

NEW RUNE ITEMS

12 NEW RUNE MAGIC ITEMS FOR *STORM KING'S THUNDER* OR ANY DUNGEONS & DRAGONS CAMPAIGN.

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The new rune magic items in this document can be used in *Storm King's Thunder* or any Dungeons & Dragons game.

BONE OF THE UVEN RUNE

Wondrous item, rare (requires attunement)

This femur of a dwarf is petrified to the point of being stone. The uven (enemy) rune is carved out and filled with silver on its top. The bone has the following properties, which only work while it is on your person.

After Him. When an enemy within 5 feet of you takes the Disengage action, you can move half your speed as a reaction.

Know Thy Enemy. As a bonus action, pick one enemy within 30 feet of you. You learn the enemy's AC, remaining hit points, and any damage immunities, resistances, or vulnerabilities. Once you use this property, you can't use it again until you finish a short or long rest.

No Escape. You have advantage on opportunity attacks.

Gift of Vengeance. You can transfer the bone's magic to a nonmagical item - a weapon or a suit of armor - by tracing the uven rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the bone is destroyed, and the rune appears in silver on the chosen item, which gains a benefit based on its form:

Weapon. The weapon is now an uncommon magic weapon that requires attunement. When a creature hits you with an attack and deals damage, you have advantage on attack rolls made against that creature using this weapon until the end of your next turn.

Armor. The armor is now an uncommon magic item that requires attunement. When a creature hits you with an attack and deals damage and you are wearing the armor, you have resistance against damage from all other attacks made by that creature until the end of your next turn.

BRANCH OF THE LIV RUNE

Wondrous item, rare (requires attunement)

This curving birch branch is 2 feet long and three inches thick. Small buds make it seem as if leaves could spring out of the branch at any second. The liv (life) rune is burned into the side of the branch. The branch has the following properties, which only work while it is on your person.

Healing Grace. Whenever you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains 1 additional hit point.

Remove Harmful Condition. As an action, you touch one willing creature and immediately end any blinded, deafened, poisoned, paralyzed, or stunned condition afflicting it. You can also use this ability to remove one level of exhaustion from a creature. Once you use this property, you can't use it again until you finish a short or long rest.

Spare the Dying. As an action you can cast the *spare the dying*.

Gift of Life. You can transfer the branch's magic to the corpse of a creature that has been dead for no more than 200 years, that didn't die of old age, and that isn't undead by tracing the uven rune on it with your finger. The transfer takes 8 hours of work that requires the branch to be within 5 feet of you. If the creature's soul is free and willing, the target returns to life with all its hit points. This process neutralizes all poisons, cures all diseases, and removes all curses afflicting the creature when it died. This process closes all wounds and restores any missing body parts. At the end of the transfer, the branch is destroyed, and the creature has a black tattoo of the rune appear somewhere on its body.

DIAMOND OF THE STIG RUNE

Wondrous item, rare (requires attunement)

This diamond is a three-inch-radius sphere cut so the light within it dazzles. Close inspection reveals the light burning within is in the shape of a stig (light) rune. The diamond has the following properties, which only work while it is on your person.

Beacon of Hope. As an action you can cast *beacon of hope*. Once you use this property, you can't use it again until you finish a short or long rest.

Blinding Burst. As an action, your body erupts with radiant light in a 30-foot radius. All creatures in the area must succeed on a DC 17 Constitution saving throw or be blinded for 1 minute. A creature blinded in this way can repeat this saving throw at the end of its turn, ending the blinded condition on a success. Once you use this property, you can't use it again until you finish a short or long rest.

Radiant Friend. You have resistance to radiant damage.

Shed Light. As an action the diamond sheds bright light in a 60-foot radius and dim light for an additional 60. You can use another action to make the bright light go down to a 5-foot radius and dim light for an additional 5.

Gift of Light. You can transfer the diamond's magic to a nonmagical item - a weapon or a torch - by tracing the stig rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the diamond is destroyed, and the rune appears in yellow on the chosen item, which gains a benefit based on its form:

Weapon. The weapon is now an uncommon magic weapon. It deals an extra 1d6 radiant damage to any target it hits.

Torch. The torch is now an uncommon magic item that requires attunement. This torch never burns out. As an action you can cause the torch to ignite, causing it shed bright light in a 20-foot radius and dim light for an additional 20. You can use another action to extinguish the flame. While the flame is lit and you hold the torch, all creatures you choose within 20 feet of you have advantage on saving throws against being charmed or frightened.

