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Edred Thorsson Paperback, 144 pages The Runecaster's Handbook shows you how to make your own runes, charge the runes with harmonic power and prepare the optimal setting for a rune reading. This complete guide contains general rune meanings, divination tables, the positive and negative aspects of each rune, its linguistic component and its phonetic value, rune layouts, and sample metrics. From the author of the bestseller Futhark: Handbook of Rune Magic. Edred Thorsson received his doctorate in German studies and medieval studies from the University of Texas. He is a translator of Guido von Lists The Secret of the Runes and a former university professor of humanities. He is the author of the bestseller Futhark: A Handbook of Rune Magic and Runelore. Thorsson lives in Texas, where he practices runic magic. Friendly viewer, please understand that our shipping calculator is a machine, and thinks like one. 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We reserve the right to limit the order quantity to inventory. By purchasing an Alchemy Arts item, you agree that the item will not be relabeled or resold. Shipping costs may change without notice, depending on what USPS is up to these days. This complete guide will show you how to make your own runes -- download the rune with harmonic power -- prepare the optimal setting for a rune reading. Contains common rune meanings, fortune-telling tables, the positive and negative aspects of each rune, its linguistic component and its phonetic value, rune layouts, and sample metrics. From the author of the bestseller Futhark: Handbook of Rune Magic.Edred Thorsson is an American runologist and advocate of occultism and Germanic mysticism. He received his doctorate in German studies and medieval studies from the University of Texas. He is a translator of Guido von Lists The Secret of the Runes and a former university professor of humanities. He is the author of the bestseller Futhark: A Handbook of Rune Magic and Runelore. Thorsson lives near Austin, Texas, where he practices runic magic. Visit him at: www.runaraven.com. 2013-08-04, 07:51 Am (ISO 8601) The Runecaster Manual: And Moses said to the children of Israel, Behold, the LORD called the name of Bezaleel the son of Uri, the son of Hur, from the tribe of Judah; And he has filled him with the Spirit of God, with wisdom, understanding, and in knowledge, and in all kinds of processing; and to invent curious works, to work in gold and silver and in brass and in the cutting of stones, to put them and to wood-carved them to make any kind of cunning work. --The Book of Numbers Why the Runecaster? Spoiler Show The Runecaster is a prestige class from the Forgotten Realms campaign and uses a subsystem of magic -- Rune Magic -- that comes from this setting. Of all the prestige classes in D&D 3.5, the Runecaster best represents in fluff, if not crunches the mysterious magic attributed to runes -- the rock-carved symbols drawn by Tolkien from Norse mythology that represent the language of the dwarves in Lord of the Rings. A player who wants to invest a Norse magic user in this kind of mythology is best equated with the Runecaster, even more than the similar Runesmith, especially because the Runecaster is divinely based; Rune magic was traditionally based on the Norse gods. It is also a satisfying prestige class in crunching terms for a divine caster interested in summoning divine power without resorting to a standard codZilla of Divine Metamagic Is. In particular, it is suitable for a caster interested in sharing the benefits of his power with his party friends. A Runecaster has a very strong ability to maximize its effectiveness in action economics, especially due to the RAW flexibility around Rune Rune and Runecaster in particular. Why did I choose this manual? Pretty much for the above reasons. Runes are just cool. Also, as far as I know, the potential of the runecaster has not really been systematically investigated on the GTP or MinMax boards. It is not a well-known PrC, and if you erase it for a DM, there are several features that can very quickly invite a nerfing or a total ban of the character. If you know the limitations of the class -- and there are some -- you can better negotiate controls over its use while still pulling some nice tricks. Even with conservative readings of his class features, a runecaster is able to keep two full sets of spells ready and available at the beginning of a promotional day; those in his runes and those in his head. Why should I play a Runecaster and not a Runesmith? Spoiler show Several reasons. - You don't have to spend any casting time at all if you want to trigger a rune. Why runes and no traps? Spoiler show runes share a number of common aspects with the creation of magical object traps that have been exploited in a similar way (and are often as far as the founding of the Tippyverse). Here are a few advantages runes have over traps, though: - The crafttime (absent Time Stop or demiplane Shenanigans) is much less: 10 minutes plus throwing time of the relevant spell, as opposed to a week minimum for creating magic traps. - Unlike a trap, the damage caused by a rune has no effect on its cost. Maximize Rune is a free class feature for the Runecaster. - All permanent runes are effective auto-reset magic traps that never miss hard wired into them without starting delay. These features increase the cost of a corresponding trap in gold piece or action economy terms. - Runes usually have a lower Craft DC than the corresponding trap that triggers the same spell as they are a simple DC 20+Spell level. - Unlike magical traps, runes used in offensive do not draw a saving throw from themselves. They only use the saving throw of the spell that is thrown into them. Color coding, for your convenience: Red = This is a suboptimal option. Odin doesn't smile about it, even one-eyed. Black = This is standard. Blue = This is a good option. Get it. Lila = Are you a joke? Get this, you fool, Odin has inscribed it on the inside of his eye patch. Index Post 1 - About the Runecaster and why this manual post 2 - Prestige Class Features Post 3 - Rune Magics Features Post 4 - Entry Requirements and Entry Paths Post 5 - Attribute Post 6 - Post 7 - Feats Post 8 - ACFs and Domains Post 9 - Skills/Skill Tricks Post 10 - Spell Choices Post 11 - Desirable Equipment Post 12 - Sample Builds and Sample Gear Post 13 - DM negotiations Post 14 - Changelog, spare box The Runecaster can be found in the Forgotten Realms campaign or in the Faerun Player's Guide. Important links to other threads: The Cleric Handbook The Archivist Handbook The Druid Handbook The Complete Cost Reduction Handbook Divine Magician spell list The Metamagic Cost Reduction Handbook Thanks to: Kansaschaser in this thread for the inspiration for this! (Even though he was never allowed to play his Runecaster. ) Dictum Mortuum and friends for the forgotten realms Gary Gygax. Because. 2013-08-04, 07:52 AM (ISO 8601) Prestige Class Features d8 Hit Cube -- like a cleric, and there is nothing inherent in the class itself to really fix this. As a divine wizard who wins more spells from level to level as a divine sorcerer, it is not really a problem. And it's an improvement on an archivist's hit dice. The same Save Progression as a cleric -- see above about hit cubes. Again, not the biggest divisions in the world, but again you are a divine caster, so you have the means to deal with it. Same BAB as a cleric -- and see above about hit cubes and save progressions. This is even less of a problem, as Divine Power is just as useful to you as a Divine Metamagic Persist cleric -- and you have ways to make it even more versatile. 2 + INT Mod Skill Points level - ugggh. Once again, the same as a cleric, but Runecaster is much more dependent on crafting skills in particular, so this is unfortunate. Skills: Your class skills are once again the Cleric Skill List with everything associated with it. Weapons and Armor Competence: None added. No disadvantage if you enter through clerics or druids, but rather a scammer if you come through the archivist at the PrC. Full divine Caster levels. Yes, 10/10. You are a divine caster, which means that you already have an enormous reach available to you as a cleric, or you have an enormous reach from your eager efforts to expand your prayer book as an archivist. Rune Craft: Basically, you've taken up the equivalent of Skill Focus at level 7. At the very least, you don't have to spend a feat slot on it, and it compensates for the shitty skill points you have. Improved Runecasting: The most valuable feature of the prestige class. It opens up the available conditions for triggering a rune, giving the Runecaster its enormous versatility. At level 3, you can Get charges out of a single rune and trigger the rune when read or passed within 30 feet. At level 8 you are able to make X-use-per-day runes or, more importantly, permanent. Rune Power: Over 10 levels, you get +3 to beat spell resistance on the target of a rune +3 to DC to disable or destroy the rune. The generally accepted break point at level 8 gives you 2 out of 3, and in particular you'll only really worry about disabled or destroyed runes if you have a bastard for a DM and have no way to move runes apes a-reach of Dispel Magic. In the latter case, there are other methods to keep your beautiful runes out of the way. Maximize Runes: Free spell applied to the spell of a Rune without wasting a single spell on it -- just a +5 increase on the crafting check. We know that direct damage is meh except on the mailman, but enemies can trigger runes if passed within 30 feet. Maximized flame bow, who? Maximized Shivering Touch? Rune Singing: Increase the spell time to a minimum of a full turn action for a mere +3 to beat the spell resistance? If you're going to be about 15 or 16? yes, um, no thanks, that's part of the reason why the breakpoint at this PrC is level 8. 