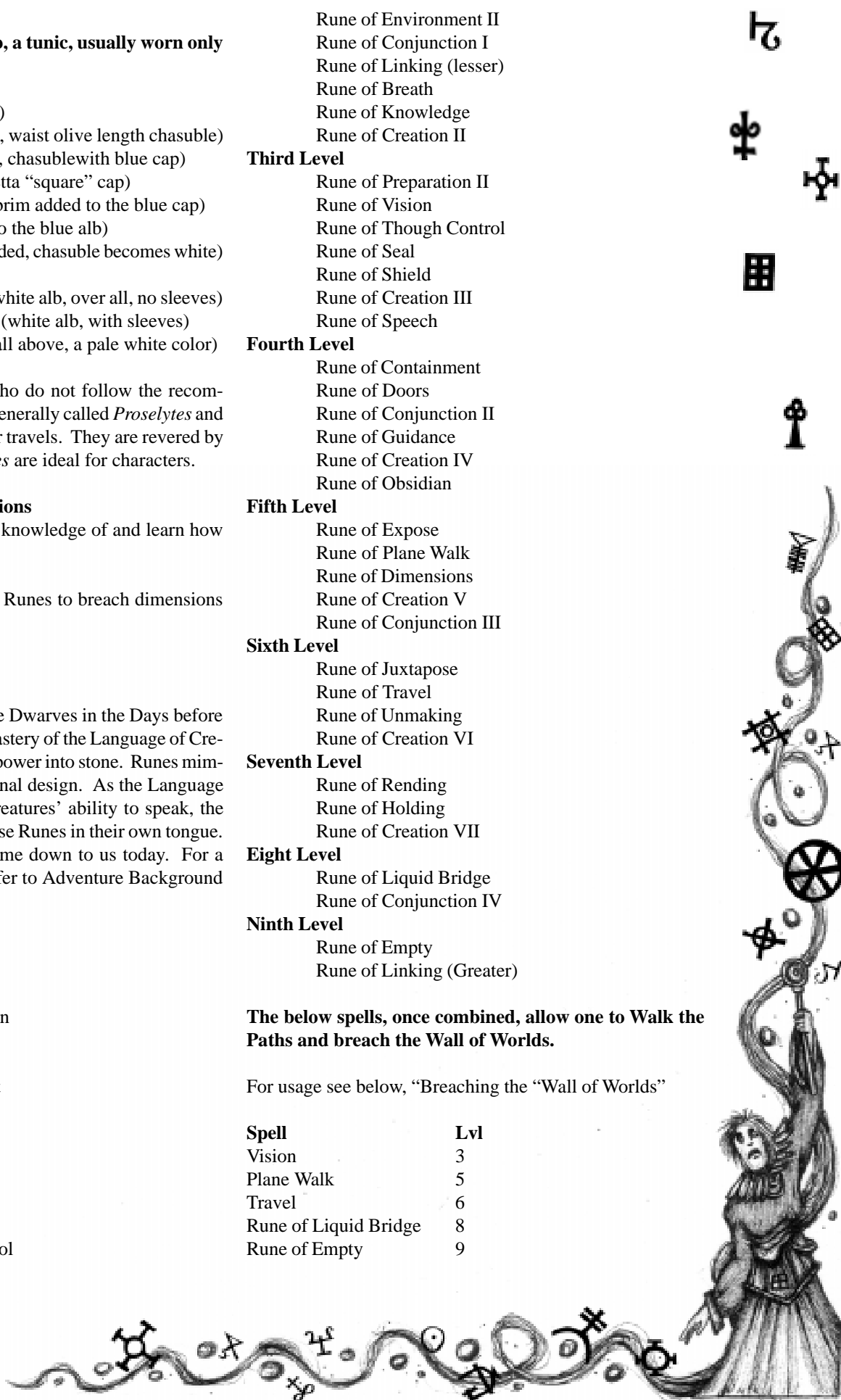
Ninth Level

- Rune of Empty
- Rune of Linking (Greater)

The below spells, once combined, allow one to Walk the Paths and breach the Wall of Worlds.

