



# RUNES OF GALLIDON

## PLAYER'S HANDBOOK

FOR USE WITH

DUNGEONS & DRAGONS® 4E



# ***RUNES OF GALLIDON***

**Player's Handbook for use with Dungeons & Dragons® 4E, Version 1.0**

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## **DUNGEONS & DRAGONS® ROLEPLAYING GAME**

Requires the use of the D&D Player's Handbook®, Monster Manual®, and  
Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™  
core rulebooks, available from Wizards of the Coast, LLC

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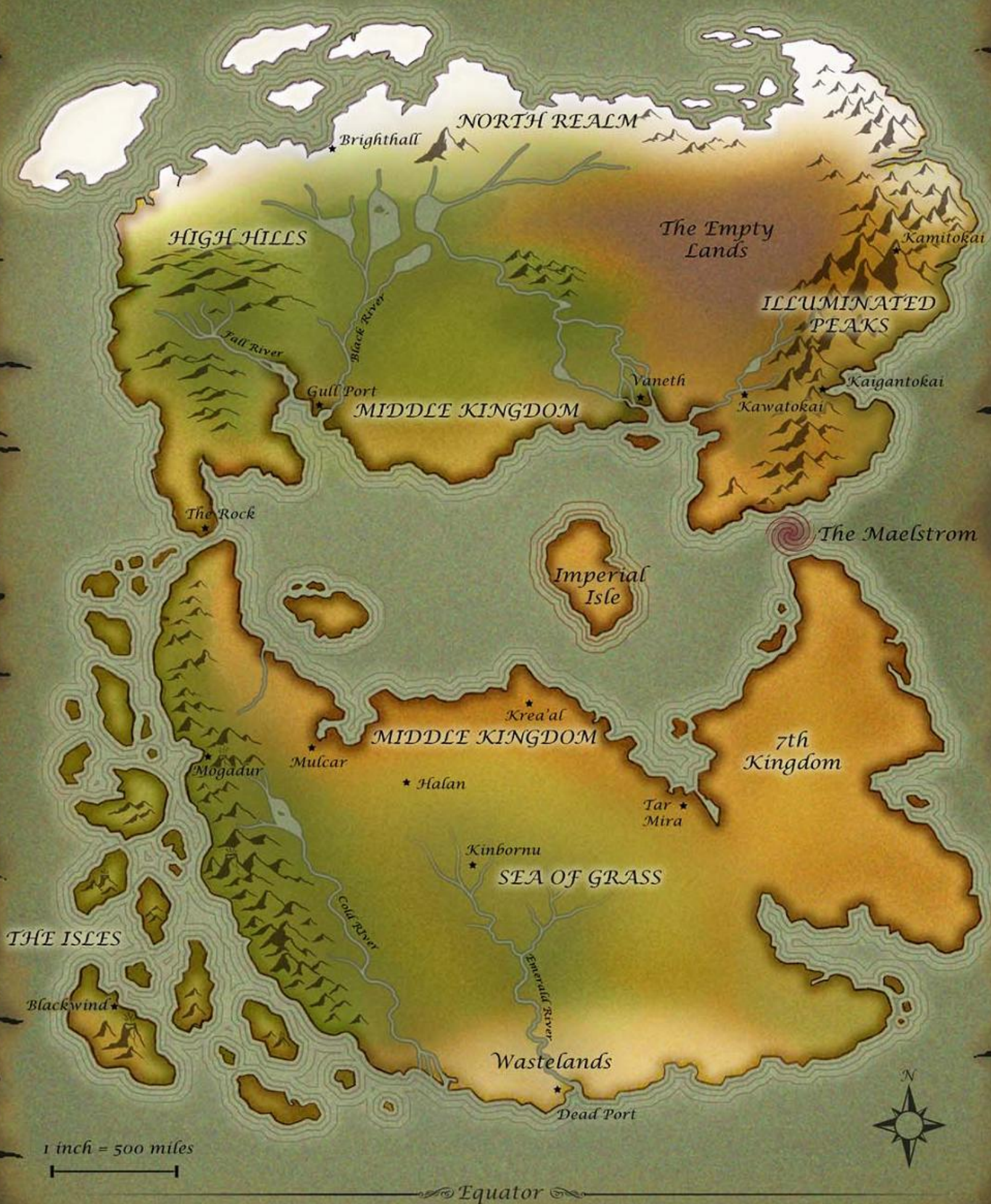
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# RUNES OF GALLION





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## INTRODUCTION

### INTRODUCTION

This book is designed as a supplement for D&D 4E core rulebooks. This book will primarily focus on information important for a player rather than the dungeon master.

This book will provide an overview of Gallidon, but only enough to help players generate characters and backgrounds. To read about the entire world of Gallidon, you can visit the Runes of Gallidon web site at

<http://www.RunesOfGallidon.com>.

The world of Gallidon is constantly changing with new Artisan contributions. An effort will be undertaken to attempt to keep this document up-to-date with changes. The initial goal of this document is to help establish a foundation document that Runes of Gallidon Artisans can build upon and enhance as the world of Gallidon grows.

### SIX IMPORTANT FACTS

The following items describe the most important aspects of the world. These facts summarize the overall world and its environment.

1. **The Empire has fallen.** Seven years have passed since the Destruction of Imperial Isle. Since the fall, many new, self-proclaimed kings and queens laid claim to lands and created their own kingdoms. Without the guidance and enforcement of the Emperor, some lands became ruthless and evils that were once afraid of the mighty Empire began to return.
2. **Human-centric world.** Some races may not be suitable for use within a Gallidon campaign.
3. **A world of adventure.** The world of Gallidon is a user-driven world waiting to be created. Players and Dungeon Masters can shape the world and submit new ideas to be reviewed and possibly accepted as Gallidon facts.
4. **The Seventeen Greater Noble Houses.** The seventeen Greater Noble Houses seek to learn multiple magical disciplines - only the individual House has knowledge of the most powerful spells in their discipline.
5. **Magic is knowledge.** The Greater Noble Houses have the best schools to learn their magic disciplines. Many believe that the ability to use magic can only be found in the blood of the nobles. The Noble Houses use this belief to their advantage to keep the commoners from learning magic and disrupting their control over the disciplines.
6. **The Seven Kingdoms.** After the fall of the empire, seven kingdoms formed on the continent of Gallidon. The leaders of the Greater Noble Houses rule some of the Kingdoms and ex-Imperial administrators rule other kingdoms and city-states.