2013-08-04, 07:54 AM (ISO 8601) Rune Magic -- an overview Normally you wouldn't see a review of an entire subsystem of magic in a manual, but the tricks of the runecaster are bound by the rules of The Rune Magic. It is important to understand it if you want to take full advantage of it. It must also be read carefully because it has been exposed to a half-baked errata of WOTC over the years. The color coding is included again to draw your attention to the most striking bits. Highly spoiling for reading length... A rune contains the spell that is thrown into a rune. Spoiler Show This is the RAW formulation, and it's important to understand its effects. Unlike scrolling, you cast the full spell in the rune when you create it. For this reason, the effects of the spell are immediately available when you touch the rune. According to the same rule, metamagic cost reducers or Divine Metamagic lower the rune's spell and spell level to calculate the price of the rune. Normally, a one-way rune containing a level one spell with a level 1 metamagic performance would have a price of 5 [Level +4] x 9 [Minimum CL to cast a fifth-level spell] x 50 = 2,250 gp. But Divine Metamagic (Persistent Spell) removes the additional spell levels and replaces Turn Undead applications. The DMW version of the same rune therefore costs 1 [Spell Level] x 1 [CL] x 50 = 50 gp. That means it's literally 28 to 32 times cheaper. No other type of magical item -- not scrolling, potion, magic wand, or anything else -- has this advantage. A spell in a rune has no when it is activated. Spoiler Show You're going to get the spell by taking THE full throw time of the spell when it goes into the rune for the first time. As a result, throwing the spell itself doesn't take time when the rune is activated - otherwise you'd throw the spell twice. For usage-per-day and permanent runes, this is a big big Cost-effectiveness for any spell that normally requires more than one standard action. Touch the rune, the effects of the spell are immediately available. For example, summon the Magic Line Monsters: Usually the throw time is a full round, and you have to waste feat slots (Quicken Spell, Rapid Spell) to bring them to a little less. A permanent rune spends the conversion time the first time the rune is created, and it is spent only once. Beat the Rune, the summoned creature is there right away and acts to count on your initiative. And you can do this every time you touch the rune. This feature is a free Rapid Spell feat at least if your DM says it's a default action to activate a rune (see below). A rune can contain any divine spell that the wizards have access to. Spoiler Show Unlike Persistent Spell, there is no restriction on the spell in the rune, the touch area, personal area, instant duration, etc. The list of divine spells is huge and fully accessible to most clerics every morning. And every divine spell is even greater if they are archivists and can get a non-clerical but still divine spell in your prayer book. Then there are arcane spells that appear on the list of cleric domains. Are these divine spells? If you have a reasonable DM, yes. The general view is that it is by definition a divine spell to be able to throw it out of a domain slot, and for gods of magic (whose portfolios include spell sorcery and magic domains), the argument is even stronger. If your DM is still against you in this, a performance solves the problem. The Errata'd text of Inscribe Rune in The Player's Guide to Faerun states that when you create a rune, you're only obligated to prepare the spell, not to prepare it as a divine spell. Southern Magician (Shining South) allows you to cast an arcane spell as divine, even if it was prepared as an arcane spell. Otherwise, the Dragon #325 takes you a step further and allows you to prepare an arcane spell as a divine spell. So you cast a divine spell into the rune. This sets aside other archivist exploits that use collaboration with certain classes to turn arcane scrolls into divine scrolls, and which are likely to be slammed with the DM's banstick. The wizard must prepare the spell that is placed in the rune. Spoiler Show Can (divine) spontaneous casters qualify for Runecaster? Yes: The prerequisite of the PrC is the ability to third level to throw, and run runesPrerequisite (in what is probably a printing error) is Divine Wizard Level 3.. Can spontaneous roles actually make runes, given this rule that you need to prepare the spell that goes into the rune? Yes. But only if: (1) they Magical Training (or dip an arcane casting class) and (2) take arcane preparation and their DM rules the feat applies to all spontaneous spontaneous they know and not just the arcane. (Through RAW it allows the advantage of feat, but the description and the prerequisites of the feat refer only to arcane spells.) The arcane preparation then makes its spontaneous spells ready and can be designed as runes. (Paradoxically, it's easier to get arcane spells in runes: Arcane Preparation and Alternative Source Spell, the latter feat that enlightens you to prepare your arcane spells as divine spells.) A rune can be triggered by touch and lasts indefinitely until it is triggered. Spoiler Show No Use Magic Device is required to trigger a rune, which means that each of your party mates can use the runes they wear without spending points. Touch-enabled runes allow for much better economies of scale than carrying and accessing spells on scrolls. Activating a spell throw into the rune is a default action if the rune is intentionally triggered, not an action that is otherwise triggered. Triggering a rune intentionally is a standard action. This single line was added to the FR campaign setting by the errata and left by PGIF. At first glance, it seems to inhibit the use of runes in tactical combat. Fortunately, not everything is as it seems at first. There are several highly questionable questions to your DM regarding this errata: Spoiler show If you haven't created the rune, how can you intentionally trigger it? The errata should not be read in isolation. It has been added to the end of a paragraph that specifies a technical significance for intentionally triggering a rune. In context, it is said that intentionally triggering a rune is something that the creator of the rune can do instead of touching a rune without triggering it. The formulation is not every action that a rune is supposed to intentionally trigger from anyone - it is in context only the act of intentional triggering of a rune by the creator of the rune. So while the Runecaster can decide whether to trigger a rune that he touches, his allies can't. Therefore, if someone other than the creator of a rune touches this rune, it automatically triggers - and costs no actions. So your barbaric buddy can trigger the True Strike Rune you made for him because he's not the creator of the rune. He can't decide whether to trigger the rune or not, it just happens. (Thanks to Urpriest.) If you don't trigger the rune, how can you trigger it on purpose? Only certain people can trigger a rune: those who touch the rune trigger the rune and become the target of the spell placed in them. So: What if the pushes a run against his ally without telling his ally that he will? The person touched by the rune triggers it and becomes the target of the spell placed in it. But they didn't do it on purpose, so they don't pay a standard action to activate the rune. The Runecaster may have acted intentionally, but it didn't trigger the rune -- the ally he pressed against. So the creator of the rune does not perform a standard action. Would a contingent spell amount to intentionally triggering a rune? Amanuensis triggers read-based magic traps in books, and runes are explained by both Complete Arcane and FRCS to work as simple magic ntraps. Craft Contingent Spell applied to Amanuensis is triggered when you scream speculation about your opponent's lineage, if you don't intentionally trigger the rune, it's the spell that shoots at a defined contingency. How can an object ever intentionally trigger a rune? According to RAW: If the spell only affects objects, an object must trigger the rune. By definition, an object cannot intentionally trigger a rune. An object has no send type and cannot perform any actions. Therefore, when an object triggers a rune, it has no activation time. When you pull your sword out of its vagina and brush it against the Rune of the Greater Magic Weapon, which is labeled above, the Rune fires without consuming any action. Another support of this argument is the SRD principle that when the activation of a magical element is subsumed in its use, it does not cost any actions to activate it. If you need to trigger a rune to use an object at all, how is that rune intentionally triggered? Write a touch-activated rune on the handle of a returning weapon. It's a free action to catch the weapon as it returns. They catch the weapon and touch the rune. It wasn't your intention not to trigger the rune, it was easy to catch your weapon. So: no default action consumed because no intentional triggering. The same is likely true for a rune that is teleported two meters above the head and then falls; You did not intentionally activate the rune, so it is triggered automatically. A rune is a use-activated magic element. It is not a spell element, a spilling command, or a command word element because it is activated by touch. Per SRD: This type of element simply needs to be used to activate it. A character must drink a drink, swing a sword, emactatome a shield to deflect a punch in battle, look through a lens, sprinkle dust, wear a ring, or wear a hat. Activation is generally simple and self-explanatory. Activating a rune is the real definition of self-explanatory: you just need to touch it, and the spell in it fires immediately. Also, according to the SRD, activating a usage-enabled magic element is either a default action or no action at all. The only interaction with a rune that a rune is the intentional triggering of a rune. Therefore, if you do not intentionally trigger a rune, this is not a default action; and therefore it costs no activation time at all by default. Apart from that, if the activation of a magical item is subsumed in its use, according to the SRD, it does not cost any action to do so. In the case of a rune, as it fires immediately, the magic effect occurs immediately, no magic effect without using the rune. Its activation is subsumed in its use. This is obvious enough in the case of runes that have been developed as magic traps, or those with the Read/Pass trigger - there is no intentional activation, so there is no standard action to be paid for. But the same applies to an element with a rune labeled in such a way that it is impossible to use it without touching the rune and triggering it - say, on the handle of a sword or the arrowback of a bow. Or on the inside of your armor. If your DM allows one or more of these points, this is a big advantage. For example, if you're not the creator of a rune, you only need to fire six spells in a round by swiping your hand over six runes without paying a standard action for them. Or if you're the creator of the Rune, you're just catching six runes on the handle of a returning weapon. Or do you have a buddy who presses runes against you. This is perhaps the strongest argument that a runecaster makes for a good PC, but an even more powerful cohort - since then you would use all the runes of the cohort and not create them yourself. The time it takes to physically reach and touch a rune has no definition -- it may be open to you to negotiate it as a free action, much like a Duskblade can take a free action to remove a hand from a two-handed weapon to discard a spell. Even if your DM is conservative and it calls a quick action, which is an immense advantage on the normal casting time. Touch attacks certainly consume a standard action, but when you touch a rune, you usually don't attack anyone. Note: Some, if not most, of these conclusions may be contentious with some DMs. The author believes that the above points are solid conclusions that need to be drawn from the RAW, but in any case, it is advisable to get DM release on the interpretations before you start the Runecaster path, mainly because it determines how you build your runes. Runes are very solid options even to spend a standard action for their activation, mainly because they free up space in your own spell slots and they are enormously cheap to make as permanent elements. And whatever the DM decides on these points, the Rune as minefield approach still takes effect without a standard action, because the opponent does not intentionally trigger the rune. A single medium or smaller object can contain only one rune. Larger objects can hold one rune per 25 square meters of space, spoiler show by RAW allows you to only have a rune on a medium-sized object or fit - but it sets no limit to how small this object can be. For example, a Tiny object. Or a