For usage see below, "Breaching the "Wall of Worlds"

Spell	Lvl
Vision	3
Plane Walk	5
Travel	6
Rune of Liquid Bridge	8
Rune of Empty	9



THE WINTER RUNES & THE RUNEMARK

Seventh Level RuneSpells

Rune of Rending (Roan ot Thiakun-uk)

Necromancy/Transmutation

Level: Rmk 7, Sor/Wiz 7

Components: V, M

Casting Time: 1 action

Range: 100 ft. + 10 ft. per level

Target: 1 object or creature

Duration: Instantaneous

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This Rune works in a similar fashion to the *Unmaking* Rune. However, it only rends the life or substance from people or items. Upon uttering this Rune, the RuneMark may attempt to snuff the life force from his target or disintegrate objects made from organic materials. The target receives a Fortitude save. Failure results in death to a living target, and disintegration of organic materials. The target suffers 6d10 points of damage on a successful Fortitude save. Alternately the "rending" can be mental, requiring the target to make a successful Will save or suffer 1d6 points of permanent Intelligence, Wisdom and Charisma damage. In this instance, a successful Will save negates the effects of the spell.



Finally, the *Rune of Rending* may be used by the RuneMarks to tear at the walls of a plane. The resulting may immediately open doors into other planes. However, the RuneMark may not see these portals, or know where they led without the use of a *Rune of Expose*. This form of the Rune is often used when the RuneMark must beat a hasty retreat from overwhelming enemy forces.

Material Components: Totem (RuneMark Only).

Rune of Holding (Roan ot Held-uk)

Abjuration

Level: Rmk 7, Sor/Wiz 7

Components: V, M

Casting Time: 1 action

Range: 100 ft. + 10 ft. per level

Target: One Planar gate, door, portal or creature

Duration: 1 round per level

Saving Throw: None (Or Will Negates)

Spell Resistance: Yes

This Rune is commonly used to hold doors into planes both open or closed. When doors begin to shut due to expiring spell durations, or are being shut by powerful creatures such as demons and devils, the Rune is cast and the door held. The *Rune of Holding* works on the home plane as well. The Rune may also be used as a hold monster spell, freezing an extra-dimensional creature in its place in the same way that a *Hold Monster* spell works.

Material Components: Totem (RuneMark Only).



Rune of Creation VII (Roan ot Alenerde, literally "all things that come from the father")

Transmutation

Level: Rmk 7, Sor/Wiz 7

Components: V, S, M

Casting Time: 1 Minute

Range: 0 ft.

Area: 1 cubic foot + 1 cubic ft./2 levels

Duration: 1 hour + ½ hour per level.

Saving Throw: None/Special

Spell Resistance: No

This spell is similar to the *Rune of Creation III* but allows the RuneMark to create greater quantities and more complicated substances. For example coal may be turned to diamonds, vegetation turned to coal or shale, flesh into dust and the like. Living creatures targeted with a rune of creation in this matter receive a Fortitude save. Failure results in instant death, a successful Fortitude save means that the resultant attempted change in their body shape or composition causes 1d6 points of damage per level of caster.

The affects are temporary unless the *Rune of Creation VI* is cast upon it.

Material Components: Essence of the Void, flask of the casters blood, Totem (RuneMark only).



Eighth Level RuneSpells

Rune of Liquid Bridge (Roan ot Tuliuthtalu)

Conjuration

Level: Rmk 8, Sor/Wiz 8

Components: V, M

Casting Time: 1 action

Range: (25 ft. +5 ft./2 levels)

Area: Liquid Fire Bridge 10 ft. wide by 50 ft. long/+10 ft. per level

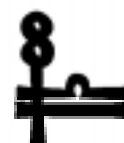
Duration: Special

Saving Throw: See Text

Spell Resistance: None

This powerful spell was first used to launch Nulak-Kiz-Din into the Void. The Rune is a form of the *Creation* Rune, in that it manipulates the chemical makeup of an area to create a physical bridge. The bridge is generally of liquid fire and can be walked upon safely by the caster or anyone protected by a *Rune of Containment*. Any other creatures attempting to use the bridge suffer 6d10 points of damage for each round from contact with the liquid fire and must make a Reflex save (DC 15) to avoid catching fire (see the rules for Catching on Fire in the *DMG*). The intense heat keeps the RuneMark safe from attack and others from using his bridge to cross over to the Void. The bridge can be created in the home plane but its effectiveness is reduced, dealing only 6d6 points of damage per round of contact to unprotected travelers. The bridge lasts for as long as the spell-caster concentrates on the bridge +1 hour per level, or until dismissed by the spell-caster.