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## **THE WORLD**

The Emperor Gallidon, thirteenth of his line, direct descendant of Na'naat, the Creator, ruled the Empire of Gallidon. The Emperor ruled from the Imperial City, while Greater and Lower Noble families ruled in the cities, states, and territories. Fealty was enforced, when necessary, somewhat by threats of military action, but mainly through other techniques. The Gallidonian bloodline is also credited with possessing both the ability and willingness to use powerful ritualistic magic (magic that, it is said, can wipe out crops, summon devastating natural phenomenon, or even visit populations with fatal illnesses).

Greater Houses were granted areas to rule over. They and their families were required to spend alternating periods each year at the Imperial City (usually with the head of the house coming to the city while their family stayed home, and then reversing the arrangement). The Emperor did not have to use a large military force to keep the territories in line, though it kept an Imperial presence in all regions. Authority over the Noble Houses was sufficient to ensure that the Houses used their own military might to enforce the Emperor's will.

Greater and Lower Nobility House succession follows a first-born precedent, regardless of gender. Most marriages among the Noble Houses are arranged. However, after many millennia of peaceful rule, the Emperors and many of the Noble Houses became complacent, retreating within the Imperial City in an ever-increasing sphere of isolation. As the rulers of the Gallidon Empire turned inward and continued to ignore the imperial territories, the Noble Houses' knives turned towards each other. Jealousies, grudges, and past grievances surfaced. Rival houses tested each other's weaknesses; and the former solidarity among the Gallidon Empire ruling class, that allowed them to manage such a far-flung empire, crumbled.



**Streets of Tar Mira**

## **CHAPTER 1: CHARACTER RACES**

This chapter will provide a basis for using established races within the world of Gallidon.

### **RACIAL RESTRICTIONS**

Gallidon is a human-centric world. There are no known or documented instances of races other than humans in the current tomes of lore.

### **HUMANS**

(See D&D 4E *Player's Handbook*)

Humans are the only race available for players within the Gallidon campaigns setting. In addition to the preset Human racial benefits, players may receive a Regional Benefit from the Backgrounds Chapter of this book.



**Maire of the Isles**

## **CHAPTER 2: CHARACTER CLASSES**

This chapter will provide a basis for using established classes within the world of Gallidon and provide additional Gallidon classes.

### **NOBILITY VERSUS COMMONER**

All nobles are not arcane character classes. However, anyone who is seen practicing the 'Gift' would be considered a noble even if a noble family has not raised him or her.

### **ARCANE CLASSES**

Arcane arts are passed down through each generation by education. This education is only given to nobles. This education does not mean that everyone who tries to learn the arcane arts will be able to practice it. All nobles should have an understanding of their specific House arcane arts, even if they cannot perform magic themselves.

Nobles are taught many different magical spells and then specialize into one discipline of magic specific to their House. Epic arcane classes should be limited to the arcane discipline of the noble's House.

This might mean that the player's dungeon master should have the ability to restrict certain spells that may fall outside of those disciplines. It is recommended that the arcane player and dungeon master coordinate the effects of the spells to fit into the player's known discipline.

### **DIVINE CLASSES**

Divine classes should be role-played as arcane classes. The only official worship in the Empire has been the worship of Na'naat, but numerous cults have existed for

decades and are coming into the open. Other deities might be appearing based on future works.

Please read the Gallidon information on Spirits for additional information.

(See <http://runesofgallidon.com/mythos/spirits>)

## **CLASSES**

### **ARTIFICER**

(See *Dungeon Magazine Issue #365*)

**Suggestions:** The artificer abilities make this class well suited to a House Kotar noble.

### **AVENGER**

(See D&D 4E *Player's Handbook*)

Players should read about Gallidon's use of Spirits and Arcane.

### **BARBARIAN**

(See D&D 4E *Player's Handbook 2*)

**Gallidon Restrictions:** A barbarian cannot be a Gallidon Noble.

### **BARD**

(See D&D 4E *Player's Handbook 2*)

**Suggestions:** The arcane abilities of a bard make this class well suited to play a noble.

### **CLERIC**

(See D&D 4E *Player's Handbook*)

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## **DRUID**

(See D&D 4E *Player's Handbook 2*)

The shape-changing abilities of a druid make this class well suited to play a House Lucan noble.

**Gallidon Restrictions:** Due to shape-changing abilities of the Druid, this class should be limited to players who are descended from House Lucan nobles (Greater and Lower Houses).

## **FIGHTER**

(See D&D 4E *Player's Handbook*)

## **INVOKER**

(See D&D 4E *Player's Handbook 2*)

## **PALADIN**

(See D&D 4E *Player's Handbook*)

Players should read about Gallidon's use of Spirits and Arcane.

## **RANGER**

(See D&D 4E *Player's Handbook*)

## **ROGUE**

(See D&D 4E *Player's Handbook*)

## **SHAMAN**

(See D&D 4E *Player's Handbook 2*)

## **SORCERER**

(See D&D 4E *Player's Handbook 2*)

**Suggestions:** The arcane abilities of a sorcerer make this class well suited to play a noble.

## **WARDEN**

(See D&D 4E *Player's Handbook 2*)

**Gallidon Restrictions:** Due to shape-changing abilities of the Druid, this class should be limited to players who are descended from House Lucan nobles (Greater and Lower Houses).