EMERALD OF THE KONG RUNE

Wondrous item, very rare (requires attunement)

This emerald is cut into a rhomboid shape, three inches on each side and three inches thick. A gold kong (king) rune is clearly seen within its core. The emerald has the following properties, which only work while it is on your person.

Inspiring Leadership. As an action you can speak a magic word of inspiration to one creature you can see within 30 feet of you. That creature has advantage on attack rolls and saving throws against being frightened until the end of your next turn. Once you use this property twice, you can't use it again until you finish a short or long rest.

Natural Leader. You have advantage on Charisma (Intimidation) and (Persuasion) ability checks made to influence creatures of the same type as you.

Ruler's Command. At the start of your turn, one creature of your choice within 5 feet of you can take the Help action as a reaction. Once you use this property twice, you can't use it again until you finish a short or long rest.

Gift of the King. You can transfer the emerald's magic to a nonmagical item - a crown or a ring - by tracing the kong rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the emerald is destroyed, and the rune appears in gold on the chosen item, which gains a benefit based on its form:

Crown. The crown is now a rare magic item that requires attunement. While you wear it, you have advantage on all Charisma (Persuasion) checks.

Ring. The ring is now a rare magic item that requires attunement. While you wear it you can speak, read, and write any language and communicate telepathically with any creature that understands a language within 30 feet.

FAN OF THE SKYE RUNE

Wondrous item, very rare (requires attunement)

This sky blue folding hand fan is rather dainty for a giant, but almost three times the size what a human would normally use. When unfolded, a white skye (cloud) rune can be seen in the middle of the fan. The fan has the following properties, which only work while it is on your person.

Cloud Carpet. You can spend 1 minute creating a 15-foot square of cloud 1 foot thick. The cloud can carry up to 10,000 pounds, can hover, has a fly speed of 60 feet, and moves according to your spoken directions, provided you are within 30 feet. The cloud lasts for 1 hour. Once you use this property, you can't use it again until you finish a long rest.

Fog Cloud. As an action, you can cast *fog cloud*.

Gust of Wind. As an action, you can cast *gust of wind*.

Gift of Cloud. You can transfer the fan's magic to a nonmagical item - a pair of boots, a cloak, or a suit of armor - by tracing the skye rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the fan is destroyed, and the rune appears in white on the chosen item, which gains a benefit based on its form:

Armor. The armor is now a rare magic item that requires attunement. As a reaction when you are hit by an attack you can turn your entire body into cloud stuff until the end of your next turn. While you are made of cloud stuff you are resistant to all damage. Once you use this property, you can't use it again until you finish a long rest.

Boots/Cloak. The pair of boots or cloak is now a rare magic item that requires attunement. You gain a fly speed equal to your walking speed and can hover while you wear this item.

FINGER OF THE DOD RUNE

Wondrous item, very rare (requires attunement)

This preserved finger of a frost giant is gray and shriveled. It is 3 feet long and 1 foot thick. The flesh beneath its fingernail is carved with a bloody dod (death) rune. The finger has the following properties, which only work while it is on your person.

Animate Dead. As an action, you can cast *animate dead*. Once you use this property, you can't use it again until you finish a long rest.

Death's Sacrifice. When you deal damage to a creature and it dies as a result, you gain 10 temporary hit points.

Necrotic Friend. You gain resistance to necrotic damage.

Respect of the Dead. You have advantage on Charisma ability checks made to influence undead creatures.

Gift of Death. You can transfer the finger's magic to the corpse of a creature that isn't undead by tracing the dod rune on it with your finger. The transfer takes 8 hours of work that requires the finger to be within 5 feet of you. The target rises as a wraith under your control. You decide what action the wraith will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the wraith only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete. At the end of the transfer, the finger is destroyed, and the wraith has the rune floating somewhere within its incorporeal form.

HORN OF THE UVAR RUNE

Wondrous item, rare (requires attunement)

This curved horn comes from a giant ram. It is 3 feet long and capped with a silver mouthpiece. The horn is emblazoned with a blue uvar (storm) rune. The horn has the following properties.

Lightning's Call. As an action you can blow the horn. Up to 8 creatures of your choice within 60 feet who can hear the horn and are holding at least one weapon, each have a weapon they are wielding of their choice covered in crackling lightning for 1 minute. During this time the weapons deal an extra 1d6 lightning damage and are magical. A weapon loses these properties if it is dropped or stowed. Once you use this property, you can't use it again until you finish a short or long rest.