smaller object. Or an Ioun stone. Not to say how runes written by a small or tiny runecaster (a pixie or a halfling) could be exploited. In particular, the RAW does not define what an object is objecting to or whether two objects held together with, for example, glue are an object for the purposes of runecasting. Consider buttons sewn on a vest that you only need to swipe your hand over in a sweep to hit each rune for safe, as your fingertip will be larger than the rune on the button. Is the object the vest, or are the buttons individual objects? Or consider making books with multiple runes by laying out huge pieces of paper, placing a rune on an area of 25 square meters, and then cutting the paper to tie it into a book. Hell, the most glaring example of how this can be exploited, is the own example of a runecaster: Gerit Orelsdottir on page 167 of the FRCS, whose items contain a runic chain (usually contains 4 runes of healing-critical wounds and 2 of Raise dead (!) You probably won't get away with 20+ runes inscribed on every plate of your armor, but as shown, there are many ways to take advantage of this with a little imagination. The main reason you can get away with it is that runes are essentially (if not explicitly) slotless elements. There is no theoretical upper limit on how many you can carry around because they cannot be tied to a particular body slot. The price for a rune with only one charge for a Runecaster: Spell level x Caster level x 50 gp. Spoiler show These costs are dictated by Players Guide to Faerun, which replaces the FRCS. For a Runecaster The cost of creating a rune is as follows: again after FRCS and its errata is replaced by PGIF: Number of applications/trigger base price A spell grade x CL x 50 gp loads magic level x CL x charges x 50 gp charges x 50 gp charges per day Magic level x CL x loads x 400 gp Permanent (up to dispelled) Spell level x roll level x 2,000 gp Works when reading or passing basic costs x 2 +4 STR item normally costs 16,000 gp. A permanent rune of Bull's Strength, touch-activated, costs a Runecaster 2 x 3 x 2,000 gp = 12,000 gp (and 24 XP). The price is less and the spell can be renewed forever. It gets even better when you start counting spells that work 1 hour/level or better, because you don't even need a permanent rune: you can only give how many loads are needed per day for the character to get through 24 hours.) The cost of a permanent rune is more economical than any permanent magical item that offers the same effect, and does not require using Magic Device for another character to gain the magic advantage of the spell. Especially permanent runes are, depending on the type of spell, incredibly cheaper than equivalent custom items. Custom magical items that deliver permanent, grant-related spells have increased the cost multipliers by many times the cost-by-cost value of a permanent rune -- somewhere between 2 and 4 times more expensive. Frugal players will find that it is cheaper to make a scroll, potion, wand or staff of a spell than it is a or multicharge rune of the same spell - the price per charge is significantly lower in all cases. This ignores, however, that -- unlike potions or wands in particular -- runes are not limited to fourth-level or lower spells, and that runes themselves are magical items with no space restrictions that would otherwise double the cost of an equivalent custom magic item. The campaign setting itself explicitly lists the existence of Raise Dead Runes on a sample NPC. In addition, runes can be triggered by any character (i.e. used), have no throwing time, and can contain any repairable divine spell, regardless of its range. And there is no potion, scroll, magic wand or staff that offers endless usage-per-day or at-will fees. The Caster must spend 1/25 of the Rune Price in XP and pay the cost in the Runecaster table. Spoiler Show Again, it's the PGIF table that counts. The errata, however, caused beneficial oversight. The price of a rune is explicitly set by Inscribe Rune as the spell level x Caster level x 50 gp. The XP issued for the rune is calculated as 1/25 of this amount. However, the raw material costs are defined by the table above. This table does not use the term price -- and therefore does not change the XP that is issued for the rune, even if the rune has higher raw material costs. This is important because XP is generally more difficult than gold to acquire or recover once it is issued. And through RAW, tricks that reduce the cost of making magical items reduce the basic costs that runecaster pays. You can't use the old trick of making an item for use by a particular class to reduce its cost as runes are not bespoke magical items, but there are still many other RAW alternatives to get your gear cheaper. (See the cost-cutting manual for more details - a link is given above.) Runes cannot be placed on a weapon with the intention of triggering it when the weapon hits an enemy, but can be set to trigger when it is read or handed over. Spoiler show putting runs of Entangle on arrowheads with the intention of gumming up the opposition on a hit are out ... but with a pass trigger, you can only aim at the spot five meters in front of the opponent (usually an AC of 5). The restriction is only circumvented. This is especially handy for archers, builds where a spell must be cast outside their normal throwing range: Consider as an extreme example Blasphemy, usually a 40-foot range spell delivered by a Cragtop archer from half a mile away, hitting the archer on the ground in front of an enemy, triggering the spell. And note that only triggering when the weapon hits an enemy is prohibited. A rune to be triggered when an arrow hits an object from RAW does not violate this rule. Possibly triggering if the arrow hits an object that the enemy holds, RAW could also be legal. Consider the Rusting Grasp spells that only affect objects: Against normal shields, armor, or weapons, a successful shot now rusts out the target. Untriggered runes are subject to targeted dispersal, but not area-scattered surfaces. Spoiler Show Again, this is more of a problem if you have a bastard for a DM, but still: Even if a Dispel Magic is aimed at you, it doesn't erase your runes any more than that a throw-in magic thrown at you will wipe out your +1 long sword. So, if a scattering erases your divine power, guess what? Tap once on your Divine Power Rune and the enemy is down a spell for which it has nothing to show. And there are many ways to keep your precious runes out of sight or range of a scattering magic effect: bag of holding, or even just a piece of fabric to cover the rune and thus block the line of sight and thus the line of action. Important Note: It may be open on RAW that while a normal rune is subject to dispersal, a permanent rune -- being, y'know, permanent, and a rune that is a magical element of a species -- is suppressed only by a scattering magic, rather than being destroyed, like all other permanent magical items. If you can get this verdict, you basically don't have to worry about protecting your runes at all, because the worst thing an enemy can do (absent Ungentlemanly DM tactics like Disjunction) is to stop you with one of them for 1d4 rounds. When you make the rune, you make all the decisions you would normally make when you cast the spell. Spoiler show So spells that can achieve variable effects -- Great Creation or the Summon Monster Line -- are locked to a choice, i.e. when you make the rune of Summon monster 1, you must specify where the creature will always appear and what creature it will be; The great creation will be a button that you feel you need again and again. This reduces the versatility of the runes somewhat (and not at all if, like many summoners, you rely on a single workhorse monster to kick the butt), but for fixed welfare spells like True Strike, it's not an impost. And there could well be a shaky space if, as with Divine Power, the effect of the spell is tied to a number that is variable -- Divine Power, for example, that your BAB does equal to your character level, whatever that happens to be at that point. And this rule is insignificant for offensive runes that work when reading or passing - whoever passes or reads the rune becomes the target of up to 30 meters away The caster needs the Inscribe Rune feat. Spoiler show This explicit rule regarding rune magic means that it is impossible to restrain them or mix Dark Chaos. The feat is very limited outside Of Runecaster; it's basically a feat tax that is a pain given casters are few benefits. Its only positive feature is that as a [Item Creation] feat opens runes to most options that reduce the creation cost of magical items. Reduce. The Rune takes a craft check of the DC 20+ spell level. Spoiler Show Runecaster gets low skill points -- but you'll probably pump INT anyway, and Craft is a class skill for virtually all classes. The highest DC you'll ever have to hit is 34, and only if you use a 9th level spell and maximize the rune. If you are a cleric or can have access to Divine Insight (or his big brother, the Avatar's guide), this is a trivial concern. Improved Runecasting: The Runecaster gets this at levels 3 and 8. If he does, it gives him a lot more opportunities to trigger runes. Starting with level 3, it can create a rune that works when reading or passing. Spoiler Show \* Reading involves any attempt to study, identify or explore the meaning of a rune. So the view of a rune counts as reading. How about a look at a permanent rune of True Strike etched on a weapon between every swing you make? \* Passed includes, but is not limited by RAW, through a portal that carries the rune. A rune must have an uninterrupted line of action for a target, and the target must be within 30 feet. The easiest way to exploit this ability is to carve pass-activated runes on your Ioun stones. This makes them permanent guardians swirling around your head as you wander around dungeons. When something ugly charges you,