## **WARLOCK**

(See D&D 4E *Player's Handbook*)

**Suggestions:** The arcane abilities of a warlock make this class well suited to play a noble.

## **WARLORD**

(See D&D 4E *Player's Handbook*)

## **WIZARD**

(See D&D 4E *Player's Handbook*)

**Suggestions:** The arcane abilities of a wizard make this class well suited to play a noble.



## **CHAPTER 3: BACKGROUNDS**

When you create your character, select a region that defines your cultural heritage. You can choose only one region (and its attendant benefit). Regional benefits are granted only to players from a region, not to all residents of that area.

You may choose a city background of Krea'al, Mulcar, Tar Mira, or The Rock and receive that benefit instead of the Middle Kingdom regional benefit. A character can only receive one regional benefit.

### **REGIONAL BENEFITS**

#### **ETERNAL SPRINGS BENEFIT**

You add Endurance to your class skill list and you gain a +2 bonus to Endurance checks.

#### **HIGH HILLS REGIONAL BENEFIT**

You add Nature to your class skill list and gain a +2 bonus to Nature checks.

#### **ILLUMINATED PEAKS REGIONAL BENEFIT**

You add Nature to your class skill list and gain a +2 bonus to Nature checks.

#### **THE ISLES REGIONAL BENEFIT**

You add Acrobatics and Athletics to your class skill list, and you gain a +1 Acrobatics checks and Athletics checks.

#### **KREA'AL REGIONAL BENEFIT**

You gain a +3 bonus to Insight checks for recognizing an effect as illusory and saving throws against illusions.

#### **MIDDLE KINGDOM REGIONAL BENEFIT**

You add Diplomacy to your class skill list and gain a +2 bonus to all Diplomacy checks.

#### **NORTH REALM REGIONAL BENEFIT**

You add Endurance to your class skill list and you gain a +2 bonus to Endurance checks.

#### **SEA OF GRASS REGIONAL BENEFIT**

You add Nature to your class skill list and gain a +2 bonus to Nature checks.

#### **MULCAR REGIONAL BENEFIT**

You add Stealth and Thievery to your class skill list and you gain +1 bonus to Stealth checks and Thievery checks.

#### **THE ROCK REGIONAL BENEFIT**

You add Arcana and History to your class skill list and you gain a +1 bonus to Arcana checks and History checks.

#### **TAR MIRA REGIONAL BENEFIT**

You add Streetwise and Bluff to your class skill list and you gain +1 bonus to Streetwise checks and Bluff checks.

#### **WASTELANDS REGIONAL BENEFIT**

You gain resist 4 fire and a +5 bonus to Endurance checks made due to thirst. At 11th level, resistance improves to 7. At 21st level, it improves to 10.

## **CHAPTER 4: FEATS**

### **FEAT DESCRIPTIONS**

There are three new Gallidon specific feats introduced below that must be taken at the character's 1st level. These feats build the foundation of the character's education or training during their late teen and early adult years.

The feats are only required for Gallidon characters who wish to be nobles, scholars (from Tar Mira University), and Imperial Guardsmen. The feats are Imperial Guard Training, Gallidon Noble, and Tar Mira University Graduate.

### **SUGGESTED FEATS**

#### ***SUGGESTED NOBLE HOUSE FEATS***

##### **HOUSE MELANTHIAS**

Alchemy Feat (See D&D 4E *Adventurer's Vault*)

##### **HOUSE CORVUS**

Beast Protector (See D&D 4E *Martial Power*)

Coordinate Opportunity (See D&D 4E *Martial Power*)

#### ***SUGGESTED REGIONAL FEATS***

##### **ETERNAL SPRINGS**

Human Perseverance (See D&D 4E *Player's Handbook*)

##### **HIGH HILLS**

Bow Mastery (See D&D 4E *Player's Handbook 2*)

Camouflage (See D&D 4E *Martial Power*)

Distant Shot (See D&D 4E *Player's Handbook*)

Expert Tracker (See D&D 4E *Martial Power*)

Far Shot (See D&D 4E *Player's Handbook*)

##### **ILLUMINATED PEAKS**

Sure Climber (See D&D 4E *Player's Handbook*)

##### **MULCAR**

Dirty Fighting (See D&D 4E *Martial Power*)

Street Thug (See D&D 4E *Martial Power*)

##### **NORTH REALM**

Axe Mastery (See D&D 4E *Player's Handbook*)

Durable (See D&D 4E *Player's Handbook*)

Deadly Axe (See D&D 4E *Player's Handbook*)

Far Throw (See D&D 4E *Player's Handbook*)

##### **THE ROCK**

Alchemy Feat (See D&D 4E *Adventurer's Vault*)

##### **SEA OF GRASS**

Fast Runner (See D&D 4E *Player's Handbook*)

Mounted Combat (See D&D 4E *Player's Handbook*)

##### **WASTELANDS**

Human Perseverance (See D&D 4E *Player's Handbook*)

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## **HEROIC TIER FEATS**

### ***GREATER NOBLE HOUSE HEROIC FEATS***

#### **ATIRON BLESSING**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Atiron.

**Benefit:** You gain the cleric Bless prayer (utility 2) (See D&D 4E *Player's Handbook*) as a daily power.

#### **ATIRON JUMPER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Atiron.

**Benefit:** You gain the wizard Jump (utility 2) (See D&D 4E *Player's Handbook*) as a daily power.

#### **CORVUS ANIMAL MESSENGER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Corvus. Trained in Nature skill.

**Benefit:** You gain the Animal Messenger ritual (See D&D 4E *Player's Handbook*) as a daily power. The maximum duration is 6 hours.

#### **CORVUS ANIMAL WHISPERER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Corvus. Trained in Nature skill.

**Benefit:** You gain the Speak with Nature ritual (See D&D 4E *Player's Handbook*2) as a daily power. You may only ask one question regardless of your nature roll.

#### **ISHI FEAR**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Ishi.

**Benefit:** You gain the cleric Cause Fear power (See D&D 4E *Player's Handbook*) as a daily power.

#### **KADAY SPIRIT SPEAKER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Kaday.

**Benefit:** You gain the shaman Speak with Spirits ability (See D&D 4E *Player's Handbook* 2) as a daily power.

#### **KOTAR ENGINEER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Kotar.

**Benefit:** You gain +5 bonus to knowledge checks regarding construction, engineering, spotting new construction, and detecting a change in depth.

