

Pathfinder
ROLEPLAYING GAME COMPATIBLE

Adventuring Classes: Runemage Illuminated



RJ Grady

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Adventuring Classes:

Runemage Illuminated

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The Runemage

Rune-makers, geometers, scribes, occultists, philologists, and calligraphers: members of the runemage class draw on the power of magic sigils to cast their spells. They devote themselves to the study of glyphs, runes, and sigils, as well as the words and powers they represent. Like wizards, they are scholars of arcane arts. Although they are arcane casters, their studies often brush against studies of the esoteric and philosophic. Runemages excel at magic of warding and forbiddance, summoning, and magic that influences the living and undead. The runic alphabets represent the breadth of their knowledge, while the circle and seal represent the iron strength of the will. Although often devoted to intense, private study, runemages are inherently curious individuals. As a result, more than a few have departed from their private workshops to go in search of knowledge and power.

Alignment: Any.

Hit Die: d6

Starting wealth: As wizard.

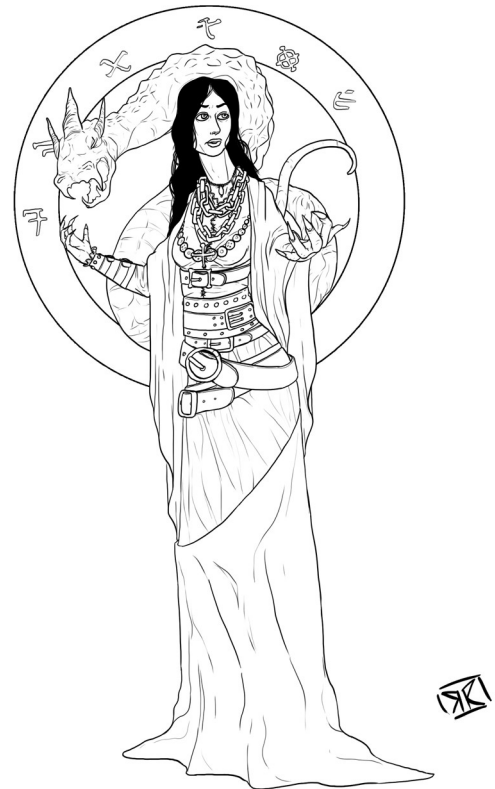
Class Skills

The runemage's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the runemage.



Weapon and Armor Proficiency: A runemage is proficient with the club, dagger, dart, quarterstaff, and sling, but no other weapons. Runemages are also proficient with light armor but not shields. A runemage can cast runemage spells while wearing light armor without incurring the normal arcane spell failure chance. This is because the drawing or gesturing of magical sigils replaces the more complex gestures used by other arcane spellcasters. Like any other arcane spellcaster, a runemage wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A runemage still incurs the normal arcane spell failure chance for arcane spells

received from other classes.

Scribe Scroll: A runemage receives Scribe Scroll as a bonus feat.

Runesense: A runemage adds half their level (minimum 1) as a bonus to Perception checks to notice spell effects that are magic traps, such as *glyph of warding*. Whenever a runemage comes within 10 feet of such a magic trap, they receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Protective rune (Su): The runemage is protected by a magical symbol. Choose either an energy type or a damage type. If the runemage chooses acid, cold, electricity, or fire, she gains energy resistance against that type equal to her runemage level. If she chooses bludgeoning, piercing, or slashing, she gains a +1 deflection bonus to AC against attacks that deal that damage type, increasing by +1 for every five levels of runemage she possesses. A runemage may have only one protective rune at a time, but may change to a different rune as a standard action, provided she is able to move and act. As a standard action, the runemage may touch an ally and share the benefits of her protective rune for 1 round.

Spells: A runemage casts arcane spells drawn from the runemage spell list. A runemage must choose and prepare her spells ahead of time.

To learn, prepare, or cast a spell, the runemage must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a runemage's spell is 10 + the spell level + the runemage's Intelligence modifier.

A runemage can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1: Runemage. In addition, she receives bonus spells per day if he has a high Intelligence score.

A runemage may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1

hour studying her spellbook. While studying, the runemage decides which spells to prepare.

A runemage carries a rune-pouch, containing the runemage's set of runes in a readily accessible form. Typically, it is a small sack, with important runes lashed to it with cords. However, the rune-pouch might actually be a belt or wheel etched with sigils. The rune-pouch replaces a spell component pouch; a wizard spell that normally uses material components of negligible cost are instead cast by touching an appropriate rune. For spells that come from the cleric spell list, the rune-pouch takes the place of a divine focus. A rune-pouch costs and weighs the same as a spell component pouch.

Spellbooks: A runemage must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *arcane mark* and *read magic*, which all runemages can prepare from memory.

A runemage begins play with a spellbook containing all 0-level runemage spells plus three 1st-level spells of her choice. The runemage also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the spellbook. At each new runemage level, she gains two new spells of any spell level or levels that she can cast (based on her new runemage level) for her spellbook. At any time, a runemage can also add spells found in another runemage's spellbooks to her own. She can also add spells from a wizard's spellbook, as long as they are in the runemage's spell list; however, the reverse is not true unless the wizard has at least one level in runemage.

Cantrips: Runemages can prepare a number of cantrips, or 0-level spells, each day, as noted. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Sigil Arts

At 2nd level, and every even level thereafter, the runemage can select one of the following abilities. Unless otherwise noted, each ability can be taken only once.

Arcane Strike: You gain Arcane Strike as a bonus feat.

Augment Summoning (Ex): You gain Augment Summoning as a bonus feat, ignoring the usual prerequisites.