Storm Friend. While the horn is on your person, you are resistant to lightning and thunder damage.

Thunderous Blast. As an action, you can blow a 60-foot cone of thunder from the horn. Creatures in the area must make a DC 17 Constitution saving throw. Creatures who fail take 22 (5d8) thunder damage and are pushed 10 feet away from you. Creatures who succeed take only half damage and aren't pushed. Once you use this property, you can't use it again until you finish a short or long rest.

Gift of Storm. You can transfer the horn's magic to a nonmagical item - a weapon or a boat - by tracing the uvar rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the horn is destroyed, and the rune appears in blue on the chosen item, which gains a benefit based on its form:

Weapon. The weapon is now a rare magic weapon that requires attunement. It deals an extra 1d6 thunder damage to any target it hits. When you score a critical hit with the weapon, the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Boat. The boat is now a rare magic item. Nothing short of total destruction can capsize the vessel.

HORSESHOE OF THE FERD RUNE

Wondrous item, rare (requires attunement)

This horseshoe is made from black steel and connected to a chain so it can be worn around the neck. The ferd (journey) rune is emblazoned in green on the item. The horseshoe has the following properties, which only work while it is on your person.

Born to Journey. You and up to six other creatures you choose who travel within 60 feet of you can travel for 12 hours a day before having to make a Constitution saving throw against exhaustion.

Fleet Feet. Your walking speed increases by 5 feet.

Safe Place. You can spend 1 hour creating a permanent teleportation circle on a firm surface without using any material components. Once this circle is created, you can spend another hour moving it to a new location on a firm surface of your choice. There can only be one permanent teleportation circle created by this item in existence at a time. When you attune to the item, a previous permanent teleportation circle created by a previously attuned creature disappears.

Gift of Travel. You can transfer the horseshoe's magic to a nonmagical item - a suit of barding for a mount or a pair of boots - by tracing the ferd rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the horseshoe is destroyed, and the rune appears in green on the chosen item, which gains a benefit based on its form:

Barding. The barding is now an uncommon magic item. A mount wearing this barding can gallop for up to 8 hours before needing to slow down or be swapped out.

Boots. The boots are now a rare magic item that requires attunement. You gain a climbing speed and a swimming speed equal to your walking speed while you wear them.

SKULL OF THE HELDIG RUNE

Wondrous item, rare (requires attunement)

This human skull is gilded. A black hellig (sacred) rune is emblazoned on its top. The skull has the following properties, which only work while it is on your person.

Religious Expert. You have advantage on Intelligence (Religion) checks.

Reveal Truths. You can cast the following spells without expending any material components (spell save DC 17): *augury*, *detect evil and good*, *divination*, and *zone of truth*. After casting a spell from the skull, you must complete a long rest before you can cast the same spell from the skull again.

Gift of Sacred Ground. You can transfer the skull's magic to a place by tracing the hellig rune there with your finger. The point where you trace it becomes the center of a spherical area of magic that has a 100-foot radius. The transfer takes 8 hours of work that requires the skull to be within 5 feet of you. At the end, the skull is destroyed, and the whole area is under the effect of a *hallow* spell (spell save DC 17) that cannot be dispelled by normal means. You choose all of the spell's variables.

STONE OF THE FJELL RUNE

Wondrous item, rare (requires attunement)

This rough-hewn, gray stone is six inches around. It is carved with a deep fjell (mountain) rune. The stone has the following properties, which only work while it is on your person.

Create Tunnel. If you spend 1 minute touching a solid surface, at the end of that minute a circular hole opens in the surface that is up to 10 feet in diameter and 100 feet long. Once you use this property, you can't use it again until you finish a long rest.

Fists of Stone. You gain a +1 bonus to attack and damage rolls with unarmed attacks.

Mountain's Strength. You have advantage on Strength saving throws.

Gift of the Mountain. You can transfer the stone's magic to a nonmagical item - a belt or a pair of goggles - by tracing the fjell rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the stone is destroyed, and the rune appears in gray on the chosen item, which gains a benefit based on its form:

Belt. The belt is now a rare magic item that requires attunement. While you wear it, you can cast *stoneskin* on yourself as an action requiring no material components and no concentration. Once you use this property, you can't use it again until you finish a long rest.