#### **KOTAR INSPECTOR**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Kotar.

**Benefit:** You gain +4 bonus to Perception when looking for secret doors.

#### **KREAL TRICKSTER**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Kreal.

**Benefit:** You gain the wizard cantrip Ghost Sound power (See D&D 4E *Player's Handbook*) as a daily power.

#### **MELANTHIAS ALCHEMY**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Melanthias.

**Benefit:** You gain the Brew Potion ritual (See D&D 4E *Player's Handbook*) as a daily power. You are limited to potions of one-half your level or lower (rather than equal to your level or lower).

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## **MORANA CIRCLE OF PROTECTION**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Morana.

**Benefit:** You gain the paladin Sacred Circle prayer (utility 2) (See D&D 4E *Player's Handbook*) as a daily power.

## **MORANA LOCK**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Morana.

**Benefit:** You gain the Arcane Lock ritual (See D&D 4E *Player's Handbook*) as a daily power.

## **MORANA SHIELD**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Morana.

**Benefit:** You gain the wizard Shield power (Utility 2) (See D&D 4E *Player's Handbook*) as a daily power.

## **NUADA FIRE MASTERY**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Nuada.

**Benefit:** You gain the Affect Normal Fire ritual (See D&D 4E *Player's Handbook*2) as a daily power. This ritual becomes a standard action (instead of minor action).

## **PTAH SPIRIT WALK**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Ptah.

**Benefit:** You gain the Consult Mystic Sages ritual (See D&D 4E *Player's Handbook*2) as a daily power.

## **TALIRE SLEEP**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Talire.

**Benefit:** You gain the wizard Sleep power (See D&D 4E *Player's Handbook*) as a daily power.

## **TIZQAR TELEKINESIS**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Tizqar.

**Benefit:** You gain the wizard Mage Hand power (See D&D 4E *Player's Handbook*) as a daily power. The mage hand is not visible for this feat.

## **VANTH'S RITES**

**Prerequisite:** Gallidon Noble feat. Noble Knowledge.  
Member of House Vanth.

**Benefit:** You gain the cleric Turn Undead (See D&D 4E *Player's Handbook*) as a daily power.

## **REGIONAL HEROIC FEATS**

### **FURY OF THE NORTH**

**Prerequisite:** North Realm Region

**Benefit:** When bloodied, you gain a +2 bonus to attack rolls.

### **HIGH HILLS TRACKER**

**Prerequisite:** High Hills Region

**Benefit:** For the purpose of hourly or daily travel rates, add 1 to your overland speed and the speed of all allies in your traveling group.

Add 5 to the DC required to find or follow your tracks. If traveling with allies, you can share this benefit with up to five other characters.



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## **ILLUMINATED PEAKS MILITANT**

**Prerequisite:** Illuminated Peaks Region

**Benefit:** You gain a +2 bonus to attack rolls when fighting on inclines and rough terrain such as hills and mountains.

## **ISLES MARINER**

**Prerequisite:** Isles Region

**Benefit:** You gain a +2 bonus to attack rolls when fighting on a ship at sea (does not count when ship is at docks).

## **RESILIENCE OF THE NORTH**

**Prerequisite:** North Realm Region

**Benefit:** When bloodied, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and to 15 at 21st level.

## **SEA OF GRASS HORSEMAN**

**Prerequisite:** Sea of Grass Region

**Benefit:** You gain proficiency with lance and short-bow.

## **SEA OF GRASS VETERAN HORSEMAN**

**Prerequisite:** Sea of Grass Region. Sea of Grass Horseman feat.

**Benefit:** You gain +2 initiative bonus when riding a horse. This benefit does stack with Improved Initiative feat.

## **SEA OF GRASS ARCHER**

**Prerequisite:** Sea of Grass Region

**Benefit:** The penalty for using a shortbow while your mount is running is reduced from -5 to -3.



**Rider on the Sea**

## ***GENERAL HEROIC FEATS***

### **SCION OF GREATER NOBLE HOUSE**

**Prerequisite:** Gallidon Noble feat. Member of Greater Noble House.

**Benefit:** You come from a powerful and influential family. Your extensive contacts and family members provide you with an ability to request favors to gain information, acquire the loan of equipment or money, and procurement of documents.

To make a favor check, roll a d20 and add a bonus based on your character level: +1 at 1st-2nd level, +2 at 3rd-6th level, +3 at 7th-11 level, +4 at 12-15th level, or +5 at 16th level or higher. The DM should set the DC based on the difficulty of the request. You cannot take a 10 or take 20 on this check, and you cannot retry the check for the same request.

These requests should help advance the DM's objectives and plot. A DM should not allow a request that would allow the players to circumvent the adventure or otherwise detract from the game.

You can submit a request a number of times per week equal to one-half your character level (rounded down, minimum of one). You can never ask for more than one favor from a one contact per week.

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## **GALLIDON NOBLE**

**Prerequisite:** Required to be taken at 1st level. Must be able to read and write Common.

**Benefit:** You add Diplomacy to your class skill list. You gain +1 Insight bonus. You gain +1 bonus to Arcana. Player must choose one Greater Noble House.

## **IMPERIAL GUARD TRAINING**

**Prerequisite:** Required to be taken at 1st level. Cannot be noble. Must take and uphold oath to protect the Emperor, Empire, and its citizens. Must be Lawful Good alignment. Cannot take Arcane or Divine classes (can only have Martial classes). Must be able to read and write Common.

**Benefit:** You gain proficiency with all polearms and a +2 feat bonus to damage rolls with longswords and all polearms (polearms do not include mounted combat weapons).