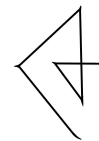
Blast rune (Sp): As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two runemage levels you possess. This rune deals either acid, cold, electricity, or fire damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your runemage level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Defender: As they are not primarily offensive casters, runemages are sometimes more capable in combat than wizards. Choose one simple or martial weapon. You are proficient in that weapon, and when attacking with it, treat your Base Attack Bonus from your runemage level as $\frac{3}{4}$ of your level (like a rogue), rather than $\frac{1}{2}$. This improvement also counts for the purposes of prerequisites for feats specific to the chosen weapon. If you are already proficient with an exotic weapon, you can choose that weapon instead of a martial one. This ability may be selected more than once, each time selecting a new weapon. Additionally, if you cast the spell

transformation on yourself, the duration is doubled; this does not stack with the benefits of the Extend Spell feat.

Elemental Ward (Su): As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive resistance 5 to one type of energy damage: acid, cold, electricity, or fire. This increases to 10 at 4th level, 15 at 8th level, 20 at 12th level, 25 at 16th level, and 30 at 20th level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Grimoire expert (Ex): You gain a competence bonus equal to your 1/2 your runemage level to Linguistics checks related to written works, Spellcraft checks to decipher a written spell, and Use Magic Device checks to activate scrolls. In addition, you can create scrolls without meeting spell prerequisites, as long as you meet other requirements; the DC to create the scroll increases by +5, as for other items.



Heart Rune (Ex): You gain the Toughness and Diehard feats, ignoring the usual prerequisites.

Inscribed Creation: You may select one of the following feats as a bonus feat: Craft Arms and Armor, Craft Construct, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring. You must meet the usual prerequisites. When creating items with that feat, you gain a +1 bonus to the creation check. This sigil art may be selected multiple times, each time selecting a new feat, and increasing the bonus on creation checks by +1 (to a maximum of +5).

Protective Ward (Su): As a standard action, you can create a 10-foot-radius field of

protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five runemage levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Rapid Summoning (Ex): You may cast a *summon monster* spell as a full round action, rather than 1 round. If you are at least 8th level, you can instead cast it as a standard action a limited number of times per day, up to 3 + your Intelligence modifier. This cannot be used in conjunction with any other ability or effect that would reduce the casting time of your *summon monster* spell.

Rune bond: This ability can take one of two forms, chosen when this ability is selected. The first option is to create a bonded object. This is exactly as per the wizard ability, *arcane bond*. The second option is to construct a golemmite familiar. This is exactly like a wizard's familiar, except that instead of a magical beast, the companion is a construct called a golemmite or golemcule. The golemmite familiar functions as though you were using the Improved Familiar feat. This construct always bears your *arcane mark* on its forehead.

Rune energy (Ex): You receive a bonus spell slot for each level of spell you are capable of preparing or casting. This slot must be used to prepare a spell of the abjuration school, a spell of the calling or summoning subschools, or a spell with the word “glyph”, “mark”, “rune”, “sigil”, or “symbol” in the name.

Rune-reading (Sp): You may cast *augury*, as the spell, using your runemage level as the caster level. You require a rune-pouch to use this ability. You may use this ability a

number of times per day equal to 3 + your Int modifier (minimum 1). If you are at least 8th level, you gain the benefits of *divination* rather than *augury*. If you are at least 11th level, you can instead cast *legend lore*.

Second Skin (Ex): You gain proficiency in medium armor, and the feat Arcane Armor Training. At 7th level, you gain Arcane Armor Mastery.

Shielded mage: You gain proficiency in the buckler, light shield, and heavy shield, and do not suffer from arcane spell failure from using a shield.

Spell Rune (Sp): At 8th level, you can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level runemage spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune. You must already have *blast rune* to select this ability.

Summoner's Charm (Su): Whenever you cast a conjuration (summoning) spell, increase the duration by a number of rounds equal to 1/2 your runemage level (minimum 1).

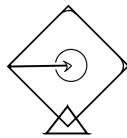
Symbol Focus (Ex): When you cast a spell that has the word “glyph”, “mark”, “rune”, “sigil”, or “symbol” in the name, you gain a +1 bonus to the DC of the spell.

Warding Rune (Su): When a creature is damaged by your *blast rune*, it cannot attack you for a number of rounds equal to 1/2 your runemage level unless it succeeds at a Will save, as per the spell *sanctuary*. The Will DC is 10 + 1/2 your runemage level + your Intelligence modifier. Using this ability is an immediate action when a creature triggers one of your blast runes. This ability does not prevent you from

being attacked or affected by area of effect spells or abilities. You can use this ability once per day, plus one additional time per day at 14th level and 20th level.

Wizardry: Choose one spell from the sorcerer/wizard list that is not on the runemage spell list. The spell must be of the abjuration, conjuration, or divination schools. The spell is added to your spellbook, and you treat it as though it were on the runemage spell list from now on, but at one level higher (so a 1st level spell, *grease*, would be a 2nd level spell for the runemage).

Symbol Resistance: At 3rd level, a runemage gains a +1 to saves versus spells or spell-like abilities that have “glyph,” “rune,” “mark,” “sigil,” or “symbol” in the name, or that is described as creating such a mark. This bonus increases by +1 every three levels.



Advanced Arts: Starting at 10th level, when a runemage selects a sigil art, she may select an advanced art instead.

Advanced Wizardry (Ex): Choose one spell from the sorcerer/wizard list that is not on the runemage spell list. The spell is added to your spellbook, and you treat it as though it were on the runemage spell list from now on, but at one level higher (so a 3rd level spell, *fireball*, would be a 4th level spell for the runemage).

Greater Symbol Focus (Ex): When you cast a spell that has the word “glyph,” “mark,” “rune,” “sigil,” or “symbol” in the name, you gain a +1 bonus to the DC of the spell. This stacks with the benefits of *symbol focus*.

