



## WAY OF THE RUNED HAND

Within the treacherous landscape of Runehalt, filled with dangerous beings of both magical and mechanical builds, the Way of the Runed Hand stand out as defenders of all that is right. Under this name, an order of monks, using traditional runes inked in the skin of their hand, try to keep the peace through more discreet means than that of guards. Due to their great power and subtlety, they are often even used as contracters by the Sightmaster himself.

### RUNIC EQUIPMENT

3rd-level Way of the Runed Gauntlets feature

You gain a pair of special runic tattoos, the appearance of which you determine yourself. The tattoos can be enhanced with various runes, which give you specific benefits. These gloves have open slots for a number of Runic Implementations equal to your Wisdom modifier. At the end of a long rest, you may select a number of Runic Implementations and have them prepared for the day. Whenever you reach a level that would increase your Wisdom bonus, you get to prepare an additional Runic Implementation.

Runic Implementations may require an action, bonus action or reaction to activate (See **Runic Implementations**). Once a Runic Implementation has been activated once, it cannot be activated again until you take a short rest, unless you spend 1 Ki Point (no action required) to reinfuse it with power. If a rune requires a saving throw or casts a spell, the spellcasting ability is Wisdom and the DC is equal to 8 + your Wisdom modifier + your Proficiency bonus.

You cannot be disarmed of your runic gloves while in combat, but you must take them off in order to benefit from a long rest. If you lose your runic gloves, you may perform a 1 hour ritual to create a new pair.

Art by Dean Spencer

## MARK OF TRACKING

6th-level Way of the Runed Gauntlets feature

Through a hidden mark in your palm, you can ensure those you wish to keep an eye on remain within your sights. Once per short rest, when you use your Stunning Strike feature on a target, regardless of if they fail or succeed the saving throw, you can decide to imbue them with a hidden mark. For the next minute, you know their exact location and negate any effects that would blur, hide or obscure their position (such as a *mirror image*, *invisibility* spell).

In addition, if the target becomes or already is invisible, you may spend 1 ki point to instantly end its invisibility as a bonus action.

This feature lasts for 1 hour or until you fall unconscious or decide to mark a new creature. When you reach the 11th level, this feature lasts for 8 hours.

## TRANSFERENCE OF ENERGY

11th-level Way of the Runed Gauntlets feature

You have learned to link your body's energy to that of your runes, allowing you to better use their flow of energy. You may activate each rune twice before you require a short rest. Additionally, as a bonus action, you may choose to transfer the energy of your Runic Implementations into your body. Without using its effect, you spend two uses of a Runic Implementation and regain a number of Ki points equal to half your Wisdom modifier (rounded down, minimum of 1). If you only have one use left of a rune or less, you cannot use this ability.

## ONE WITH THE RUNES

17th-level Way of the Runed Gauntlets feature

Through your immense knowledge of your inner self and your ki, you gain the ability to use activate your Runic Implementations four times per short rest of time. Transferring your Runic Implementations' energy into Ki points still deactivates them.

## RUNIC IMPLEMENTATIONS

If no level is mentioned the rune can be selected starting at level 3.

### ARCANA SHIELD RUNE

When you would be hit with a ranged spell attack, you may use your reaction to use your Deflect Missles feature on it.

### ENDLESS WATCH RUNE (9th Level)

If you have a creature marked with your Mark of Tracking feature, you may activate this as an action to cast the *scrying* spell at its lowest level on the creature, requiring no spell slot or material components. The spell automatically succeeds.

### INNERSIGHT RUNE

As an action, you may cast the *detect thoughts* spell at its lowest level. When you reach the 13th level in this class, you may cast *telepathic bond* at its lowest level instead.

### **INTERRUPTOR RUNE**

When you use your reaction to make an attack of opportunity, you may activate this rune (no action required) to make an additional attack which, on a hit, reduces the enemies speed to 0 until the start of your next turn.

### **HIDDEN SELF RUNE**

As an action, you may cast the *invisibility* spell at its lowest level. Once you reach the 13th level, you may cast *greater invisibility* instead.

### **MAGEBANE RUNE**

**(9th Level Required)**

When a spell is cast within 5 feet of you, you may use your reaction to make an unarmed strike against the caster. If your attack is successful, you cast the *counterspell* spell at its lowest level, without requiring a spell slot as part of your attack on that creature.

### **MOUNTAINOUS RUNE**

When forced to make a Strength (Athletics) check or a Strength saving throw, you may activate this rune as a reaction, giving you advantage on the roll and a bonus to said check or saving throw equal to your Wisdom modifier.

### **PEACEKEEPER RUNE**

As an action, you may cast the *charm person* spell at its lowest level. When you reach the 13th level, you may cast *dominate person* at its lowest level instead.

### **RUNESEER RUNE**

You may activate this rune as an action. For the next hour, you gain the benefits of the *comprehend languages* spell.

### **SENTINEL RUNE**

**(9th Level Required)**

When a creature exits your melee range, you may use your reaction to activate this rune. When that creature ends its turn, if you can see it, you instantly teleport in an empty space within 5 feet of its new location.

### **SWIFTSTEP RUNE**

You may activate this rune as an action. For the next hour, you gain a climbing speed equal to twice your walking speed.