## **IMPERIAL GUARDSMAN**

**Prerequisite:** Cannot be noble. Imperial Guard Training feat.

**Benefit:** +1 to Fortitude and Will defenses

## **NOBLE DIPLOMACY**

**Prerequisite:** Gallidon Noble feat.

**Benefit:** You grant allies within 10 squares of you a +1 bonus to Diplomacy.

## **NOBLE KNOWLEDGE**

**Prerequisite:** Gallidon Noble feat. Int 12. Does not stack with Bardic Knowledge feat (See D&D 4E *Player's Handbook 2*)

**Benefit:** You gain a +2 feat bonus to Arcana, History, Nature, Religion, and Streetwise.

## **TAR MIRA UNIVERSITY GRADUATE**

**Prerequisite:** Int 12. Required to be taken at 1st level

**Benefit:** You gain a +1 feat bonus to Arcana, History, Nature, and Religion.

## **PARAGON TIER FEATS**

### ***REGIONAL PARAGON FEATS***

#### **HIGH HILLS ARCHER**

**Prerequisite:** High Hills Region

**Benefit:** You do not take any attack penalty to ranged attacks after you use the run action.

#### **SEA OF GRASS IMPROVED ARCHER**

**Prerequisite:** Sea of Grass Region. Sea of Grass Archer feat.

**Benefit:** The penalty for using a shortbow while your mount is running is reduced from -5 to -1.

#### **SEA OF GRASS IMPROVED CHARGER**

**Prerequisite:** Sea of Grass Region. Sea of Grass Horseman feat.

**Benefit:** The damage bonus for charging on a warhorse is improved from +5 damage bonus to +7 damage bonus when using a lance.

### ***GENERAL PARAGON FEATS***

#### **IMPERIAL TEAMWORK**

**Prerequisites:** Imperial Guardsman feat

**Benefit:** You gain a +2 bonus to damage rolls and attack rolls when you are adjacent to at least one ally who also has Imperial Guardsman feat when both players are using polearms.

# ***RUNES OF GALLIDON***

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## **NOBLE IMPROVED KNOWLEDGE**

**Prerequisite:** Gallidon Noble feat. Int 14. Noble Knowledge feat. Does not stack with Bardic Knowledge feat (See D&D 4E *Player's Handbook 2*).

**Benefit:** You gain a +2 feat bonus to Arcana, History, Nature, Religion, and Streetwise. This feat brings the feat bonus to +4 to the selected feats when combined with Noble Knowledge feat.

## **EPIC TIER FEATS**

### ***REGIONAL EPIC FEATS***

#### **SEA OF GRASS GREATER ARCHER**

**Prerequisite:** Sea of Grass Region. Sea of Grass Improved Archer feat.

**Benefit:** The penalty for using a shortbow while your mount is running is reduced from -5 to +1.

#### **SEA OF GRASS GREATER CHARGER**

**Prerequisite:** Sea of Grass Region. Sea of Grass Improved Charger feat.

**Benefit:** The damage bonus for charging on a warhorse is improved from +5 damage bonus to +9 damage bonus when using a lance.

### ***GENERAL EPIC FEATS***

#### **IMPERIAL GUARD COMMANDER**

**Prerequisite:** Cannot be noble. Imperial Guardsman feat.

**Benefit:** +2 to Will defense and +2 to Fortitude defense.

## **CHAPTER 5: MAGIC**

### **MAGIC IN THE WORLD**

Nearly all commoners have witnessed some form of magic.

In the world of Gallidon, there are no shops that sell magical items such as swords and armor. However, players may find potions at the Rock and House Melanthias establishments who specialize in alchemy.



**Summoner**

### **RUNE WEAVING**

Powerful magical items were limited to the Emperor's discretion and created by the Imperial Rune-weavers. The Rune-weavers would enchant minor and major runes that allowed magical enhancements to remain permanent. Each of the Imperial magical artifacts will have a rune embedded in it. The size of the rune usually corresponds to the strength of the magic that can be made permanent.

Rune Weavers should not be played by characters.

Furthermore, there are no known living Imperial Rune-weavers.

### **MAGIC ITEMS**

#### **ANCIENT ARTIFACTS**

There are rumors of ancient artifacts created before the Empire, in the Age of Disorder. These artifacts may be held by ancient beings that fled Na'naat and Gallidon, but are now returning to the lands.

#### **IMPERIAL GUARD ARMOR**

The Imperial Guard wore black washed chainmail armor trimmed with the Emperor's rune wrought in gold. When the guardsman received the Emperor's Embrace, the magical abilities of the armor were tied to his rune etchings so that the magical abilities would only function for that particular guardsman. If any user other than the original owner dons the armor, none of the magical effects are enabled.

This armor is as rare as the Imperial Guardsman and would never be sold or discarded by an Imperial Guardsman. An Imperial Guardsman who discovers a non-Imperial Guardsman with the armor is required to retake the armor to protect the name of all Imperial Guardsmen against those who might wrongly claim the title Imperial Guardsmen.

The armor grants the Imperial Guardsman a +2 bonus to Intimidation and a +2 bonus to Insight when using sense motives. Imperial Guard Armor is treated as Chainmail (Forgemail). (See D&D 4E *Player's Handbook*).



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## **RUNES**

See Chapter 6: Adventuring Equipment section titled  
“New Special Materials.”

## **STAR METAL**

See Chapter 6: Adventuring Equipment section titled  
“New Special Materials.”

## **CHAPTER 6: ADVENTURING EQUIPMENT**

### **ARMOR**

All armors and shields found D&D 4E *Player's Handbook* are applicable for Gallidon.

#### **AVAILABILITY**

Plate armor should be considered very rare equipment. Creating plate armor has become a lost art. After the fall of the Empire and the recent surge in violence, some craftsmen are now beginning to attempt production of plate armor.

During the height of the Empire, the Imperial armorsmiths constructed black washed chainmail for the Imperial Guardsmen.

### **WEAPONS**

All weapons found D&D 4E *Player's Handbook* are applicable for Gallidon.