Life Rune (Ex): You may create constructs in half the usual time, and any constructs you

create through the Craft Construct feat gain a permanent +4 enhancement bonus to Strength and maximum hit points for their Hit Dice. To select this ability, you must have the Craft Construct feat.

Powerful Dispel (Ex): When you make a dispel check, as with *dispel magic* or *greater dispel magic*, you may roll twice, taking the better result. You may use this ability once per day, plus an additional time for every five runemage levels.

Re-energize (Ex): Once per day, as a full-round action, you can regain one spell you have cast that day. The spell must have the word “glyph,” “mark,” “rune,” “sigil,” or “symbol” in the name. You regain the material components that were consumed in casting the spell, as well.

Sovereign Symbol (Su): Choose one *symbol* spell from the runemage spell list of a level you can cast. Once per day, you may use the symbol as a supernatural ability. You may select this advanced art multiple times, each time choosing a different *symbol*.

Grand Arts: Starting at 18th level, when a runemage selects a sigil art, she may select a grand art instead.

Augment Symbol (Ex): When you cast a spell with the word “glyph,” “mark,” “rune,” “sigil,” or “symbol” in the name, you may, as a swift action, expend another unused spell or spell slot. You gain a bonus to the DC of the spell equal to half the level of the spell or spell slot expended (round up).

Gate (Su): Once per day, you may use *gate*, as the spell.

Permanent Summon (Ex): You can change the duration of all *summon monster* spells to permanent. You can have no more than one *summon monster* spell made permanent in this way at any one time. If you designate another *summon monster* spell as permanent, the previous spell immediately ends.

Protective power (Ex): When you use your protective rune, it grants energy immunity instead of energy resistance, and if used to protect against a weapon damage type, it grants DR 10/adamantine against damage of that type.

Teleportation circle (Su): Once per day, you may use *teleportation circle*, as the spell.

Theurgy (Ex): Choose one spell from the cleric spell list that is not on the runemage spell list. The spell is added to your spellbook, and you treat it as though it were on the runemage spell list from now on, but at one level higher (so a 4th level spell, *cure critical wounds*, would be a 5th level spell for the runemage).

Table 1-1: Runemage

Level	Base attack bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	
1	+0	+0	+0	+2	Cantrips, Scribe Scroll, protective rune, runesense	3	1	—	—	—	—	—	—	—	—
2	+1	+0	+0	+3	Sigil art	4	2	—	—	—	—	—	—	—	—
3	+1	+1	+1	+3	Symbol resistance +1	4	2	1	—	—	—	—	—	—	—
4	+2	+1	+1	+4	Sigil art	4	3	2	—	—	—	—	—	—	—
5	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6	+3	+2	+2	+5	Sigil art, symbol resistance +2	4	3	3	2	—	—	—	—	—	—
7	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8	+4	+2	+2	+6	Sigil art	4	4	3	3	2	—	—	—	—	—
9	+4	+3	+3	+6	Symbol resistance +3	4	4	4	3	2	1	—	—	—	—
10	+5	+3	+3	+7	Advanced arts, sigil art	4	4	4	3	3	2	—	—	—	—
11	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12	+6/+1	+4	+4	+8	Sigil art, symbol resistance +4	4	4	4	4	3	3	2	—	—	—
13	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14	+7/+2	+4	+4	+9	Sigil art	4	4	4	4	4	3	3	2	—	—
15	+7/+2	+5	+5	+9	Symbol resistance +5	4	4	4	4	4	4	3	2	1	—
16	+8/+3	+5	+5	+10	Sigil art	4	4	4	4	4	4	3	3	2	—
17	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+9/+4	+6	+6	+11	Grand arts, sigil art, symbol resistance +6	4	4	4	4	4	4	4	3	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+10/+5	+6	+6	+12	Sigil art	4	4	4	4	4	4	4	4	4	4

Runemage Spell List

Spells marked “*” are detailed in the section, New Spells.

0-Level Runemage Spells (Cantrips)

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible).
Daze: A single humanoid creature with 4 HD or less loses its next action.
Detect Magic: Detects all spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Disrupt Undead: Deals 1d6 damage to one undead.
Flare: Dazzles one creature (–1 on attack rolls).
Guidance: +1 on one attack roll, saving throw, or skill check.
Light: Object shines like a torch.
Mending: Makes minor repairs on an object.
Open/Close: Opens or closes small or light things.
Read Magic: Read scrolls and spellbooks.
Resistance: Subject gains +1 on saving throws.
Touch of Fatigue: Touch attack fatigues target.

1st-Level Runemage Spells

Alarm*: Wards an area for 2 hours/level.
Cause Fear: One creature of 5 HD or less flees for 1d4 rounds.
Charm Person: Makes one person your friend.
Comprehend Languages: You understand all spoken and written languages.
Crafter's Curse*: Subject takes –5 on Craft skill checks.
Crafter's Fortune*: Subject gains +5 on next Craft check.
Detect Secret Doors: Reveals hidden doors within 60 ft.
Detect Undead: Reveals undead within 60 ft.
Disguise Self: Changes your appearance.
Doom: One subject takes –2 on attack rolls, damage rolls, saves, and checks.
Endure Elements: Exist comfortably in hot or cold regions.
Entropic Shield: Ranged attacks against you have 20% miss chance.
Erase: Mundane or magical writing vanishes.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lbs./level.
Hide from Undead: Undead can't perceive one subject/level.
Hold Portal: Holds door shut.

Identify: Gives +10 bonus to identify magic items.

Mage Armor: Gives subject +4 armor bonus.

Magic Aura: Alters object's magic aura.

Magic Weapon: Weapon gains +1 bonus.

Mount: Summons riding horse for 2 hours/level.

Obscuring Mist: Fog surrounds you.

Protection from Chaos/Evil/Good/Law: +2 to AC and saves, plus additional protection against selected alignment.

Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

Shield: Invisible disc gives +4 to AC, blocks magic missiles.