depending on the conditions you attach to the rune triggering conditions, life becomes a series of small explosions or debuffs that resolve to 30 feet. Alternatively, and even more controversially, while you can't make a rune to activate it, if it hits someone, you don't have to hit them anyway, because if the rune passes them on an arrowhead, they'll probably pass it. A rune with the passed trigger can be set to almost any special conditions specified by the Runecaster. The only limitations are that they cannot be set to trigger for a specific class, hit cube, or layer. They usually trigger invisible creatures, but not an ethereal one. Nothing to say in it, nondetection or mind blank affects this by RAW, either. You can enter a password or phrase that protects a creature that uses it from triggering the rune. Starting with level 8, a rune caster can form a permanent rune. Spoiler Show Very important misunderstanding that can be cleared up here, one that probably makes people overlook the PRC. Permanently does not mean a rune with a permanent spell. It means a rune with unlimited charges, i.e. unlimited hits of the contained in the rune, immediately. That is, any divine spell you can imagine can be immediately turned into a spell. Even with the increased cost, this option makes persistent spell, Quicken spell, and Rapid Spell metamagic obsolete and spells only prolong a luxury (and the Divine Metamagic versions of these feats are even more useful as they reduce the price of the rune). This is the outstanding feature of the PRC, the engine that Break of action economy, magic wand and item cost -- and that's why you're not higher in the PRC than in Level 8. Honestly, up to Level 8 Rune casting is pretty pedestrian. It will be a whole new ball game once you have this ability. Also at level 8, the Rune caster can make use-per-day runs. Spoiler show These are significantly cheaper than permanent runes: the cost of use-per-day keys of multiples of 400, while permanent rune keys of multiples of 2,000 gp. At CL 12 (which you will be when you hit the break point of the PRC at level 8), hour/level spells in combination with spells come with exactly the same effect as a persistent spell at a much cheaper price. Permanent runes are powerful, but they are only really necessary if you need to reliably cast a particular spell more than four times a day: at this point, the cost is the same, regardless of whether you make a permanent rune or the use-per-day option. Not all runes need to be permanent. It's probably much more economical to have a once-a-day DMM Persistent Divine Power Rune and a permanent True Strike Rune -- and the latter rune will be much cheaper than the first. 2013-08-04, 07:55 AM (ISO 8601) Entry Requirements Spellcasting: Ability to cast divine spells of the 3rd level. (So the lowest possible entry at level 5 is for most divine wizards, which is a fairly early entry.) Skills: Spellcraft 8 ranks, Craft 8 ranks (Again the lowest possible entry at level 5). Divine roles are usually starved for skill points. Crafting would be a red option if it weren't already a class skill because it's INT-based. Spellcraft is blue because the chances of you making this out anyway. Feats: Label Rune, which itself has prerequisites for INT 13, a crafting skill, and a divine 3rd level spell. Inscribe Rune is out of bit 3 in the PRC, but cannot be retrained. The INT requirement also means that you cannot set the statistics like most divine roles. Entry Paths Archivist 5: Spoiler Show The archivist is less MAD than a cleric who goes to the PRC: The archivist's spells key INT even though they are divine roles, which has a better synergy with both the craft checks innate to the Rune caster and the fact that Inscribe Rune requires an INT 13. This is twice as if you bring out academic priests the Dragonologie books, which allows bonus spells to key INT instead of WIS. Archivists also have a naturally better reach than clerics because they are able to write any divine spell, only those on the list of clerics. On the other hand, an archivist will be taxed more heavily in cash than a cleric or druid entry, as he will have to spend money on his prayer book and on making runes. Since the rune prices are partly derived from the role level, the thrifty archivist, who diligently searches for spells at the lowest possible level, also saves money in rune craftsmanship. The Archivist Archivist instructs you to expect to spend half of your WBL on expanding your magic list; Expect a very large proportion of your remaining WBL to continue making runes (on the other hand, since you will be everywhere at will, it might be worth the sacrifice.) Cleric 5: Spoiler Show This is the most natural entry class to the PRC, and from the box clerics have a more immediate versatility for preparing runes. A reasonable selection of domains also contributes to this versatility: there is a strong taste and crunch argument that the Knowledge, Spell or Magic domains are thematically consistent with a Rune caster. The Cloistered Cleric ACF has a nice synergy with Rune caster, especially with its additional skill points and the addition of the knowledge domain. And when you start spending some money on domain draughts (see items section below), your versatility only gets stronger. Divine Bard 7: (Variant Bard) Spoiler Show This entry path is dubious: While you can access Bard spells and make runes out of it, your bard music -- one of your strongest class strengths -- stops at a fairly low level in uses and variations if you could do things like Seeker of the Song, Virtuoso or even Focluhan Lyrist in the meantime. Even multiclassing in bard and cleric and then with Initiate by Mill will be superior to that. Hell, a level in Heartfire Fanner would be superior to that. And even if you qualify, as the Rune Magic section shows above, you'll get stuck with at least two additional achievements to even make runes: Magical Training and Arcane Preparation. Druid 5: Spoiler Show This path is black because it depends on your focus. Don't do it if you're planning on Wild Shaping, because this PRC only drives your spells and you're directly eligible for it when you get your first Wild Shape. For the buffing or blasting druids, though, it has the same effectiveness as for a cleric. If you seriously intend to summon, it is sheer reverence in a can (or a written symbol, rather) because the entire throw time for summoning -- the biggest drawback of an incan in combat -- is over at the point of making the rune. Let's make a permanent, touch-activated rune of Summon Nature's Ally I for the piddling base price of 4,000 gp. Now, seeing how many times you can touch the stone in six seconds, conjure a creature with each tap of your finger. The dexterity trick never numbered nor applies very literally to her. And things like Greenbound Summoning, Ashbound Summoning or Rashemi Elemental Summoning don't increase the caster level of a and therefore do not increase the cost of a rune. Favored Soul 6: Spoiler Show No. You have a small, practically fixed list of spells known which runes can do for you and more as they can be made permanent. Favored Soul is already with a C-minus, don't make it worse by putting Rune caster on it. In addition: spontaneous wizards, so 2 feat taxes apply to you able to make runes. Mystic 6: (Dragonalgne Campaign Setting) Spoiler Show Blue only because if you go with an impromptu wizard entry, this is the best of a bad lot. Mystics are a bit ... Odd. High WIS doesn't give the mystic any bonus spells, but they come with more spells per level than a Bog Standard cleric gets. But mystics have more flexibility than other divine spontaneous wizards because they still use domains and domain spells. So, like a cleric, a Mystic Domain can use Draughts to select the best domain spells in the multiverse for creation as runes. As with any other spontaneous wizard, you're stuck with magical training and arcane preparation. Mystic Ranger 6: (Dragon #336) Spoiler Show Ideally you would also take Wildshape Ranger (Unearthed Arcana). While you'd initially only have Ranger spells, some of them work very, very well and at will: consider making at least one shot per round by tapping on a permanent rune of Hunter's Mercy attached to your bow. Or consider giving the party villain a permanent rune of Hunter's Eye. And Mystic Ranger allows you to get at least some fifth-level spells. However, if you take Sword of the Ark in combination with Alternative Source Spell, you can convert all leastmage spells (up to the fifth level) into permanent runes. (Similar tricks -- free metamagic to get for your runes -- are possible by also giving good arcane PRCs like Abjurnat Champion, although the build is always full.) Either way, with a Mystic Wildshape Ranger, most of the Rangers' spell comes in front, making an early entry viable. The only downside is that if you enter Rune caster your BAB and save progression falls back to a cleric. (On the other hand, Rune caster is a 10/10 divine casting PRC and you can choose which divine throw progression goes forward, Cleric 3/Mystic Ranger 6/Rune caster 8 would alleviate the problem: Mystic Mystic begins to get 5th level spell at Mystic Ranger 10. Paladin 11: Spoiler show No. First of all, you get decent spells too late. And with its INT focus, this class makes you even more MAD than you already are. Ranger 11: Spoiler Show Dear God, no -- unless you're going to use the Never-numbered in the Druid section above to send dire rals against CL 15, 16 targets or so. 11: (Oriental Adventures) Spoiler Show When you play a Rokugan game, runes can be transcribed pretty tastefully into kanji, and Shaman is the Rokugan cleric analog. The late entry with 11 is simply that the shaman still has his two bonus achievements and and third domain; it is possible to qualify as Shaman 6. Spirit Shaman 6: Spoiler Show How spontaneous wizard entries go, the ghost shaman runs a close second to Mystic -- and only because a mystic can produce arcane spells as runes via Domain Draught and Greater Anyspell ab/Use. Spirit shamans use the druid list and can change their familiar spells daily, which is interlocked with the short turnaround times of runcasting. Spirit Shamans also get more skill points than clerics, and most of their recent class functions are online when they reach the earliest Rune caster entry point at level 6. The downside is the same as all spontaneous caster entries to Rune caster: the feat control of Magical Training and Arcane preparation. Bring Forth The Brie: Early Entry Spoiler Show Absent some seriously strong shenanigans, for example the earliest thing you can get into this class is Cleric 3, as far as I can tell. The reason for this is Inscribe Rune, which has Divine Wizard Level 3rd as the most important prerequisite. Apart from that, Mad Faith will give you the ability to cast divine spells of the 3rd level if you take a heavy depravity, and the only remaining trick is to bring magic and craft to the desired level. Cloister Edin cleric 3 takes you to Skill Points for most of the way, but Dusk Giant Polymorph followed by Psychic Reformation nicely to you all the required skill points, and then hop from there into the PRC. For what it's worth, this tactic also makes it possible to join Ranger 4 or Paladin 4, especially because these two classes are divine roles but are not eligible for Mad Faith until they are able to cast first-level divine spells. And as an early exit strategy, Cleric 7/IIIrd Savant 3 gives you all the important benefits of Rune caster while saving three levels or so on the investment. Essentially, there are only three things you need from Rune caster: rune performance inscribe, a sufficiently high skill of the craft, and the improved runcasting class function from a Level 8 rune caster. The 7 levels in the cleric/IIIrd 3rd level of divine spell required. The Rune caster as a Cohort: Spoiler Show There's a good argument that a Rune caster is a decent PC, but an even better cohort, especially if your DM rules that only a rune caster can intentionally trigger a rune -- that is, if his allies activate it, it's free actions. If so, it's important to remember that you only get access to a rune caster with permanent runes from the gate when you're character level 15, as you don't have a cohort more than 2 levels below you Can. In addition, your cohort needs to use most of the tricks in this guide anyway. Your magic list won't help much for the cohort absent archivist shenanigans as expressed above or Mystic Ranger/Sword of the Arkonian Order/Alternative Source Spells where you are Wizard himself. On the other hand, if you intend to play with a Rune caster cohort that will come with Cup-a-Soup runs for party members (e.g. a one-way Holy Sword rune for the fighter who is likely to face demons soon), you can get some decent benefits from a lower-level rune caster. Hell, an archivist Rune caster who starts writing runes from an Elf domain