Material Components: Totem (Runemark Only).



emblems of the lords of old and these they used to gather their folk into small bands and armies which fought the Long Struggle against the Winter and the power that lay in Aufstrag. There were many standards made in all, though most have been lost to time, buried in the detritus of war.

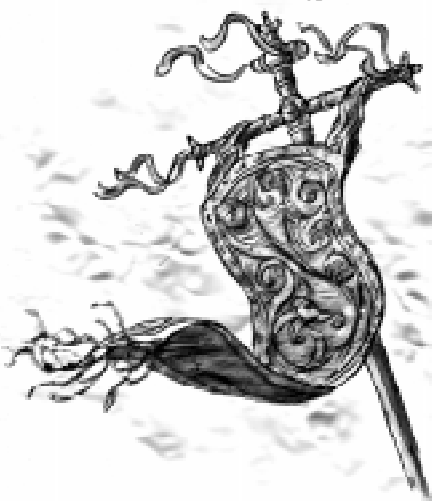
Description: The standards vary in shape and size. Some consist of long and thin cloths, others thick canvas, but all are borne atop a crosspiece on a staff or pole. All are strikingly colorful, being laced with gold and silver threads. They are collectively referred to as the *Gonfalon*, though each has its own name. Only 18 are known to have survived the wars.

Powers: The power of the *Gonfalon* increases the Leadership score of he who bares the standard (or has it borne) by 2 points, the AC of those who follow it by 2 points (deflection), gives a +1 morale bonus to hit, and a +1 morale bonus against Fear checks.

Caster Level: 7th

Prerequisites: Craft Wondrous Item, *Bless*, *Protection from Evil*

Market Price & Cost to Create: 15,000gp.



Gottland Delphinium (Tree Tears)

History: The *Gottland Delphinium* grow amidst the roots of the Gottland Trees. As is known, Trolls do not die of old age, but rather, they become so weighted down by their own evil they grow roots into the ground and there they live out their days as trees both twisted and foul. Some believe that Trolls are really Sentients, those great trees that wandered Erde at the worlds early dawn. Whatever the case, the trees roots pass some magic of themselves to earth for the flowers grow here. Whether the flowers are atonement for past deeds, or memories of an ancient flora that walked the world in the Days before Days, few can say.

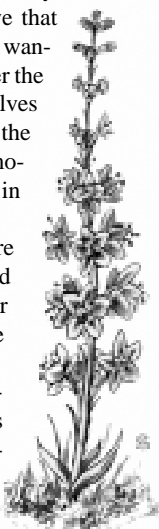
Description: These beautiful violet flowers are the only things of color that grows in or around the trees. They are short, only three or four inches high and grow in thick patches. The flowers are found nowhere else in the world.

Powers: When these flowers are gathered together and mashed into a pulp, the mix serves as a healing salve. The salve, when administered to wounds, heals 1d4 points of damage.

Caster Level: 3rd

Prerequisites: Create Item, *Speak with plants*

Market Price: Difficult to find, 25gp



Horn of the Halfling

History: In the days when the Halflings were hunted for sport, they crafted many items to aid them in their escape. They found that oft times they were separated from each other and in order to call out they crafted special horns that aided them in calling to one another.

Description: These horns are usually simple affairs of laced wood, antelope or ram horns.

Powers: The horn is almost silent, creating only a small winding noise when it is blown. When it is blown for 4 full melee rounds, it sends a message to the nearest comrade or friend. This works the same as the 5th level Wizard spell, *Sending*, though the casting time is immediate.

Caster Level: 10th

Prerequisites: Craft Wondrous Item, *Sending*

Market Price & Cost to Create: 4000 gp

Threads of Law

History: When RuneMarks fashion the *Roan ot Eluet*, the *Runes of Threads*, they perforce create a great many strands which are not wholly made, these are cast aside more often than not. Some, however, are possessed of magical qualities.