#### **NEW MOUNTED WEAPONS**

**Lance:** Use properties of Long Spear (See D&D 4E *Player's Handbook*). Lance requires an Exotic Weapon Proficiency feat or other feat that grants proficiency. Use of a Lance requires a War Horse and Mounted Combat feat.

### **NEW SPECIAL MATERIALS**

#### **RUNES, MINOR**

Minor Runes, also called the Lower Runes, are more numerous and vary in style and form. The size of a rune does not determine the strength of the magic spells that can be permanently bound to the rune.

Refer to Rune-Weaving (Chapter 5: Magic) for instructions on binding magic to runes.

#### **RUNES, MAJOR**

Major Runes, also called the Greater Runes, are the foundation of sorcery, and as such, are not to be trifled with. Only eighteen runes major are known to exist. The size of a rune does not determine the strength of the magic spells that can be permanently bound to the rune.

Refer to Rune-Weaving (Chapter 5: Magic) for instructions on binding magic to runes.

#### **STAR METAL**

Star Metal is found in meteoric rocks and has special properties. House Talire, adepts of Celestial Forces, are able to use their magical abilities to predict the fall of meteorites.

## **CHAPTER 7: ORGANIZATIONS**

### **BLACK CABAL**

The Black Cabal is a secret organization that stretches to many large cities of Gallidon. Only the members of the Black Cabal know the extent of their reach, and even they may not know the full extent of the organization.

### **IMPERIAL GUARD**

The Imperial Guard was responsible for the protection of the Emperor, his Empire, and its people. The Imperial Guard Commander was in charge of the Guardsmen. He reported only to the Emperor.

Though relatively few in number, Imperial Guardsmen were feared and respected, it being generally acknowledged that one Guardsman was the equal of four highly skilled warriors. However, this fear extends beyond the physical threat of harm, as Guardsmen were believed to be able to discern the thoughts and desires found in the hearts of others. More than once, a Guardsman entered, uninvited, into a Noble mansion or fortress and arrested a member of the House.

Guardsmen traditionally wore black washed chainmail armor and garb, trimmed with the Emperor's rune wrought in gold. Runes of power were engraved upon the flesh of Imperial Guardsmen, granting them mysterious protections. While the runes on Guardsmen were magical, Guardsmen are incapable of casting magic.

Prior to the Destruction, the Imperial Guard maintained outposts in all major cities. There were only a small number of Imperial Guardsmen at each outpost.

The Imperial Guard no longer exists in any official capacity. The standing orders from Imperial Guard Commander Telar were to continue their oath to protect the citizens of Gallidon. Since the destruction of the Imperial Isle and the Imperial Guard Academy, the academy has not been reestablished.

### **Becoming an Imperial Guardsman**

Imperial officials and current Guardsmen picked potential Guardsmen at an early age (9-14 years old) strictly from among commoners who showed above-average athletic and intellectual abilities. Nobles were not allowed to join the ranks of the Imperial Guard. Unlike Imperial Rune-weavers, there was no place to apply.

The recruits trained extensively on the Imperial Isle for over a decade before receiving the Embrace of the Emperor and their first assignment in the Empire. The title of Imperial Guardsman was only granted to those recruits who finished their training and received the Embrace of the Emperor.

### **Playing an Imperial Guardsmen**

Imperial Guardsmen in the post-Empire age is very, very rare and the dungeon master should be consulted prior to character development for authorization.

The campaign begins seven years after the Destruction and fall of the Empire. The youngest to claim the title of Imperial Guardsman at the time of the Destruction would have been between 19 and 24 years old. Nearly all recruits died during the Destruction.

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The youngest player characters who may attempt to claim the official title of Imperial Guardsman should be 26 years old or older (19 years old at the time of destruction and seven years since the Destruction). The Imperial Guardsman title should be limited to characters who possess honorable traits and can take an oath to protect and serve the Emperor, Empire, and its citizens.

An Imperial Guardsman who received the Emperor's Embrace would be at least 26-32 years old (or older) when the campaign begins and about 19-24 when they received the embrace, just before the Destruction.

Imperial Guardsmen do not retire from their title. Even when they have passed the age of physical combat, they provide assistance and guidance to help protect the Emperor, Empire, and its citizens in whatever capacity is needed.

## **NOBLE HOUSES**

There were seventeen Greater Nobles who, like Gallidon, possessed strong magical powers having been somehow imbued with divine aid by Na'naat's brothers and sisters. These Greater Nobles had three times the life span of a common man. Each founded a House.

Being a descendant of one of the seventeen Greater Nobles came with the gift of long life but was regarded to have little bearing on magical potential. Descendants often had a sorcerous Gift, but what truly set them above others was the training they received for their Gift. Knowledge of and training for the most powerful sorcery was tightly held by the Greater Noble Houses, each according to their discipline.

### **House Atiron**

House Atiron are the masters of Alteration.

### **House Corvus**

House Corvus are the masters of Animal Mastery. They co-rule the High Hills with House Lucan.

### **House Dalia**

House Dalia are the masters of Conjuraction.

### **House Ishi**

House Ishi are the masters of Sorcery of the Mind. They are the rulers of the Illuminated Peaks. .

### **House Kaday**

House Kaday are the masters of Spirit Mastery. They are the rulers of the Sea of Grass. Lord Kaday and many Greater Noble House members live in Kinbornu.

### **House Kotar**

House Kotar are the masters of Constructs. They are the rulers of the city-state of Mogadur.

### **House Kreal**

House Kreal are the masters of Illusion. They are the rulers of the city-state of Krea'al.

### **House Lucan**

House Lucan are the masters of Shape Changing. They co-rule the High Hills with House Corvus.

### **House Melanthias**

House Melanthias are the masters of Alchemy. They are the rulers of the Rock. Lord Melanthias and many Greater Noble House members live at The Rock.



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## **House Morana**

House Morana are the masters of Wards. House Morana controls the Lockes –transfer gates allow adepts to travel vast distances between two fixed points. The Lockes are permanent wards created in tandem with a Rune-weaver. An adept must be familiar with their destination gate in order to make the transfer.