cleric, will be able to give True Strike Runes to party members as soon as he enters the PRC for 50 gp and 2 XP each. 2013-08-04, 07:57 AM (ISO 8601) Attributes for a cleric or druid input method: STR: Important statistics when you focus on melee combat. If you go into range or don't pretend to be involved in damage to the fight, let alone. DEX: You came in here about clerics. They master heavy armor. Use it. CON: Blue value regardless of class, especially for the Rune caster, which gets the same hit cubes as a cleric. INT: This must be at least 13 to get you to write Rune, you're there. And craft key for the INT ability anyway, so this is the biggest difference from the Moor-Standard Cleric advice to dispose of this. WIS: You are a divine caster, so increase your primary value. CHA: Dump it. I mean it. Stop shaking and pointing to your handbook, where it says that a cleric cannot live without a huge Turn Undead bank balance to bring Divine Metamagic to power. You can create permanent runes that are touch-activated. Seriously, the idea with a Rune caster is to carry your spells around with them all day, not wearing your CHA bonus and niggistics. For an archivist method of input: STR: Dump it, unless you plan to be a gish of any kind. DEX: Convenient to save you from a fireball reflex and boost for remote contact touch attacks. CON: Blue value regardless of class, although you received an improvement in hit points as an archivist. INT: This would already be a primary statistic for you, and it will still be important because it still controls your spell DM. Do not mention that you need 13 for Inscribe Rune and your craft checks key assumes it. WIS: This controls your bonus spells per day as an archivist, so it's important to increase it. CHA: Throw it away again, unless you are urgently needed for diplomacy. You can't get undead, so you can't get Divine Metamagic anyway. 2013-08-04, 07:59 AM (ISO 8601) Race Generally, if a race works well for archivist or cleric, it should be okay for a Wizard. But races that give a CHA bonus take on much less importance in a rune caster build, and CHA penalty races can only become a little more attractive. Similarly, INT bonus races only probably get a little more important as you need INT 13 to get rune enrollment and the importance of crafting skill. That is, some observations-- spoiler show Beguiler: No, not the class. The magical animal from The Radiant Soul, which is more likely to a cross between Elminster and Rocket Raccoon. This choice as a player race will probably get DMGs thrown at you as it comes with Small Size, +6 DEX, +2 INT, -4 STR, +8 racial to Hide and Climb checks, Darkvision, Low Light Vision and constant true vision for no level adjustment and no racial hit dice -- but it makes for an excellent Rune caster cohort mainly because it has bonuses to INT, can write tiny Big Runes, and can stay out of trouble by hiding somewhere until the fight is over. And with RAW, it should be a cohort. And because it's the cutest little cohort you'll ever go on adventures with. Deep Imaskari: no. While it has a synergistic +2 INT, you pay for it with -2 CHA, especially for a write entry. Pony up to 3,000 gp for a domain Draught instead and save yourself the hassle. Unless you're going to the Moonspeaker PRC after that for some strange reason, stay away. Strongheart Halfling: Bonus feat and small size. The more human, compact edition. Edition. Choice. Whisper Gnome: +2 DEX, +2 CHA, -2 STR, -2 CHA, small. Just a solid all-round race for any purpose, not just Rune caster. And as a gnome, if you go on an arcane-heavy build, a single-step immersion in Maester (Complete Adventurer) will lose you your a caster level, but gives you a bonus item creation feat for free... then Net-You Inscribe Rune, explicitly an [Item Creation] feat. With RAW, you can even reduce the creation time for a rune to 5 minutes plus the spell's throw time. That is, it is a hell of much easier and more useful if you convince your DM to adapt (as the PRC allows) Maester into a divine PRC, in this case the Dip Rune caster Level 0. 2013-08-04, 08:00 AM (ISO 8601) Feats There is much in common between the recommendations for tricks on the office or archival manuals. It would be pointless to simply repeat any performance that is appropriate for these classes here. The following achievements are the ones that I have noticed as particularly relevant to Rune caster. When it comes to feats that focus on runes, look for three types of feats in the following order of priority: tricks that reduce magical item costs, metamagic handy conditions for runes you want to make a lot of, and tricks that make it harder to scatter or destroy the runes without increasing the spell level if possible. The following list has these three objectives in mind. If you want to search for tricks that better improve the class in which you signed up, look for the manuals for those classes; some are linked above. Spoiler Show Alternative Source Spell (Dragon Magazine #325) - If you have access to it, this feat is insanely useful to bypass DM objections to arcane spells that aren't on the list, especially because it allows you to make any arcane spell ready to spell as divine spell, or vice versa. And as an extra sauce, it knocks the CL of the modified spell around one -- that's a saving of at least 2,000 gp for each permanent rune you choose since rune price and costs keys from Caster level. You must be able to cast arcane and divine spells to get it, and a converted arcane spell still uses an arcane slot, but for builds with Mystic Therge this is very useful. Apprentice (DMG II) -- The Apprentice's mentor grants the apprentice a +2 for craft exams and a 10% discount on raw material purchases for craft items or item creation fetes located directly in the Rune caster ally. The feat also adds appraisal and knowledge (architecture and engineering) as which are useless. Arcane Preparation (CarC, PGf-) - This feat is pretty much the only way you can play a Rune caster who enters as an impromptu wizard. Unfortunately, there is no divine equivalent to this feat -- but the use of the feat by RAW makes every spell you know a preparable spell -- and makes no difference between arcane and divine. (That is, feat description refers to arcane spells and you need arcane spellability to qualify, so this may be controversial with DMs.) At least (with Alternative Source Spell) you could turn your arcane spontaneous sorcerer into runes: Arcane Preparation converts an impromptu arcane spell into a ready-to-use spell, and Alternative Source Spell then allows it to be prepared as a divine spell and qualifies it for injection into a rune. Either way, to avoid giving an arcane class to get this feat, take Magical Training. Craft Contingent Spell (CarC) -- This feat is arguably more broken than the entire Rune caster class. Assuming their DM is insane enough to allow it, its easiest use is as a cost-heavy way to protect your runes when you use quota spells on a dispels magic keywise to counter-spell when an opponent targets one of your runes. It's twice as expensive as your runes: a quota spell costs spell s. x CL x 100 gp, but some of your cost-cutting benefits can also be applied to this application as it's considered a magic element. It's probably much cheaper to just buy a bag from Holding, keep the rune from view, or just build a permanent rune on an loun stone, trigger to target the state of an incoming dispel magic on your runes. And Craft Contingent Spell is only available in CL 11, although you will be ready to make runes worth protecting at this time. However, Contingent Amanuensis, which is associated with firing a book of your runes, is probably a cheap, easy way to get an instant set of buffs on when you confronted with an opponent (remember that you can only have as many contingent spells on you as you have HD). Divine Metamagic (CDiv) - The effectiveness of a divine metamagic performance in a Rune caster build depends on how your DM interprets the effect of Divine Metamagic on a spell thrown into a rune. Unlike most magical items, a rune is explicitly a spell cast as a rune. Divine Metamagic replaces elevated spells and spell levels for undead attempts. The cost of a rune depends on the level of the spell and the role level -- and therefore a Divine Metamagic Rune costs orders less than a normal metamagic rune. If this is the interpretation of your DM, certain metamagic tricks become very useful because they don't cost you any extra money to lace them up. Even then, Divine Metamagic Persistent or Divine Metamagic can the lost art slots that can be obtained given the Rune caster's ability to create permanent runes. If your DM rules that DMM still raises the level of spell for rune creation purposes, don't take Divine Metamagic for runcasting purposes. Extend Spells (PHB) - This has a black rating only for hour/stage spells. In its divine metamagic form, it rises to blue if one assumes that one has an open-minded DM. In most orthodox entries to Rune caster, you will meet caster 12 at level 7 or 8 of the PRC. At this point, the extended hour/stage spells become the same as the persistent spells, as the duration is 24 hours in both cases. Not bad -- but it will cost you another 2,000-4,000 gold to do so because of what it does on the spell and spell level. The DMM and Sudden versions of this feat eliminate these additional costs. And remember, if you consistently send a finger to a permanent rune the round or the second before the spell expires, you will get an extended or persistent spell for all purposes and purposes. Extraordinary Arson (ECS) -- Reduces magical item cost by 25%, which is very useful, combined with magical craftsmanship. Would be purple if it weren't from Eberron, making it harder to put shoe horn in a forgotten empire PRC. Feat Drain (Lib. Mort) -- Probably more useful for rune casters who focus on making offensive runes. But the full line of metamagic is always interesting and viable with Maximise Rune on Save-and-Suck spells. Gold Dwarf Dweomersmith (RoF) +1 CL If your Rune creates a weapon or improves an existing one. The feat allows you to explicitly exceed the normal caster level limits for such spells. But the real advantage of this is the slightly expanded magic list: Use weapon, Magic Weapon, Keen Edge, Greater Magic Weapon, Holy Sword, Wand, Changestaff, Mordencainen's Sword without having to go through any arcane to divine Shenanigans. Also a 5% reduction in the GP price for magic weapons you make. Greenbound Summoning (LEoF) -- If your entry is about druids and you want to summon stuff, this is a great, no-spell-level-increase stuff. The same can be said about Ashbound Summoning and Rashemi Elemental Summoning. Increase Spells (PHB) -- Probably more useful for offensive uses of runes, since you usually need to overcome spell resistance or saves. For defensive rune casters who use runes just to buff themselves or their parties, it will be skipped unless you have a metamagic cost reducer. Invisible Spell (Cityscape) -- The potential break of this feat is known, but consider what happens when your DM agrees to a rune is a visual manifestation of the spell thrown into it. If an enemy can't see the rune, it has no line of sight to it and therefore no line of action for annoying target-dispel magic. Item Familiar - one of the most useful achievements in the game, it is especially practical early in the career of the rune caster as it facilitates the need