Sleep: Puts 4 HD of creatures into magical slumber.

Summon Minor Monster*: Summon 1d3 Tiny animals.

Summon Monster I: Summons extraplanar creature to fight for you.

True Strike: +20 on your next attack roll.

Unseen Servant: Invisible force obeys your commands.



2nd-Level Runemage Spells

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Align Weapon: Weapon becomes good, evil, lawful, or chaotic.

Arcane Lock^M: Magically locks a portal or chest.

Augury^{MF}: Learns whether an action will be good or bad.

Bear's Endurance: Subject gains +4 to Con for 1 min./level.

Blindness/Deafness: Makes subject blinded or deafened.

Blur: Attacks miss subject 20% of the time.

Bull's Strength: Subject gains +4 to Str for 1 min./level.

Calm Emotions: Calms creatures, negating emotion effects.

Cat's Grace: Subject gains +4 to Dex for 1 min./level.

Command Undead: Undead creature obeys your commands.

Daze Monster: Living creature of 6 HD or less loses its next action.

Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.

False Life: Gain 1d10 temporary hp + 1/level (max +10).

Find Traps: Notice traps as a rogue does.

Fog Cloud: Fog obscures vision.

Fox's Cunning: Subject gains +4 to Int for 1 min./level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Locate Object: Senses direction toward object (specific or type).

Magic Mouth^M: Object speaks once when triggered.

Make Whole: Repairs an object.

Mirror Image: Creates decoy duplicates of you.

Misdirection: Misleads divinations for 1 creature or object.
Obscure Object: Masks object against scrying.
Owl's Wisdom: Subject gains +4 to Wis for 1 min./level.
Phantom Trap^M: Makes item seem trapped.
Protection from Arrows: Subject gains DR 10/magic against ranged attacks.
Resist Energy: Ignores first 10 (or more) points of damage per attack from specified energy type.
Scare: Frightens creatures of less than 6 HD.
See Invisibility: Reveals invisible creatures or objects.
Summon Monster II: Summons extraplanar creature to fight for you.
Summon Swarm: Summons swarm of bats, rats, or spiders.
Undetectable Alignment: Conceals alignment for 24 hours.
Zone of Truth: Subjects within range cannot lie.

3rd-Level Runemage Spells

Arcane Sight: Magical auras become visible to you.
Darkness: 20-ft. radius of supernatural shadow.
Deep Slumber: Puts 10 HD of creatures to sleep.
Dispel Magic: Cancels one magical spell or effect.
Displacement: Attacks miss subject 50% of the time.
Explosive Runes: Deals 6d6 damage when read.
Gentle Repose: Preserves one corpse.
Glyph of Warding^M: Inscription harms those who pass it.
Halt Undead: Immobilizes undead for 1 round/level.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Heroism: Gives +2 bonus on attack rolls, saves, skill checks.
Hold Person: Paralyzes one humanoid for 1 round/level.
Illusory Script^M: Only select creatures can read text.
Keen Edge: Doubles normal weapon's threat range.
Magic Circle against Chaos/Evil/Good/Law: As protection spells, but 10-ft. radius and 10 min./level.
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
Nondetection^M: Hides subject from divination, scrying.
Phantom Steed: Magic horse appears for 1 hour/level.
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Secret Page: Changes one page to hide its real content.
Sepia Snake Sigil^M: Creates text symbol that immobilizes reader.
Sleet Storm: Hampers vision and movement.
Suggestion: Compels a subject to follow stated course of action.
Summon Monster III: Summons extraplanar creature to fight for you.
Tiny Hut: Creates shelter for 10 creatures.
Wind Wall: Deflects arrows, smaller creatures, and gases.

4th-Level Runemage Spells

Animate Dead^M: Creates undead skeletons and zombies out of corpses.

Bestow Curse: –6 to an ability score; –4 on attack rolls, saves, and checks; or 50% chance of losing each action.

Charm Monster: Makes monster believe it is your ally.

Contagion: Infects subject with chosen disease.

Crushing Despair: Subjects take –2 on attack rolls, damage rolls, saves, and checks.

Daylight: 60-ft. radius of bright light.

Death Ward: Grants bonuses against death spells and negative energy.

Detect Scrying: Alerts you to magical eavesdropping

Dimensional Anchor: Bars extradimensional movement.

Divination^M: Provides useful advice for specific proposed actions.

False Life, Greater*: Gain 2d10 temporary hp + 1/level.

Fear: Subjects within cone flee for 1 round/level.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Fire Trap^M: Opened object deals 1d4 damage + 1/level.

Freedom of Movement: Subject moves normally despite impediments to movement.

Geas, Lesser: Commands subject of 7 HD or less.

Glibness: You gain +20 bonus on Bluff checks, and your lies can escape magical discernment.

Globe of Invulnerability, Lesser: Stops 1st- through 3rd-level spell effects.

Hallucinatory Terrain: Makes one type of terrain appear like another (field as forest, or the like).

Illusory Wall: Wall, floor, or ceiling looks real, but anything can pass through.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Locate Creature: Indicates direction to familiar creature.

Minor Creation: Creates one cloth or wood object.

Remove Curse: Frees object or person from curse.

Scrying^F: Spies on subject from a distance.

Secure Shelter: Creates sturdy cottage.

Solid Fog: Blocks vision and slows movement.

Summon Monster IV: Summons extraplanar creature to fight for you.

Symbol of Revelation*: Triggered symbol reveals illusions.

Symbol of Slowing*: Triggered rune slows creatures.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.

Wall of Ice: Ice plane creates wall or hemisphere creates dome.

5th-Level Runemage Spells

Black Tentacles: Tentacles grapple all creatures within a 20-ft. spread.

Blight: Withers one plant or deals 1d6/level damage to plant creature.