## **House Nuada**

House Nuada are the masters of the Elements – Fire, Air, Water, Earth. They are the rulers of the Isles.

## **House Ptah**

House Ptah are the masters of Astral Travel.

## **House Ravan**

House Ravan are the masters of Daimonology.

## **House Talire**

House Talire are the masters of Celestial Forces.

## **House Tizqar**

House Tizqar are the masters of Telekinesis.

## **House Vakur**

House Vakur are the masters of Far Sight. They are the rulers of the North Realm. Lord Vakur and many Greater Noble House members live in Brighthall.

## **House Vanth**

House Vanth are the masters of Necromancy. They are also the rulers of the Middle Kingdom.

## **PIRATES OF MULCAR**

A Lower Noble House is rumored to lead the Mulcar pirates. The pirates are slavers and have made Mulcar their port of choice. The pirates usually sail the Inner Sea, but have been known to venture beyond the Rock into the open sea. Slaves are kept within the city-state of Mulcar against Imperial law.

## **SAND DEVILS**

The Sand Devils are humanoid raiders from the Wastelands. They travel in groups and attack Wasteland settlements.

## **SCOURGE**

*“We are the hand of the Scourge. We know how to deal with nobles.”*

The Scourge is a group of humans who believe the Nobles betrayed and murdered Emperor Gallidon. They seek to kill all nobles hoping that it will trigger the return of Na’naat. Nearly everyone except the Scourge believes that Emperor Gallidon would oppose this cult’s extreme beliefs.

## **SWORDSMEN**

The Swordsmen are a group of vigilantes who roam the Wastelands fighting the Sand Devils and other unsavory beasts and groups. They seek to maintain order in the remains of the fractured Empire and adventure into areas where the Imperial Guardsmen have retreated since the fall of the empire.

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## **TAR MIRA UNIVERSITY**

Tar Mira University is one of the most reputable institutions in Gallidon. The university is not administered by a noble house.

## **TAR MIRA UNIVERSITY LIBRARY**

The library is more commonly referred to as the Tar Mira Library. After the destruction of the Imperial Library on the Imperial Isle, the library became widely held to be the best resource for information. In the recent years, the library has gained great influence for its archives and goal to provide information open to all citizens.

The chief librarian is granted a permanent position on the university's Tar Mira University Expeditionary Council.

## **TAR MIRA UNIVERSITY EXPEDITIONARY COUNCIL**

Prior to the fall of the Empire, Imperial Guard Captain Whitter and Hukio Talire, a House Talire scholar, headed the Imperial Expedition Company. One of the company's primary objectives was to collect star metals from falling meteorites. Working alongside House Talire, who could predict the meteorite storms, the company gathered and returned the rocks to the Imperial Isle for safekeeping. Other tasks included mapping the empire and documenting various plants and animals.

The company's archives were kept on the Imperial Isle and access was limited to a selected few noble scholars. During the years prior to the Destruction, the company began to splinter due to lack of resources caused by the political strife between the nobles.

In 5,105 AG, Tar Mira University Library realized the need to recover information that had been lost in the Destruction. The library and university staff created a

council that would seek to rebuild the Imperial Expedition Company that could bring back information and specimens for further research. The university and library staff believed that any regained or new information would further the university's prominence and advance the influence of the library for generations to come.

The university directors selected and approved five members to lead the Tar Mira University Expeditionary Council. The council consisted of a former Imperial Guardsman captain, three academic scholars from various fields of research within the university, and the chief librarian. The charter of the council indicated that none of the members could hold a position in a noble house to prevent influence and political trouble that might result from the influential positions.

The council created the Tar Mira Expeditionary Guild as its primary source of information gathering. Although, the charter does not specify the creation of the guild, the university sought the need to distance itself from the prospective information gatherers in case of political troubles. The council oversees the guild's operations and conducts all applicant interviews. The guild members operate on a contract basis and are not considered employees or representatives of the university or library.

## **TAR MIRA EXPEDITIONARY GUILD**

In 5,107 AG, the Expeditionary Council began sending invitations to the Greater and Lower Houses seeking members to join the newly created Tar Mira Expeditionary Guild. The council also sent invitations to selected members of society who had proven themselves honorable to serve as expeditionary guild members.

The council reviewed the applicants and approved only a handful that they felt would best serve the institution. Twice a year, the council scheduled meetings to provide an overview of the guild to prospective members. After

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the meeting, those wishing to join the guild would interview with the council.

The guild members are given tasks by the council, such as documenting a specific regional event to capturing a unique creature for further study. Tasks are assigned relative to the member's skills. Hence, a task such as producing a map will be assigned to those with cartographic skills. Tasks that are more dangerous are assigned to those who have proven skillful in dangerous situations such as soldiers and renowned trackers.

The first task given to a new guild member is not commissioned until they have completed the task. Along with the strenuous interviews and references needed to be admitted to the guild, the council felt that they needed to be able to trust the members before assigning tasks that are more important.

Some tasks might result in sensitive information that is sought by a noble house or organization. Having the information leak into the hands of another group might provide the group with an advantage over another group and so, the guild members take an oath to fulfill their assignments without disclosing the information to outside groups. Tasks dealing with sensitive information retrieval are reserved for a few selected members. After recording the information, the guild is obliged to make it available for everyone in the university library.

When an assignment is given, ample funds are issued to the guild member to include travel costs and hirelings, if needed. If the assignment requires more funds, then the member must use their money until they return and submit a request for further funds. If approved, the member receives the additional funds and their commission. The commission is the payment given when the assignment has been completed.

A cage in the Tar Mira Expeditionary Guildhouse contains a live Mantid captured by one of the guild's first expeditions. The Mantid has become an attraction of the Tar Mira University and helped solidify any doubts the university board might have held against the Expeditionary Council.

## **CHAPTER 8: MONSTERS**

Many existing monsters from the D&D 4E *Monster Manual* can be integrated into a Gallidon campaign.