to constantly purr all skill points into craft. The if you throw or have a rune of avatar guidance, this becomes an option, not a significant one. Added to this is the XP Boost. And if you are inclined to get this once you have permanent runes for some strange reason, a permanent rune of RAW qualifies as a known element, since it will be worth 2,000 gp without exception, have a permanent magical effect and can be used by the character. Magical Artisan (PGf 4.1) -- lowers the base price by 25% for an item creation you have. Inscribe Rune is an art performance in element creation by RAW. This also reduces XP costs, which is the most important impost. And it's even from the same mindset. Maximise Spells (DMG) - You have a class function, Maximise Rune, which gives you this feat for free in every rune you choose to make. Mentor (DMG II) - Unlike Apprentice, which corresponds to this, you must spend your valuable skill points on something other than craftsmanship - especially a half-useable knowledge check, a reviewer, or a career check. It adds +2 competency bonus to your exams on this. The only reason you would take this is if you plan to get a cohort (via the apprentice) without taking on the leadership. Two Rune casters are more broken than one, I suppose -- but given the way apprentices work, it's unlikely to get a second rune caster far into epic levels. One of the few advantages is that you can leave an apprentice at home happy to prepare runes for you, as opposed to a cohort, but even this is minimal, since runes can only craft about 10 minutes. Persistent Spell (FRCS) -- Unless you have (a) a DM that likes to expel magic, both against your buffs and against your runes specifically, and (b) literally no time to touch even one rune, it's completely pointless to have this feat, except -- and only -- as an art tax for your Divine Metamagic Form. It is much, much cheaper to just make a Permanent Rune and touch it again and again to renew the desired spell. Quick Draft (PHB) -- especially so that you can pull many touch-activated rune retaining stones out of your bag in quick succession. Not necessary if you are creative at all to find ways to depend on runes on your person. Quicken Spell and Rapid Spell (CarC) - Not. Not for runes. Not even in their Divine Metamagic Versions. Runes can be triggered on touch or pass, and the effect of the relevant spell occurs immediately. The activation time is a maximum of one default action, depending on how hard your DM is, so Quicken Spell is either unable to keep up or irrelevant. And Rapid Spell is its poorer cousin. This is one of Rune Magic's greatest strengths, so don't waste tricks on this stuff. The only scenario I could consider useful is if -- like the RAW with wands containing Quickened spells -- you can get your DM to peddle that a rune with a quickened spell in only a quick action is needed to enable a default action, rather than a default action as required by the RAW. Restmetamagic (CMage) - Remembering that spells cast in runes are completed spells, this feat is great. Prepare the same spell twice on your rune-crafting day and apply every metamagic you have to the first spell. Throw it once, away from the rune. Then the next round, throw it back into the rune, so that on the rune cost because all your metamagic went into the rune for free. Brilliant for an archivist rune caster who doesn't have access to Divine Metamagic. Sanctum Spell -- +1 to the CL of your spells while you were in your sanctuary; -1 to cl your spells while you're no longer. Of course, you will always make runes outside your sanctuary. Convenient for reducing item creation costs once you're in expensive runes. Shield Dwarf warder (RoF) - Matches Gold Dwarf Dweomersmith above, except this time with magical armor or shields. +1 CL if it creates or improves an armor suit or shield by adding Entropic Shield, Mage Armor, Shield, Shield, Faith Shield, Magic Robe, Stone Body, Iron Body, Shield of law. Again, there 5% discount on GP costs for magical armor or shields you make. Southern Mage (RoF) - You'll have to pick up this feat along with its restrictive prerequisites when your DM becomes picky about how Inscribe Rune works, i.e. whether Anyspell actually turns an arcane spell into a divine spell, or if it only allows you to cast a certain arcane spell from a domain slot (remembers that a rune of RAW can only be made from a divine spell). Honestly alternative source spell is superior, since Southern Magician does not allow to actually prepare the spell as divine. If you cast DM has an open mind about Anyspell, for God's sake, don't take this feat. Sudden Empower, Sudden Extend (CarC) -- on a bonus slot (remembers that a rune of RAW can only be made from a divine spell). Honestly alternative source spell is superior, since Southern Magician does not allow to actually prepare the spell as divine. If you cast DM has an open mind about Anyspell, for God's sake, don't take this feat. Sudden Empower, Sudden Extend (CarC) -- on a bonus slot (remembers that a rune of RAW can only be made from a divine spell). Honestly alternative source spell is superior, since Southern Magician does not allow to actually prepare the spell as divine. If you cast DM has an open mind about Anyspell, for God's sake, don't take this feat. 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type it every morning. The fight begins. Nerveskitter fires. You gain initiative. You are moving on your target, which has still been trampled underfoot because it has not yet acted. You grab your vagina to keep them silent for the weapon-drawing, and thus fire the Divine Insight. You decide to add a +15 Insight bonus to your Iaijutsu Focus skill check when you hit. You grab the weapon's grip and fire True Strike for a +20 Insight bonus for your attack. You choose Power Attack. They draw. They go two-handed. They attack and strike because of True Strike. They roll for Iaijutsu Focus. Due to Divine Insight, you'll receive an automatic +15 to your skill check, giving you an extra +3d6 at least in Iaijutsu Focus damage in addition to what you would have rolled on your skill check. You will receive 1.5xSTR bonus, 2xPA penalty, 1d10 damage from your Katana. What was unhappy enough to finish second dies. Cost: Permanent contact-activated rune of True Strike: 1 x 1 x 50 = 50 gp price. DMM Persistent Permanent Contact-activated Rune by Nerveskitter: 1 x 1 x 50 = 50 gp price. Permanent contact-activated Rune of Divine Insight: 2 x 10 [CL] x 50 = 1000 gp price. Runecaster Cost: True Strike: 1 [Spell Level] x 1 [CL] x 2,000 [permanent] = 2,000 gp. Nerveskitter: 1 [Magic Level] x 1 [CL] x 2,000 [permanent] = 2,000 gp. Insight: 2 [Magic Level] x 10 [CL for +10 Bonus] x 2,000 [permanent] = 40,000 gp. 44,000 gp costs in total. 44,000 to be applied by magic craftsman, craftsman and apprentice: 22,275 gp. End cost Runecaster pays: 11,137 gp + 44 XP. Also note the additional benefits of these a Katana usually requires to perform EWP one-handed, but can usually be used two-handed. If you don't take the relevant EWP performance, the reasonable placement of the True Strike Rune makes it impossible to swing the weapon without activating the rune, giving the offender a True Strike effect after each hit by taking the hand off the handle and then putting it back on (similar to a duskblade). Divine Insight, a permanent rune, can also be applied to any skill role chosen by the wearer with a touch of the vagina for a +15. In combat situations, no actions are wasted in activating relevant runes, whether True Strike or Divine Insight. The only default action lost is to intentional trigger ingestion of Nerveskitter at the beginning of Adventure Day. Fun With Jack and Jane, a first reading book for War Hulk's spoiler show Suppose that your DM allows your party to qualify for War Hulk and that the PrC does not disappear from its CS when it falls out of size, but stays dormant until you meet the requirements, here's a nice book for the War Hulk that you can read every morning... Get 150 square meters of paper and give space for six runes (1 per 25 feet). Fold or cut the paper so that five of the six runes are on five pages of a bound book, keeping all other pages blank, and thus the rule of 1 rune per 25 square feet. Five runes are read-enabled. The last one on the cover is a touch-activated Scholar's Touch. With a single touch, Scholar's Touch triggers and reads all five runes at once. (Yes, I know that only four spells are mentioned below. War Hulks can't count well. Do you have something to say about dat? Huh?) Cost: Divine Metamagic (Persistent Spell) Divine Power: 4 [Magic Level] x7 [CL] x 50 = 1200 gp. (48 XP) Divine Metamagic (Persistent Spell) Hurry: 3 [Magic Level] x5 [CL] x 50 = 700 gp. (28 XP) Divine Metamagic (Persistent Spell) Enlarge Person: 1 [Magic Level] x 1 [CL] x 50 = 50 gp. (2 XP) Divine Metamagic (Persistent Spell) Righteous Wrath of believers: 5 [Magic Level] x9 [CL] x 50 = 2,250 gp. (90 XP) Scholar's Touch: 1 [Spell Level] x 1 [CL] x 50 = 50 gp. (2 XP) Cost of Runecaster: Persistent Spell Divine Performance: 4 x 7 x 400 (1/day use) x2 (Read-activated) = 22,400 gp Persistent Spell Haste: 3 x 5 x 400 (1/day use) x2 (Read-activated) = 12.0 0 0 gp Persistent Erchaden Person: 1 x 1 x 400 (1/day use) x2 (Read-activated)= 800 gp Persistent Spell Righteous Spell Wrath of the Faithful: 5 x 9 x 400 (1/day use) x2 (Read-activated)= 36,000 gp. Scholar's Touch: 1 x 1 x 2000 (Permanent) = 2,000 gp. Total cost for Runecaster: 73,200 gp. By Magical Artisan, Extraordinary and Apprentice/Mentor discounts applied: 37,057 gp. Runecaster must pay: 18,529 gp + 170 XP. Every morning the Party War Hulk just needs the Scholar's Touch Rune on the front of Book. When he does, his size increases to Large, he gets a +6 upgrade bonus for STR, he gets BAB equal to his character level, he gets one extra attack per round (from Haste or Righteous Wrath) and gets moral attack and damage bonuses as all runes fire at once. And because everyone is retained, they last 24 hours each (i.e. the 1/day references). If necessary, you could increase the prices for 2/day usage stake or more.) These are massive boosts for War Hulk's sheer beatstick quality. The only book the War Hulk has ever had to read. The Magic Missile Massacre Turret Spoiler Show As an archivist, six gray Ioun stones. Label Maximized, Permanent, Fell-watered, Sanctum Spell Runes of Magic Rockets on each one that trigger when passing evil alignment creatures. Cost: Cost of magic rocket: 1 [Magic Level] x 1 [CL] x 50 x 6 = 300 gp (12 XP) Runecaster cost: 6 x 1 [Magic Level] x1 [CL] x2 [Read or Pass] x 2,000 [Permanent] = 24,000 gp. After applying Magical Artisan, Extraordinary Artisan, and Mentor/Apprentice feats: 12,150 gp. Runecaster cost: 6,075 gp + 12 XP. The six Ioun stones constantly orbit the head of the runecaster. When an encounter against an evil opponent starts at more than 30 feet, the Runecaster still stops. Each evil enemy that closes in 30 feet or closer is then hit by 6 Magic Rockets, one of each tile, for 6 damage each. If one of these rockets deals damage, the creature loses 1 level per rocket per fell drain, as each magical rocket rune casts a separate spell -- not a rocket coming from the same spell. Under optimal circumstances, the creature loses 6 levels. The Runecaster then detaches and retreats more than 30 feet away. When the creature tries to close, the 6 rockets strike again. For an expensive but far-flabby version