Goggles. The pair of goggles is now a rare magic item that requires attunement. While you wear the goggles, you can use an action to force one creature that can see you to make a DC 14 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic. Once you use this property, you can't use it again until you finish a long rest.

TOE OF THE HAUG RUNE

Wondrous item, rare (requires attunement)

This preserved pinky toe of a hill giant is shriveled with age. It is 2 feet long and 1 foot thick. A red haug (hill) rune is carved into the bottom of the toe. The toe has the following properties, which only work while it is on your person.

Giant Grass. As an action you touch a point on the ground and grass 15 feet tall grows in a 15-foot-square area centered on that point. Creatures in the grass are heavily obscured. Once you use this property, you cannot use it again until you finish a short or long rest.

Healing Meal. As an action you can consume a nonmagical, Tiny or smaller object held by you and regain 2d4+4 hit points. The object you consume is destroyed. Once you use this property, you cannot use it again until you finish a long rest.

Hurl Earth. As action you can dig up a chunk of dirt from soft earth and hurl it as a weapon with which you are proficient. The earth petrifies mid throw and becomes a rock. The rock deals 1d10 bludgeoning damage and has the thrown (20/60) property.

Gift of the Hill. You can transfer the toe's magic to a nonmagical item - a pair of boots or a cloak - by tracing the haug rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the toe is destroyed, and the rune appears in red on the chosen item, which gains a benefit based on its form:

Boots. The pair of boots is now an uncommon magic item that requires attunement. While you wear the boots, you can use your action to stomp on the ground and release a shockwave in a 20-foot radius. Each creature touching the ground in the area (except for you) must succeed on a DC 17 Strength saving throw or be pushed 30 feet into the air and then fall back to the ground and land prone. A creature who fails this saving throw takes 10 (3d6) bludgeoning damage from the fall. Once you use this property, you cannot use it again until you finish a short or long rest.

Cloak. The cloak is now an uncommon magic item that requires attunement. While you wear it, you gain a burrowing speed equal to your walking speed.

VIAL OF THE BLOD RUNE

Wondrous item, rare (requires attunement)

This clear crystal, needle-tipped vial is seems the appropriate size for a Medium or Small creature. The giants who crafted them liked this smaller size because it made the vials easier to conceal. The vial is marked with a red blod (blood) rune. The vial has the following properties.

Charm of Blood. As an action you can draw the blood of a creature by touching the empty vial to it. The vial momentarily numbs the area of the body from which the blood is drawn. To do this without being noticed you must make a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Perception) check. If you drink all the creature's blood from the vial as an action within 24 hours of drawing it, that creature must succeed on a DC 17 Wisdom saving throw or it is charmed by you for 4 hours or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the effect ends, the creature knows it was charmed by you. Once you use this property, you cannot use it again until you finish a long rest.

Impersonate Other. As an action you can draw the blood of a creature who is the same size and type as you by touching the empty vial to it. The vial momentarily numbs the area of the body from which the blood is drawn. To do this without being noticed you must make a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Perception) check. If you drink all the creature's blood from the vial as an action within 24 hours of drawing it, your physical appearance changes to match that of the target's. All of your equipment and statistics stay the same. This change lasts 6 hours, or until you dismiss it as an action. Once you use this property, you cannot use it again until you finish a long rest.

Vial Weapon. You can wield the vial as a melee weapon with which you are proficient. The vial deals 1d4 piercing damage and has the light and finesse properties. When you make an attack and deal damage with the vial you can use your reaction to regain a number of hit points equal to the damage you dealt to the creature. Once you use this property, you cannot use it again until you finish a short or long rest.

Gift of Blood. You can transfer the vial's magic to a nonmagical item - a melee weapon or a diamond - by tracing the blod rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the vial is destroyed, and the rune appears in red on the chosen item, which gains a benefit based on its form:

Diamond. The diamond is now a *blod stone* (see *Storm King's Thunder* Appendix B). The blood of the creature inside the *blod stone* is the same blood from the same creature that was inside the vial when the transfer took place. If the vial is empty when attempting to transfer the magic to a diamond, the transfer cannot be completed.

Weapon. The weapon is now an uncommon magic weapon. When you make an attack and deal damage with the weapon you can use your reaction to regain a number of hit points equal to the damage you dealt to the creature. Once you use this property, you cannot use it again until you finish a short or long rest.