Break Enchantment: Frees subjects from enchantments, transmutations, and curses.

Command, Greater: As *command*, but affects one subject/level.
Contact Other Plane: Lets you ask question of extraplanar entity.
Dimension Door: Teleports you a short distance.
Dismissal: Forces a creature to return to its native plane.
Dominate Person: Controls humanoid telepathically.
Feeblemind: Subject's Int and Cha drop to 1.
Hold Monster: As *hold person*, but any creature.
Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.
Mage's Faithful Hound: Phantom dog can guard a location and attack intruders.
Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.
Major Creation: As *minor creation*, plus stone and metal.
Mind Fog: Subjects in fog get –10 to Wis and Will checks.
Mirage Arcana: As hallucinatory terrain, plus structures.
Passwall: Creates passage through wood or stone wall.
Permanency^M: Makes certain spells permanent.
Planar Adaptation: Resist harmful effects of other plane.
Planar Binding, Lesser: Traps extraplanar creature of 6 HD or less until it performs a task.
Secret Chest^F: Hides expensive chest on Ethereal Plane; you retrieve it at will.
Summon Monster V: Summons extraplanar creature to fight for you.
Symbol of Healing*^M: Triggered rune heals living creatures.
Symbol of Pain^M: Triggered rune wracks nearby creatures with pain.
Symbol of Scrying*^M: Triggered rune activates scrying sensor.
Symbol of Sleep^M: Triggered rune puts nearby creatures into catatonic slumber.
Symbol of Striking*^M: As *symbol of death*, but fills a 5-foot square.
Wall of Force: Wall is immune to damage.
Waves of Fatigue: Several targets become fatigued.

6th-Level Runemage Spells

Analyze Dweomer^F: Reveals magical aspects of subject.
Antimagic Field: Negates magic within 10 ft.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
Bull's Strength, Mass: As *bull's strength*, affects 1 subject per level.
Cat's Grace, Mass: As *cat's grace*, affects 1 subject/level.
Contingency F: Sets trigger condition for another spell.
Control Water: Raises or lowers bodies of water.
Create Undead^M: Raises ghouls, ghosts, mummies, or mohrgs from physical remains.
Dispel Magic, Greater: As *dispel magic*, but with multiple targets.
Eagle's Splendor, Mass: As *eagle's splendor*, 1 subject/level.
Eyebite: Target becomes panicked, sickened, and comatose.
Geas/Quest: As *lesser geas*, but affects any creature.
Globe of Invulnerability: As *lesser globe of invulnerability*, plus 4th-level spell effects.
Glyph of Warding, Greater^M: As *glyph of warding*, but up to 10d8 damage or 6th-level spell.
Guards and Wards: Array of magic effects protect area.

Heroism, Greater: Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

Legend Lore^{MF}: Lets you learn tales about a person, place, or thing.

Mislead: Turns you invisible and creates illusory double.

Owl's Wisdom, Mass: As *owl's wisdom*, affects 1 subject/level.

Planar Binding: As *lesser planar binding*, but up to 12 HD.

Programmed Image^M: As *major image*, but triggered by event.

Repulsion^F: Creatures can't approach you.

Suggestion, Mass: As *suggestion*, affects 1 subject/level.

Summon Monster VI: Summons extraplanar creature to fight for you.

Symbol of Fear^M: Triggered rune panics nearby creatures.

Symbol of Persuasion^M: Triggered rune charms nearby creatures.

Symbol of Sealing*^M: Creates triggered *wall of force*.

Teleport: Instantly transports you as far as 100 miles per level.

Transformation^M: You gain combat bonuses.

True Seeing^M: Lets you see all things as they really are.

Undeath to Death^M: Destroys 1d4/level HD of undead (max. 20d4).

Wall of Stone: Creates a stone wall that can be shaped.

7th-Level Runemage Spells

Arcane Sight, Greater: As *arcane sight*, but also reveals magic effects on creatures and objects.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Control Undead: Undead don't attack you while under your command.

Control Weather: Changes weather in local area.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Deals 10 damage/level to one subject.

Hold Person, Mass: As *hold person*, but all within 30 ft.

Insanity: Subject suffers continuous *confusion*.

Instant Summons^M: Prepared object appears in your hand.

Invisibility, Mass: As *invisibility*, but affects all in range.

Mage's Magnificent Mansion^F: Door leads to extradimensional mansion.

Mage's Sword^F: Floating magic blade strikes opponents.

Phase Door: Creates an invisible passage through a barrier.

Planar Adaptation, Mass: As *planar adaptation*, but affects multiple creatures.

Plane Shift^F: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less.

Refuge^M: Alters item to transport its possessor to you.

Sequester: Subject is invisible to sight and scrying; renders creature comatose.

Shadow Walk: Step into shadow to travel rapidly.

Simulacrum^M: Creates partially real double of a creature.

Spell Turning^M: Reflect 1d4+6 spell levels back at caster.

Summon Monster VII: Summons extraplanar creature to fight for you.

Symbol of Stunning^M: Triggered rune stuns nearby creatures.

Symbol of Weakness^M: Triggered rune weakens nearby creatures

Vision^M: As *legend lore*, but quicker.

Wall of Iron^M: 30 hp/four levels; can topple onto foes.

Waves of Exhaustion: Several targets become exhausted.

8th-Level Runemage Spells

Antipathy: Object or location affected by spell repels certain creatures.

Binding^M: Utilizes an array of techniques to imprison a creature.

Charm Monster, Mass: As *charm monster*, but all within 30 ft.

Create Greater Undead^M: Creates shadows, wraiths, spectres, or devourers.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact location of creature or object.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Irresistible Dance: Forces subject to dance.

Maze: Traps subject in extradimensional maze.

Mind Blank: Subject is protected from mental/emotional magic and scrying.