### **M'TEOULIN**

*“Sour with corruption and stale with decay.”*

The M'teoulin are humanoid creatures that have begun appearing in the area between the High Hills and Great Lakes of the North Realm.

#### **M'teoulin, Level 5 Soldier**

**Medium natural humanoid (undead), XP 200**

Use Ghoul monster statistics (See D&D 4E *Monster Manual*)

#### **M'teoulin Mage, Level 14 Elite Controller**

**Medium natural humanoid (undead), XP 2,000**

Use Lich monster statistics (See D&D 4E *Monster Manual*)

### **M'teoulin Lore**

A character knows the following information with a successful Nature check.

**DC 15:** M'teoulin are the degenerate descendants of a once powerful civilization overthrown by Gallidon and his seventeen adepts at the dawn of the Empire.

**DC 20:** The m'teoulin were ruled by a conclave of powerful mages chosen from among their aristocracy. The conclave were said to be practitioners of the darkest sorcery. Their civilization enslaved humans as servants, laborers, and beasts of burden. At the founding of Gallidon's Empire, the m'teoulin ruled most of the area from the High Hills to the Great Lakes of the North.



### **Sightings of the M'teoulin**

#### **Encounter Groups**

##### **Level 5 Encounter (XP 1,000)**

- 4 M'teoulin (level 5 soldier)

##### **Level 12 Encounter (XP 2,800)**

- 4 M'teoulin (level 5 soldier)
- 1 M'teoulin Mage (level 14 controller)

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## MANTID



Praying Mantis

### Mantid Hatchling, L1 Minion

#### Small natural beast, XP 25

Initiative +4; Senses Perception +3; Dark Vision

HP 1; a missed attack never damages a minion

AC 10; Fortitude 13, Reflex 13, Will 12

Speed 6

#### ⚔ **Strike** (standard; at-will)

+10 vs. AC; 1d6 + 4 damage

Alignment Unaligned

Str 12 (+3) Dex 12 (+3) Wis 10 (+2)

Con 10 (+2) Int 1 (-3) Cha 8 (+1)

### Mantid, L5 Lurker

#### Large natural beast, XP 200

Initiative +4; Senses Perception +3; Dark Vision

HP 46; Bloodied 23

AC 19; Fortitude 17, Reflex 13, Will 14

Speed 6

#### ⚔ **Double Attack** (standard; at-will)

Reach 2; +10 vs. AC; 1d10 + 4 damage

May attack two different opponents

Alignment Unaligned

Str 18 (+4) Dex 14 (+4) Wis 12 (+3)

Con 10 (+2) Int 1 (-3) Cha 8 (+1)

### Mantid Queen, L8 Elite Lurker

#### Large natural beast, XP 700

Initiative +4; Senses Perception +3; Dark Vision

HP 112; Bloodied 56

AC 24; Fortitude 19, Reflex 15, Will 16

Speed 6

1 Action Point

#### ⚔ **Double Attack** (standard; at-will)

Reach 2; +10 vs. AC; 2d8 + 5 damage

May attack two different opponents

Alignment Unaligned

Str 18 (+4) Dex 14 (+4) Wis 12 (+3)

Con 10 (+2) Int 1 (-3) Cha 8 (+1)

**Queen's Rage:** When first bloodied, the Mantid Queen receives an additional attack.



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Mantids are large creatures, eight to ten feet tall. The adult mantids are giant-sized preying mantises. Black or dark green in color, the mantids are masters of the stealthy approach until they charge.

Mantid Hatchlings are the size of small dogs, with a thick exoskeleton. Black or dark brown in color, a hatchling looks like a large preying mantis in the light.

## **Encounter Groups**

### **Level 1 Encounter (XP 300)**

- 4 Mantid Hatchlings (level 1 minion)
- 1 Mantid (level 5 lurker)

### **Level 2 Encounter (XP 500)**

- 4 Mantid Hatchlings (level 1 minion)
- 2 Mantid (level 5 lurker)

### **Level 5 Encounter (XP 800)**

- 4 Mantid Hatchlings (level 1 minion)
- 1 Mantid Queen (level 8 elite lurker)

### **Level 7 Encounter (XP 1,200)**

- 4 Mantid Hatchlings (level 1 minion)
- 2 Mantid (level 5 lurker)
- 1 Mantid Queen (level 8 elite lurker)

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## SAND DEVIL

“Sand devils!”



### Sand Devils

The Sand Devils are a humanoid group of raiders that live in the Wastelands. They roam the desert and oftentimes raid villages and communities near their borders with the Sea of Grass region. Sand Devils always wear a red sash covering their faces. They resemble humans, but it is uncertain whether they are humans. They travel in groups and have never been seen with less than five raiders.

#### Sand Devil, L4 Brute

Medium natural humanoid, XP 175

Use Human Berserker monster statistics (See D&D 4E *Monster Manual*)

#### Sand Devil Lizardmount Rider, L3 Soldier

Medium natural humanoid, XP 150

Lizardmount riders are typically equipped with longswords so they can attack foes while mounted.

Use Human Guard monster statistics (See D&D 4E *Monster Manual*)

#### Sand Devil Lizardmount, L6 Brute

Large natural beast (mount), XP 250

In the Northern Wastelands, many Sand Devil raiders ride horses. Some of the southern raiders use giant lizards as mounts. These lizardmounts do not interact well with the Sand Devil horses – the lizards tend to eat the horses, so it is rare to find a group of Sand Devils comprised of both mounts.

Use Giant Lizard, riding monster statistics (See D&D 4E *Adventurer's Vault*)

### Encounter Groups

#### Level 5 Encounter (XP 875)

- 5 Sand Devils (level 4 brute)

#### Level 6 Encounter (XP 1,475)

- 6 Sand Devils (level 4 brute)
- 1 Sand Devil Lizardmount (level 6 brute)
- 1 Sand Devil Lizardmount Rider (level 3 soldier)

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## **DUNGEONS & DRAGONS® ROLEPLAYING GAME**

Requires the use of the D&D Player's Handbook®, Monster Manual®, and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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