

# Runesong Scholar

Names are power, but few know how to use that to their advantage. By studying the language of the universe, you have gained control over the magic of names, and can bend reality to your will through those words alone.

If you cast spells, all DCs are based off of your primary spellcasting ability. Otherwise, you can pick a mental ability, and that ability determines all DCs for this track. All abilities in this track are supernatural abilities activated as a swift action, unless otherwise noted.

If there is an additional ability under any given circle of this track, you do not have to choose between them – both are available to you.

Each ability in this track may be used once per [Encounter] for each creature whose true name you know, unless stated otherwise.

**1<sup>st</sup> Circle – Know Truenames:** You have learned how to glean the true name of another, even if they do not know it themselves. At will, you may force a creature within [Close] range to make a Will save or surrender the knowledge of its true name. A successful save makes the creature immune to this ability for 24 hours. This ability may not be used on objects unless they are able to communicate somehow.

True names are complex – you may only retain one true name per character level in memory, but the rest can be written down. A concerted effort must be made to read a written true name, at which point you may swap the name for one you have memorized. This action takes 10 [Rounds] (1 minute).

**Heed My Words:** Speaking a true name makes its owner painfully aware of your words. The creature hears the next sentence you speak regardless of distance, and if it is within [Extreme] range it is [Shaken] for 1 [Round] at your option. This ability may be used at will. It is a [Mind-affecting] ability, and a [Fear] ability if you choose to make your target [Shaken].

**2<sup>nd</sup> Circle – Affirmation of Existence:** Speaking a true name makes you and your allies aware of the owner's cardinal direction if within [Extreme] range, or precise location if within [Medium] (negating [Miss chance] for one [Round]).

**Denial of Existence:** At will, you may intentionally mangle one true name you know. If the true name's owner is within [Medium] range, he takes damage equal to twice your key ability modifier for this track.

**3<sup>rd</sup> Circle – Will of the Elements:** With practice in the tongue from which all things were formed, you gain an unspoken bond with the base elements. At the start of each [Round], you gain a Barrier that grants [Resistance] equal to your character level against the next energy attack ([Fire], [Acid], [Cold] or [Electricity]) you suffer. Barriers accumulate during an [Encounter], but each attack can only expend a single charge. Barriers dissipate at the end of each [Encounter].

**Moniker:** You may not know the true name of every blade of grass, but you can craft temporary “nick-names” for them. Once per [Encounter], you can give a Moniker to either one creature of the same kind per character level (such as two goblins, or ten sages) or a 20 ft<sup>3</sup> cube of mostly homogeneous material per character level (such as a patch of grass or a section of air) within [Close] range. The Moniker expires after one [Round] per character level. A Moniker can be used in the place of a proper true name.

**4<sup>th</sup> Circle – The Earth Calls:** You can send the earth up to meet someone, like a particularly ungentlemanly caller. Your target takes damage equal to your character level, and on a failed Reflex save, is [Slowed] for two [Rounds]. To use this ability, you must know the true name of the local Earth or City spirit, or have a Moniker for the region below your target. This ability may be used at will.

**The Wind Obeys:** At will, a creature whose true name you know within [Medium] range is lifted upwards by the wind. It gains [Flying] and a flight speed depending on its size category until the [Encounter] ends, as shown in the table below. This ability may only be used once per [Round].

Size	Flight Speed
Small or smaller	40 ft
Medium or Large	30 ft
Huge or larger	20 ft

**5<sup>th</sup> Circle – Unbreakable Oath:** Creatures whose true names you have spoken as part of a Runesong Scholar ability in this [Encounter] must make a Will save whenever they try to attack you or target you with a spell, or be unable to do so (though the action is still used up). This is a passive ability and requires no activation.

**6<sup>th</sup> Circle – Abjure:** You may cast into doubt the nature of a creature or object whose true name you know. It must make a Will save or become [Ethereal] for two [Rounds]. This ability is a standard action.

**7<sup>th</sup> Circle – Unname:** You gain the ultimate power over true names – the knowledge of their destruction. On a failed Will save, the maximum HP of a single creature within [Close] range whose true name you know is reduced by half until the end of the [Encounter]. If you use the ability on an unattended nonmagical object of 5 ft<sup>3</sup>/level or smaller instead, it is disintegrated into dust. This ability is a standard action.