Planar Binding, Greater: As *lesser planar binding*, but up to 18 HD.

Power Word Stun: Stuns creature with 150 hp or less.

Prismatic Wall: Wall's colors have array of effects.

Protection from Spells^{MF}: Confers +8 resistance bonus.

Screen: Illusion hides area from vision and scrying.

Summon Monster VIII: Summons extraplanar creature to fight for you.

Symbol of Death^M: Triggered rune kills nearby creatures.

Symbol of Insanity^M: Triggered rune renders nearby creatures insane.

Sympathy^M: Object or location attracts certain creatures.

Teleport Object: As teleport, but affects a touched object.

Teleport, Greater: As teleport, but no range limit and no off-target arrival.

Temporal Stasis^M: Puts subject into suspended animation.

Trap the Soul^M: Imprisons subject within gem.

Wall of Lava*: Wall damages foes that try to enter, periodically launches lava at nearby targets.

9th-Level Runemage Spells

Astral Projection^M: Projects you and companions onto Astral Plane.

Dominate Monster: As *dominate person*, but any creature.

Etherealness: Travel to Ethereal Plane with companions.

Freedom: Releases creature from *imprisonment*.

Gate^M: Connects two planes for travel or summoning.

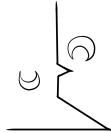
Hold Monster, Mass: As *hold monster*, but all within 30 ft.

Imprisonment: Entombs subject beneath the earth.

Mage's Disjunction: Dispels magic, disenchant magic items.

Power Word Kill: Kills one creature with 100 hp or less.

Prismatic Sphere: As *prismatic wall*, but surrounds on all sides.
Refuge^M: Alters item to transport its possessor to your abode.
Soul Bind^F: Traps newly dead soul to prevent resurrection.
Summon Monster IX: Summons extraplanar creature to fight for you.
Symbol of Strife* ^M: Triggered rune makes creatures attack.
Teleportation Circle^M: Teleports creatures inside circle.
Wall of Suppression* ^M: Creates wall that disables magic.
Symbol of Vulnerability* ^M: Triggered rune gives penalties.



Favored Class Options

The following options are available to members of the runemage class of the given race, and unless otherwise stated, the bonus applies each time you select the class reward.

Dwarf: Select one item creation feat known by the runemage. Whenever she crafts an item using that feat, the amount of progress she makes in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Elf: Select one sigil art that is normally usable a number of times per day equal to 3 + the runemage's Intelligence modifier. The runemage adds +1/2 to the number of uses per day of that sigil art.

Gnome: Select one sigil art that is normally usable a number of times per day equal to 3 + the runemage's Intelligence modifier. The runemage adds +1/2 to the number of uses per day of that sigil art.

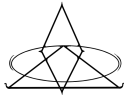
Half-elf: When casting runemage enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Half-orc: Add a +1 bonus on concentration checks made due to taking damage while casting runemage spells.

Halfling: Add 1/2 round to the number of rounds the runemage shares their protective rune with a touched ally.

Human: The runemage gains 1/6 of a new sigil art.

New Spells



Crafter's Curse

School transmutation; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Component V, S, M (a broken tool)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target of crafter's curse takes a –5 penalty on all Craft skill checks while the spell lasts.

Crafter's Fortune

School transmutation; **Level** alchemist 1, runemage 1, sorcerer/wizard 1

Casting Time 1 standard action

Component V, S, F (a tool)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 day/level or until discharged (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

False Life, Greater

School necromancy; **Level** alchemist 4, runemage 4, sorcerer/wizard 4, witch 4

This spell functions as *false life*, except you gain temporary hit points equal to $2d10 + 1$ point per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

Planar Adaptation

School transmutation; **Level** alchemist 5, cleric 4, runemage 5, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Component V

Range personal

Target you

Duration 1 hour/level (D)

Planar adaptation grants you immunity to the harmful environmental effects of a particular plane of existence, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, you gain energy resistance 20 to a single energy type prevalent on that plane (choose one if more than one type is equally prevalent). Planar adaptation has no effect when cast upon your native plane.

Planar Adaptation, Mass

School transmutation; **Level** cleric 6, runemage 7, sorcerer/wizard 7, summoner 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *planar adaptation*, except as noted above.

Slow Construct

School transmutation; **Level** runemage 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of flint)

Range close (25 ft. + 5 ft./2 levels)

Targets one construct/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Special (Will negates, intelligent constructs only); **Spell Resistance** no

This spell automatically ignores the immunity to magic and inherent SR of constructs. An affected construct moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a –1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next

5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple *slow* effects (including this spell) don't stack. Slow counters and dispels haste. Most constructs, which are mindless, get no saving throw against this spell; intelligent constructs may save versus Will to ignore the effects.

Summon Minor Monster

School conjuration (summoning); **Level** antipaladin 1, bard 1, cleric 1, runemage 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

Components V, S, F/DF (a tiny bag and a small candle)

Range close (25 ft. + 5 ft./2 levels)

Effect 1d3 summoned creatures

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon monster I*, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with *summon monster I*, you may apply one alignment-appropriate template to these animals.

Symbol of Healing

School conjuration (healing); **Level** cleric 3, paladin 4, runemage 5, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)

Saving Throw Will half (harmless) (see text);
Spell Resistance yes (harmless) (see text)

This spell functions as *symbol of death*, except all creatures within 60 feet of the *symbol of healing* instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 10,000 gp.

Symbol of Revelation

School divination; **Level** cleric 4, runemage 4, sorcerer/wizard 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw none

This spell functions as *symbol of death*, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like faerie fire, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a *permanency* spell by a caster of 12th level or higher for the cost of 10,000 gp.