of this, replace enervation spells instead of Magic Missile. Collect 'round, kids, I have a story to tell... Spoiler show The Cleric of Mystra gets up in the morning with Anyspell and puts her four Iounstones around her head, each labeled with a rune. She whistles to her friends to come and grab the morning meal. 3/Day DMM Persistent Rune of Wraithstrike: 2 [Spell Level] x3 [CL] x1,200 [3 Uses Per Day] x2 [Read or Pass] = 14,400 gp 3/Day D MM Persistent Rune of Greater Invisibility: 4 [Spell Level] x7 [CL] x 1,200 [3 Applications per Day] x2 [Read or Pass] = 67,200 gp 3/day DMM Persistent Rune of the Shield of Faith: 1 [Spell Level] x7 [CL] x 1,200 [3 uses per day] x 2 [Read or Pass] = 16,800 gp 3/day DMMe Rune by Enlarge Person: 1 [Spell Level] x1 [CL] x 1,200 [Applications 3 Applications 3 Tag] x2 [Read or Pass] = 2,400 gp All runes are used for the condition of my allies. Total price of the runes: 100,800 gp. (XP 84), Runecaster cost after Magic Craftsman, Exceptional Craftsman and Apprentice are applied: 51,030 gp. Runecaster pays: 25,515 gp + 84 XP. Xp. Every party member goes over to the cleric, they become invisible, they become enlarged, get +3 to their AC, and their weapons become insignificant and strike all day on Touch AC. If they lose these conditions during the day, they can easily walk up to 30 feet from their friend and all buffs are restored up to three times. The Chicken Gun Spoiler Show A fairly high-ranking Cleric/Runecaster comedian (perhaps a cleric with the Trickery domain, or having recorded a domain-draught of this domain at some point in the past) picks up his crossbow and looks at the end of the business. At this end of the crossbow there is a large ring through which all screws of the crossbow must fly. There is a single rune inscribed in the ring: a permanent rune of Polymorph Any Object, which is designated for the special conditions of triggering when crossing a crossbow screw within the ring on which it is labeled. Polymorph Object Cost: 8 [Spell Level] x 15 [CL] x 50 = 6,000 gp (240 XP) Runecaster Cost: 8 [Magic Level] x15 [CL] x2 [Read or Pass] x 2,000 [Permanent] = 480,000 gp. After applying Magical Artisan, Extraordinary Artisan, and Mentor/Apprentice feats: 243,000 gp. Runecaster cost: 121,500 gp + 240 XP. Each crossbow screw fired through the ring is polymorphized into a chicken in flight. Or a gelatinous cube. Or 1,500 cubic feet of stone. Or any other creature or item within the constraints of the spell that could be continuously selected as a rocket. Count Maximus Hitpoints, the vampire spoiler Show The Count, an undead archivist Runecaster who has access to enervation through Anyspell in the past, creates a small rock with a permanent rune of magic, with Maximise Rune. Cost of enervation: 4 [Spell Level] x 7 [CL] x 50 = 1,400 gp (56 XP) Runecaster cost: 4 [Magic Level] x 7 [CL] x 2,000 [Permanent] = 56,000 gp. After applying Magical Artisan, Extraordinary Artisan, and Mentor/Apprentice feats: 28,350 gp. Runecaster cost: 14,175 gp + 56 XP. Every hour or so, or anywhere up to an hour before he is supposed to enter the fight, the count takes five minutes to tap his little rock. 5 minutes = 5 x 12 rounds = 60 standard actions, so conservatively press them 60 times. Since Enervation grants undead temporary hit points for an hour and the person who triggers the rune becomes the target of the spell, the Count now runs around with 60x1d4x5 temporary hit points with which to go into battle. Oh, and since Maximize Rune maximizes variable effects of the spell for free maximizes, it's actually the full 20 (1d4x5) hitpoints per tap of the rock. The Count has thus 1,200 temporary The Rune of the Infinite Explosive Show A Cleric/Wizard/Runecaster with Alternative Source Spell, who very favours Fireball and always likes to have a spell of it, creates a small skirt by Mage's Lucurbation. Cost of Magician Lucurbation Rune: 6 [Magic Level] x 11 [CL] x 50 = = gp (132 XP) Runecaster Cost: 4 [Magic Level] x 10 [CL. -1, Alternative Source Spell] x 2,000 [permanent] = 80,000 gp After application magical Artisan, Extraordinary Artisan, and Mentor/Apprentice feats: 40,500 gp Runecaster Cost: 20,250 gp + 132 XP. Every time he throws Fireball -- or even a spell up to the fifth level he likes to have on the tap -- he taps the rune. Mages Lucurbation goes out and remembers the magic for him, every time, all day, every day. Consider in combination with the Fiery Burst Reserve feat, or indeed any other elementary reserve performance. The Portable Death Zone spoiler show A Cleric/Runecaster creates a permanent rune of Forbiddance, touch-activated, maximized. Cost of Forbiddance Rune: 6 [Spell Level] x 11 [CL] x 50 = 3,300 gp (132 XP) Runecaster cost: 6 [Spell Level] x 11 [CL] x 2,000 [permanent] = 132,000 gp After application magical Artisan, Extraordinary Artisan, and Apprentice feat: 66, 825 gp Runecaster Cost: 33,415 gp + 132 XP. Each time he taps the rune, the Runecaster becomes the target of the spell placed in it. Forbiddance creates a 60-foot cube/level waterproofing against planar travel and blasts those who enter it, with many d6s of untyped damage. Because it's maximized, each five-footer takes 72 hit points on an opponent with an opposite orientation on the caster. If the Runecaster is to be in the middle of the dice, this is massive damage against anything that wants to be close to melee area. And the cube stays forever. And if the caster moves out of the cube, what then? He taps the rune again, creates another iteration of the spell, walks through the world, and from time to time, absently taps his permanent rune, creating street streaks in which creatures from opposite orientations feel sick to his feelings to go and not teleport in or over. 2013-08-04, 08:10 AM (ISO 8601) Negotiating with DM's Runecaster (if not Rune Magic in general) is a hell of a goal for DM nerfing early in the play, depending on how extravagant you play your character. This is a bit unfortunate as it is a great investment in character levels for the ultimate gain: eight levels if you could do other things like Contemplative or even invest in another base class like Artificer. So here are some suggestions to discuss the PrC with your DM in advance. It is strongly recommended that you talk to them in these lines before setting up the character to start with, as your tactics and build as a runecaster will vary significantly depending on how hard your DM will be on rune magic in general. DM's Objection: There is no way that I can use a rune as a free Let fast action fire if you or your allies drop them. Spoiler show Okay, then: If triggering a rune is intentionally considered a standard action, take four lines of approach: (1) Ask if multiple runes fire as one. Firing. Action is okay -- see the read multiple runes at once item above. If this is the case, start with Scholar's Touch Runes a touch them and hang books on your person. (2) Ask if this rigor applies to objects that trigger runes. If not, then tactics such as pinching the stock of a crossbow bolt against your shoulder patch (which has a rune of Greater Magic Weapon) should be okay. (3) Focus on releasing your spell slots by inscribe runes of your stubborn buffs and touch them outside of battle or touch them every morning to cheer them on when time is not an issue. The only drawback of the true Divine Metamagic Codzilla idiosyncrasy is that involves a lot of accounting and a lot of turn undead attempts, and your spell list for a seriously good set of buffs is basically fixed because you need to bet on Divine Power et. al. every morning. Runes free up all this space in your spell slots, so you can take a number of other interesting and/or useful spells. (4) Focus on offensive, Sentry Tower style use of runes, for example, the Magic Missile Massacre Turret, by using Ioun stones. One thought is that given the way fear works in D&D -- see Caedrius's Fear Handbook for a detailed discussion -- you can become a devastating fear blaster in battle without having to raise a finger, because separate fear spells, when they fail, stack up, pushing a target from shaken to scared to panic. Consider as an example the Magic Missile tower above, but with Fur Frighten Metamagic replaces Fell Drain. As far as rune magic is concerned, this should not be objectionable, as runes are explicitly intended as simple magic traps and do not draw a standard action if it is an enemy that sets them off. The real power of this use of runes is that this use of runes effectively applies the benefits of Reach Spell to any spell that is placed in a rune, because a rune has no rigor over what spell can be placed in it, and whoever triggers the rune becomes the target of the spell placed in it. DM objection: No permanent runes. It's too powerful! Spoiler Show (1) If so, make sure you can still get more usage per day runes. Use-per-day runes are still incredibly well applied to your stubborn buffs outside combat, especially when DMM Persist Metamagic is applied to them. Remember: Permanent runes are only needed if you want to reliably cast a spell more than exactly four times a day. (You pay a multiple of 400 gold for a use-per-day rune and a multiple of Gold for a permanent rune.) Persistent spells reduce this required number, though not if your DM decides to bombard you with Dispel Magic. If the DM bounces off at Deruse-pro-Day, you could also sincerely forget Runecaster, unless you have a special Hankering to craft a slightly wider (and not cheaper) range of potions or scrolls: the PrC simply does not offer enough to make it a Selection compared to other Cleric or Archivist options. (2) Agree to exchange permanent runes for free action/quick activation of runes if possible. Then follow the path of firing multiple runes at once. So what if you can only use this rune set four times a day? If it's a encounter-ending blast feat that can be delivered in one round, four dangerous fights that ended in the blink of an eye are still pretty damn good. And for fighter-types, an instant true blow for everyone at the same time could be worthwhile by grabbing the grip of their sword. (3) When permanent runes are off, the performance of the PrC is significantly reduced - so try to provide the use-per-day rune class function for you one or two levels earlier, as the reasons for waiting 8 levels is much reduced. It gets you out of Runecaster faster and on things that can either expand your spell range or generally make you a better caster. DM's Objection: Divine Metamagic does not reduce the price of runes. Spoiler Show If so, go with Restmetamagic instead, and focus on cost-cutting methods for item creation. At least you don't have to waste the feat slots on DMM. Alternatively, you can point out the benefits of Runecaster to your party friends and look for contributions from them. Maybe you can afford this permanent spell when the party barbarians stand up for a permanent rune of True Strike on his axe, which he doesn't even have to change. DM's objection: This class is simply too unbalanced. Spoiler Show Not if you consider the following: (1) It takes a long investment in levels - eight of them, in a divine spell class. And you usually can't qualify before the fifth level, which isn't the earliest of the PrC starting points. And -- up to level 8 -- the unique abilities you gain are not a patch on the skills you could easily get from another PrC. Up to level 8, the class is very pedestrian. (2) It takes a lot of investment in gold to get good runes. Runes themselves cost cash, and you'll need to put in a decent number of tricks to bring the numbers to a decent level, as well as a reasonable amount of cash to gain access to the spells you need or want (whether through archivist pryer book scribbles or multiples of 3,300 gold in domain depths for a cleric). (3) Unlike normal magical objects, permanent runes are not only suppressed by a targeted scattering magic - they are completely suppressed. As a player, you have to spend time and resources to and to protect them from harm. They are vulnerable. (4) Runes are bound to the element on which they are written. While the RAW is silent on this topic, breaking the element containing a rune could destroy the rune itself. Disabling or disasing the rune may not be necessary if you were stupid enough to write your rune on a piece of paper, and an enterprising BBEG rips the paper in half. Tearing. AM (ISO 8601) Replacement Box ... That's it, guys, take it away! Also, guys, this is my first manual for a PrC, so... Suggestions, builds, ideas, brickbats, bouquets are all welcome! 