Description: The *Threads of Law* are long, thin, golden strands which end in a perfect shape.

Powers: The threads are used to bind things, such as armor, articles of clothing, equipment, packs, saddles, etc. When they are used, they bind things perfectly and are almost unbreakable. A knot tied with such a thread is almost impossible to untie (DC 40, 35 with Use Rope skill) or to cut (AC 20). But once used, it cannot be used again, as it becomes so set in its ways that it will break before it bends. These knots are commonly referred to as Todknots ("tod" is Dwarven for Unbending). A rope can be woven from these threads, though many hundreds of threads would need to be gathered, and would be almost unbreakable (DC 50).

Caster Level: 3rd

Prerequisites: Craft Wondrous Item, *Rune of threads*

Market Price & Cost to Create: 10 gp per thread

Threads of Chaos

History: When RuneMarks fashion the *Roan ot Eluet*, the *Runes of Threads* they perforce create a great many strands which are not wholly made, these are cast aside more often than not. Some however, are possessed of magical qualities.

Description: These threads are thick and hollow, curl in on themselves and their ends fray continually. They resemble strands of wool, and are silver in color.

Powers: These threads are rarely used, as for they have almost no point or purpose. When one of these threads touches an item, it causes the item to temporarily levitate (weight limit 5 pounds). After 1d6 rounds the thread unravels itself and the item falls to the floor. These threads are often caught on winds or float around a room without purpose or design. Items are lifted and dropped continually, leaving a string of chaos behind. These threads are often called Shinknots ("Shin" is Dwarven for Chaos). An encounter with such a thread often leaves one baffled and annoyed for no rhyme or reason can be discerned of the chaos from a Shinknot.

Caster Level: 1st

Prerequisites: Craft Wondrous Item, *Rune of Threads*

Market Price & Cost to Create: 10gp per thread



THE WINTER RUNES & THE RUNEMARK

This book is published under the Open Game License version 1.0a, the d20 System License version 4.0, and the d20 System Guide version 3.0 by permission of Wizards of the Coast. Some Open Game Content herein originates in the draft version of the System Rules Document (SRD), and is used by permission from Wizards of the Coast. Subsequent printings of this book will incorporate and comply with any new versions of the licenses or final versions of the SRD. Open Game Content may only be Used under and in terms with the Open Game License, below.

Designation of Open Game Content: The following material is hereby designated as Open Game Content and may be Used pursuant to the terms of the Open Game License: all creature, character, item, spell, town, diety and trap “stat blocks,” including the stat blocks of such creatures, characters, items, spells, towns, deities and traps original to this adventure module, except for the names of the above which are specifically designated as Product Identity below; all new attributes, skills, feats, spells, creatures, items, traps and deities, including their names, except for those specifically designated as Product Identity below.

Designation of Product Identity: Product Identity is not Open Game Content. The following is hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License Version 1.0a: (1) Troll Lord Games and any and all Troll Lord Games logos, identifying marks and trade dress, including the phrase “Worlds of Epic Adventure”, as well as all Troll Lord Games Product and Product Line names, including but not limited to, Winter Runes, The Codex of Erde, and The Malady of Kings; (2) all artwork, illustration, graphic design, maps and cartography, logos, and symbols, including any text contained within such artwork, illustration, maps and cartography; (3) the stories, storylines, plots, thematic elements, dialogue, incidents, language, likenesses, poses, concepts, and themes; (4) and the proper names and descriptions of the following characters, personalities, teams, personas, likenesses, events, histories, places, and locations: Unklar, the Horned God, Erde, Winter Dark Wars, Nulak-Kiz-Din, Evening Swan, Dream Horn, The Void, all Dwarven translations of associated names of RuneSpells or RuneStones or any other Dwarven translations herein, and Dreaming Sea.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the

Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

The Codex of Erde Copyright 2001, Troll Lord Games, LLC; Authors Stephen Chenault, Mac Golden, and Davis Chenault.

The Malady of Kings Copyright 2001, Troll Lord Games, LLC; Author Stephen Chenault.

Winter Runes Copyright 2003, Troll Lord Games; Authors Stephen Chenault, Todd Gray, and Davis Chenault.