Symbol of Scrying

School divination (scrying); **Level** cleric 5, runemage 5, sorcerer/wizard 5, witch 5

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw none; **Spell Resistance** no

This spell functions as *symbol of death*, except that, when triggered, it creates a *scrying* sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a scrying spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

Unlike *symbol of death*, a *symbol of scrying* is not considered a magical trap. *Symbol of scrying* can be made permanent with a *permanency* spell by a caster of 13th level or higher for the cost of 10,000 gp.

Symbol of Sealing

School abjuration [force]; **Level** cleric 6, runemage 6, sorcerer/wizard 6, witch 6

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a *wall of force*. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the wall of force first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a *symbol of sealing*, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the symbol of sealing, but doing this extends the casting time as described under symbol of death. However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned—the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A *disintegrate* spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A *knock* spell has no effect on a *symbol of sealing* or its force wall. A *symbol of sealing* cannot be dispelled, but *mage's disjunction* automatically destroys it.

Symbol of Slowing

School transmutation; **Level** cleric 4, runemage 4, sorcerer/wizard 4, witch 4

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Saving Throw Will negates; **Spell Resistance**

yes

This spell functions as *symbol of death*, except all creatures within 60 feet of a symbol of slowing are slowed (as the *slow* spell) for 1 round per caster level.

Symbol of slowing can be made permanent with a *permanency* spell by a caster of 11th level or higher for the cost of 10,000 gp.

Symbol of Strife

School enchantment (compulsion) [mind-affecting]; **Level** cleric 9, runemage 9, sorcerer/wizard 9, witch 9

Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)

Saving Throw Will negates; **Spell Resistance** yes

This spell functions as *symbol of death*, except all creatures within the radius of a *symbol of strife* are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the “attack nearest creature” result of the *confusion* spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 gp.

Symbol of Striking

School illusion (shadow); **Level** cleric 5, magus 5, runemage 5, sorcerer/wizard 5, witch 5

Components V, S, M (a masterwork melee

weapon costing at least 300 gp)

Saving Throw Will half, see text; **Spell Resistance** yes, see text

This spell functions like *symbol of death*, except that using the material component, you scribe a *symbol of striking* so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, runemage, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks.

The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

Symbol of Vulnerability

School abjuration; **Level** cleric 9, runemage 9, sorcerer/wizard 9, witch 9

Components V, S, M (mercury and phosphorous, plus powdered diamond opal worth a total of 15,000 gp)

Saving Throw none; **Spell Resistance** no

This spell functions as *symbol of death*, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a –4 penalty to spell resistance and a –4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level. The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a *permanency* spell by a caster of 18th level or higher for the cost of 25,000 gp.

Wall of Lava

School conjuration (creation) [earth, fire]; **Level** druid 8, runemage 8, sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M/DF (a chunk of dried lava)

Range medium (100 ft. + 10 ft./level)

Target lava wall whose area is up to one 5-ft. square/level (S)

Duration 1 round/level (D)

Saving Throw see text; **Spell Resistance** no

This spell creates a vertical wall of lava that is 1 inch thick for every 4 caster levels and composed of up to one 5-foot square per level. A *wall of lava's* maximum height cannot exceed half of its width (with a minimum height of 5 feet). The wall cannot be conjured so that it occupies the same space as a creature or object. A section of a wall of lava can be destroyed by damage (hardness 4, hp 90), but if a section is

destroyed, the remaining lava in the wall immediately fills in any such hole created, reducing the wall's overall size by one 5-foot square but remaining a contiguous barrier. Each time a weapon strikes a *wall of lava*, it takes 2d6 points of fire damage (or the creature who strikes the wall takes 2d6 fire damage if the attack was via an unarmed strike or natural attack).

A creature can move through a *wall of lava* as a full-round action by making a DC 25 Strength check—failure indicates that the creature is pushed back out of the wall to the point he just attempted to leave. A creature with a burrow speed can move through the wall using its burrow speed. An attempt to move through a *wall of lava* inflicts 20d6 fire damage. A *wall of lava* also radiates heat as if it were a *wall of fire*, although the heat from a *wall of lava* radiates from both sides.

Once per round as a move action, you can direct the *wall of lava* to erupt. This causes a plume of lava to fire at any target within 60 feet of either side of the wall, but reduces the wall's overall size by 1d4 5-foot square sections. You must make a ranged touch attack to hit the target, which takes 10d6 points of fire damage on a hit. Holes created in a *wall of lava* from this effect instantly reseal, reducing the overall size of the wall.

All damage inflicted by physical contact with a *wall of lava* continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (that is, 1d6 or 5d6 or 10d6 points per round).

Wall of Suppression

School abjuration; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (powdered adamantine worth 1,000 gp)

Range medium (100 ft. + 10 ft./level)

Effect anti-magic wall occupying up to two 5 ft. cubes/level (S)

Duration 10 minutes/level; see text

Saving Throw none; **Spell Resistance** no

You create a wall of glittering motes that suppresses or even negates any magical effect passing through it. The wall appears to have no actual substance and does not physically obstruct or impede anything attempting to move through it. However, the wall exerts a powerful anti-magical effect. Any magic item or magical spell or effect of your caster level or lower that passes through the wall is suppressed for 1 round per level. Spells or effects with durations expire normally, even while thus suppressed. A spell or effect with a duration greater than that of the suppression effect resumes functioning normally when the suppression ends. The wall affects all magical effects, including spells, spell-like abilities, magical items, and any effects stemming from them that pass through the wall. The wall does not suppress a creature's ability to cast spells, use spell-like abilities, or any other sort of limited-use abilities even if the wall suppresses a particular application of those abilities. However, if a creature with magical abilities that are constant or otherwise always active passes through the wall, those abilities are suppressed for the normal duration.

The wall blocks line of effect, so no spell or effect can pass through the wall, but it does not block line of sight. Magic items or spell effects with a higher caster level than yours are unaffected by the wall of suppression. The wall does not affect artifacts, anything stemming from the direct action of a deity, or similarly powerful sorts of magic.