08/04/2013, 12:35 PM (ISO 8601) Swanky Manual! You should mention Mystic Ranger in the Ranger section, especially Wildshape Ranger + Mystic Ranger, because they get most of their benefits through level 5. Domain Draught + Permanent Runes is a great skill! Originally posted by The Glyphstone Vibranium: If it were on the periodic table, its chemical symbol b. 2013-08-04, 08:58 (ISO 8601) 2013-08-04, 09:42 (ISO 8601) Thank you for the link in each case: I checked this thread - in fact, where the Archer of a Thousand Shadows is built on top, although I tuned it a bit after encountering some potential problems with the order in which the spells in this build were triggered. Namely, Arrowsplit only needs to be thrown onto a masterpiece arrow, so any magic on the arrow must be struck on it after the spell has been cast. Therefore, arrow split on the opening of the quiver and shadow arrow on the arrow support of the bow. Since it's a conservative DM, it could contradict this combination by saying: Hang on, Arrowsplit turns the arrows into five masterpiece arrows, your shadow arrow will only get five masternetwork jobs back in flight. This is more of a problem with the combination of Arrowsplit + Shadow Arrow than with runes per se, but I think it shows the potential power of Runeblasting. If someone has a better build or wants to talk about details, you definitely do it here -- this guide is just as much about talking and building rune casting as I tell people about how to do things. I also added The Flash to the Builds section. Feel free to rate nitpick, object, etc. 2013-08-04, 22:19 PM (ISO 8601) I'm sure that relativistic, an arrow passing a person counts as the person who has the arrow, but I doubt that many DMs will see it that way... Originally posted by Inevitability Greater , comparative adjective 1. Describe basically the same monster, but with the double RHD. Originally posted by Artanis, I'll be honest, the Welshman became a great pioneer and conquered Germany is almost exactly the opposite of the explanation I expected 2013-08-04, 22:27 PM (ISO 8601) True enough - it's why for this kind of offensive use, you're more or less obliged to just shoot runes-holding arrows in front of an opponent who still has to move. This is at least simple enough: AC 5 to hit a certain piece of soil, so usually you probably need to deal with Mine laying uses are coming. When you get a DM that is willing to think relativistically, think about happiness. 2013-08-04, 22:38 PM (ISO 8601) A permanent rune of great creation would be awesome as you can easily type whatever you need at any time. Pretty expensive (90,000 GP), but cheaper in the long run than magic pigments. Originally posted by The Glyphstone Vibranium: If it were on the periodic table, its chemical symbol would be Bs. 2013-08-04, 10:45 p.m. (ISO 8601) I would like to point out conflicting points in your guide. You mention that craft skills are important during your 2+int qualification segment, and that skill points become tight. They also mention that scry is a unique ability to use and why not use! The skill is not unique, it was pulled out during the 3.5 rewrite because it was considered an unnecessary skill. Even if you're tight at skill points anyway, you can use the skill untrained. I haven't taken the time to see your entire guide, but in the errata a rune was intentionally triggering a standard action. 2013-08-04, 22:51 (ISO 8601) You may not necessarily need it to be permanent. It depends on how long you want the object to last or what you want to create with it. Greater Anyspell can be used to rip this spell for a cleric, which means if you want to minimize the cost that your permanent item would cost: 5 [Spell level] x 9 [Minimum cleric CL] x 2,000 = 90,000 gp \* 0.43 (discount with item cost reductions = 38,700 gp, of which the Runecaster pays 1548 XP + 19,530 gp. What is, in theory, it doesn't have to be a permanent rune until you're sure you're going to cast a certain spell more than 4 times a day. X Charges per day items are spell level x CL x 400, so at the point where you know you want a spell available 5 times a day, it's just as good to get it permanently. 04.08.2013, 22:54 (ISO 8601) CyberDrag, which errata? I went through MoF and PGF, but if there is an errata that addresses the point, I would certainly like to see it. EDIT: No matter, I found it and I'll investigate it... -- p.36, market price is replaced by base price, the last set is cut that otherwise says that the base price of a rune is the market price... -- p. 52: Runecaster Base Price becomes Runecaster Cost to Create... -- p. 58: Triggering a rune is intentionally a standard action. Hmmm. 2013-08-04, 23:02 PM (ISO 8601) Originally posted by Saintheart You may not need it to be permanent. It depends on how long you want the object to last or what you want to create with it. Greater Anyspell can be used to rip this spell for a cleric, which means if you want to minimize the cost that your permanent item would cost: 5 [Spell level] x 9 [Minimum cleric CL] x 2,000 = gp \* 0.43 (discount with item cost reductions = 38,700 gp, of which the Runecaster pays 1548 XP + 19,530 gp. What is, in theory, it doesn't have to be a permanent rune until you're sure you're going to cast a certain spell more than 4 times a day. X Charges per day items are spell level x CL x 400, so at the point where you know you want a spell to be available 5 times a day it is so good to get it permanently. True, but the thing about the Button of Everything is that it can fix almost any problem. Do you need to block an angry monster? Press the button for 4 full squares of Adamantin per turn (2,400 hp per block.) Block an entrance with adamantine (or obduriem.) create gold coins or diamonds and buy stuff with them, make a mithral boat, a ballista, a house. Clothes last long enough, you could keep them all day long. Touch the button instead of throwing a shaped wall of iron and capturing an enemy. A lot of it is redundant at the level you get, but I still think it's worth the 90K. Originally posted by The Glyphstone Vibranium: If it were on the periodic table, its chemical symbol would be Bs. 2013-08-04, 23:14 PM (ISO 8601) Something else I like to add on my second reading through, I haven't noticed any mention of if I think\* Normal craft, you can add things like make so that only certain races can activate, or certain peppoles, and reduce the cost of making an item or scrolling, even various things that you can see in artificer guides, how tricks can reduce the cost. Do runes count for similar cost-cutting measures? 2013-08-04, 23:21 (ISO 8601) I think it is at least questionable that they do; in fact it is part and package of discounts that I had considered on many of the items in the manual. The Inscribe Rune feat is explicitly an [Item Creation] performance on its own formulation. Magical Artisan, at least from this setting says choose an article creation art that you have. If you can only use X-races this item as a means of reducing scrolling costs -- a magical font that contains a spell -- it's a bit strange to say that a magical font you're carving on a rock isn't possible. Where it starts to tarnish, and where I suspect that I have to fall back tentrally on half of what I have mentioned here, is that they have also replaced base price with market price in the errata. I don't think they're the same at all. At least explaining the deliberate triggering of a rune as a standard action, is a serious nerf via errata, which probably affects many of the strategies I mentioned here. I honestly didn't foresee that and I have to look at that now. 2013-08-04, 23:27 PM (ISO 8601) Magic Supplies for items are always half the base price in gp and 1/25 of the final market price in XP. For many items, the market price corresponds to the base price. Armor, shields, weapons and items with a value that is magical lynot properties, add their item cost to the market price. Item costs do not affect the base price (which determines the cost of magic deliveries and experience point costs), but it increases the final market price. In addition, some items with expensive material components or xp components are cast or replicated into spells. For these items, the market price is the base price plus an extra price for the spell spell spell Cost. Each XP in the component costs 5 gp at the market price. The cost of creating these items is the magic consumption cost and the base XP cost (both determined by the base price) plus the cost of the components. The descriptions of these items include an entry that indicates the total cost of creating the item. only real thing I found on it 2013-08-04, 23:40 PM (ISO 8601) I can remember this bit, yes; it looks like the errata really did the dirty ones on this PrC... InScribe Rune after the errata, at cost, reads: The Rune has a base price market price of spell level x Caster level x 100 gp. You must spend 1/25 of the base price in XP and consume raw materials that cost half that base price. The market value of a rune is the base price. And if you go to create the Runecaster's own table, the headline that was once Runecaster's base price is Runecaster Cost to Create. Wait a second: this makes things really weird, and possibly more advantageous, because the cost of creating is not necessarily the same as half the market price. Suppose you have a first-level spell in a rune. The market price of this rune would be 1 x 1 x 100 = 100 gp. The XP to make it would be 1/25 of the market price, i.e. 4 XP. But the same rune, made permanently, per Runecaster Cost to Create -- not market price -- costs the Runecaster 1 x 1 x 2000 = 2000 gp, but still only costs 4 XP to make. And of course you spent 50 gp, which is half the market price. This makes it even cheaper in XP terms to replace Persistent Spell with runes, because creating a permanent rune does not increase the spell level when a runecaster creates it. The market price of a rune for a first-level spell with persistent spell would be 5 [1 +4 spell levels] x 9 [Minimum CL to cast a fifth level spell] x 100 = 4,500 gp, which results in 2,250 gp + 180 XP having to be output. But a Runecaster's cost to create is less than that in both gold and XP. Thoughts? 2013-08-04, 23:51 Pm (ISO 8601) You should pm upriest and ask to make a comment here

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