# RUNE MAGIC

## **Rune Magic Background**

You can create a wide variety of magical runes. Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you can set the caster level at anywhere from the minimum caster level necessary to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell. You must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay this cost upon beginning the rune in addition to the XP cost for making the rune itself.

Inscribing a rune requires a Craft check against a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gemcutting, stonecarving, woodcarving, and so on). You paint, draw, or engrave the rune onto a surface and make the check. (Dwarves usually engrave their runes in stone or metal to take advantage of their racial affinity for these items.)

If the check fails, the rune is imperfect and cannot hold the spell. The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until you rest and regain spells. That is, the spell is expended from your currently prepared spells, just as if it had been cast.

A rune has a base price of the spell level x caster level x 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

To use rune magic, a character must learn the Inscribe Rune feat. Rune magic is strongly tied to the dwarven and giant deities and is thus the province of divine spellcasters.

## **Crafting Feat**

**Inscribe Rune (Item Creation)**

*You can tattoo arcane runes upon your weapons, armor, rings, and other gear.*

**Prerequisite**: Caster level 3rd.

**Benefit**: You can create runes. Inscribing a [rune](https://www.d20pfsrd.com/magic-items/sin-runes) takes one day for each 1,000 gp in its base price. To inscribe a rune, you must use up raw materials costing half of its base price.

## **Rune Crafting - Calculations**

| **Effect** | **Base Price** | **Example** |
| --- | --- | --- |
| Ability bonus (enhancement) | Bonus squared x 1,000 gp | Belt of incredible dexterity +2 |
| [Armor bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Armor) (enhancement) | Bonus squared x 1,000 gp | +1 chainmail |
| Bonus spell | Spell level squared x 1,000 gp | Pearl of power |
| [AC](https://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class) bonus ([deflection](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Bonus-Deflection-)) | Bonus squared x 2,000 gp | Ring of protection +3 |
| [AC](https://www.d20pfsrd.com/gamemastering/combat#TOC-Armor-Class) bonus (other) | Bonus squared x 2,500 gp | Ioun stone (dusty rose prism) |
| Natural [armor bonus](https://www.d20pfsrd.com/basics-ability-scores/glossary#TOC-Armor-Bonus) (enhancement) | Bonus squared x 2,000 gp | Amulet of natural armor +1 |
| Save bonus ([*resistance*](https://www.d20pfsrd.com/magic/all-spells/r/resistance)) | Bonus squared x 1,000 gp | Cloak of resistance +5 |
| Save bonus (other)1 | Bonus squared x 2,000 gp | Stone of good luck |
| Skill bonus (competence) | Bonus squared x 100 gp | Cloak of elvenkind |
| [*Spell resistance*](https://www.d20pfsrd.com/magic/all-spells/s/spell-resistance) | 10,000 gp per point over SR 12; SR 13 minimum | Mantle of spell resistance |
| Weapon bonus (enhancement) | Bonus squared x 2,000 gp | +1 longsword |
| **Spell Effect** | **Base Price** | **Example** |
| Single use, spell completion | Spell level x [caster level](https://www.d20pfsrd.com/magic#TOC-Caster-Level) x 25 gp | Scroll of *haste* |
| Single use, use-activated | Spell level x [caster level](https://www.d20pfsrd.com/magic#TOC-Caster-Level) x 50 gp | Potion of *cure light wounds* |
| Command word | Spell level x [caster level](https://www.d20pfsrd.com/magic#TOC-Caster-Level) x 1,800 gp | Cape of the mountebank |
| Use-activated | Spell level x [caster level](https://www.d20pfsrd.com/magic#TOC-Caster-Level) x 2,000 gp | Lantern of revealing |
| Continuous | Spell level x [caster level](https://www.d20pfsrd.com/magic#TOC-Caster-Level) x 2,000 x 2 gp | Ring of Freedom of Movement |
| **Special** | **Base Price** | **Adjustment Example** |
| Charges per day | Divide by (5 divided by charges per day) | Boots of teleportation |
| No space limitation3 | Multiply entire cost by 2 | Ioun stone |
| Multiple different abilities | Multiply lower item cost by 1.5 | Helm of brilliance |
| Charged (50 charges) | 1/2 unlimited use base price | Ring of the ram |
| Component | Extra Cost | Example |
| Armor, shield, or weapon | Add cost of masterwork item | +1 composite longbow |
| Spell has material component cost | Add directly into price of item per charge 4 | Wand of stoneskin |

### **Calculation Notes**

## If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4.

## If the duration of the spell is 1 minute/level, multiply the cost by 2

## if the duration is 10 minutes/level, multiply the cost by 1.5

## If the spell has a 24-hour duration or greater, divide the cost in half.

## An item or tattoo that does not take up one of the spaces on a body cost double. (Does not apply to Runes, but does to Tattoos)

## **Restrictions or Limitations**

* Tattoos are fixed to a body part normally taking up an item slot, if the extra cost is paid (double) the tattoo does not consume an item slot.
* Rune Magic and Socket Magic currently do not work in tandem on the same item. Only one or the other can exist on an item.

## **Common Runes**

|  |  |  |
| --- | --- | --- |
|  | Rune of Speed | Doubles wearers movement |
|  | Rune of Might | +1 Damage |
|  | Rune of Cleaving | As Feat |
|  |  |  |

* List to grow