New Race

Fythir

Drawing from all the forms of divination, the fythren cast an individual's fate when they are born. The infant fythir is then named and marked according to their foretold talents and fortunes. Fythren life is ruled by their edicts of their consulars and sages. In turn, each fythir is expected to bend their will toward their chosen vocation. Private, but ambitious, fythren place a high priority on security. At least in theory, the fythren seek a greater understanding of the universe, from which to derive wisdom and power. In practice, many fythir are content with vast material wealth, magical might, or political power. Despite their isolation, fythir nations have an imperial bent.

Physical Description: Fythren greatly resemble humans, tending toward an olive complexion and amber-colored eyes. They have angular features and large, round eyes. Many fythren have tattoos incorporated magical runes.

Society: Fythren are stereotyped as secretive and cunning. Their habits are suspicious and aloof, but like most humanoids, their society is a mixture of selfishness and benign purpose. The typical fythir society is a city-state ruled by an exclusive group of citizens, typically organized as a democracy or a martial republic. Inside the walled cities, the fythren live as tradesmen, aristocrats, soldiers, and philosophers, ruling over a sizeable population of non-fythren employed as guards, laborers, assistants, and menials. The wealthier and more learned fythir states are ruled by parliaments of spellcasters and philosophers.

Despite their vast wealth, fythir society frowns on luxury and indulgent pursuits. The frowned-upon do not always seem very concerned, however, although a reputation for soft living is an impediment to a fythir with ambitions.

Relations: Fythren are few in number, rarely more than a few thousand even in their greatest societies. However, they are surrounded by non-fythir associates and clients, sometimes double or even quintuple the fythir population. While those relationships can be wary and even resentful, those who work for the fythir often enjoy a relatively high degree of wealth and security, provided they do not end up among the ranks of drudges and laborers who are fated to serve them. Fythren generally have cool but diplomatic relationships with humans, with whom they are frequently identified, and with elves, with whom they share a passion for arcane magic and a preference for privacy and living space. Dwarves exchange crafts and goods with them, grudging admiration coming from both sides. Fythren have little to do with the other races, though planetouched occasionally seek them out for companionship or assistance.

Alignment and Religion: Fythren are notoriously impious, a reputation that irritates those fythir who worship gods of wisdom, knowledge, and skill. Their stern society and the logic of their academies incline them somewhat toward law. Both good and evil fythren exist, reflecting both the drive for enlightenment and the temptations of power. Devil-worship is considered a deviant pursuit, but enjoys quiet popularity among some fythren who crave power above all.

Adventurers: Many fythir adventurers are agents, working for fythir governments, academies, or mercantile houses. Many, however, simply leave their people out of frustration, finding themselves at odds with fythir notions of social order and morality. While fythir culture prizes creativity and individual drive, some fythren feel themselves stifled, and set out for wider vistas.

Names: Fythren choose traditional names, reflecting centuries or even millenia of reverent learning.

Fythir Racial Traits

+2 Intelligence, +2 Wisdom, -2 Strength: Fythren are inquisitive and disciplined, but slight.

Humanoid: Fythren are humanoids with the fythir subtype.

Medium: Fythren are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Fythren have a base speed of 30 feet.

Archaic: Fythren receive a +2 bonus on Linguistics and Use Magic Device checks.

Fythir Magic: Fythren add +1 to the DC of any saving throws against spells that they cast that are language-dependent or have the words "glyph," "mark," "rune," "sigil," or "symbol" in the name. fythir with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day —*arcane mark*, *comprehend languages*, *light*, and *read magic*. The caster level for these effects is equal to the fythir's level. The DC for these spells is equal to 10 + the spell's level + the fythir's Charisma modifier.

Fythir Sorcery: Fythren sorcerers of the Destined or Infernal bloodlines treat their Charisma as though it were 2 points higher for all sorcerer class abilities.

Hawk Eyes: Fythren receive a +2 bonus on Perception checks in bright or normal light against non-invisible creatures and objects.

Marked (Sp): At will, a fythir can create an *arcane mark* on their forehead. The caster level for this mark is equal to the fythir's level. As a standard action, a fythir can make this mark visible or invisible.

Weapon Familiarity: Fythren treat repeating crossbows (light and heavy) and two-bladed swords as martial weapons.

Languages: Fythren begin play speaking

Common and Fythir. Fythren with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class Options

The following options are available to all fythren who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Barbarian: Add a +1/2 bonus to the barbarian's trap sense.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Fighter: Add +1 to the fighter's CMD when resisting disarm and sunder attempts.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

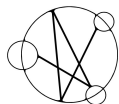
Magus: The magus gains 1/6 of a new magus arcana.

Rogue: The rogue gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Runemage: The runemage gains 1/6 of a new

sigil art.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.



New Monsters

Golemmite

This pint-sized, clay figurine begins to move.

Golemmite CR 1/2

XP 200 XP

N Tiny construct

Init +1; **Senses** Darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 13, **touch** 13, **flat-footed** 12; (+1 Dexterity, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +1, **Will** +0

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +1 (1d2-2)

Space 2 1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 13, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** -1; **CMD** 10

ECOLOGY

Environment urban

Organization solitary (with master)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex): Golemmites are immune to spells and spell-like abilities that allow spell resistance. Certain magics have a different effect, based on the golemmite's base material.

Material	Spells that effect...
Ceramic/clay	Earth, mud
Metal	Metal
Concrete/stone	Earth, stone
Wood	Wood

If a golemmite is targeted by that kind of spell, and the spell is capable of affecting an object, it bypasses this immunity. In that case, the golemmite takes 2d4 damage, and is helpless and incapable of taking actions for 2d6 rounds. No saving throw is allowed, and the spell does not have its normal effect on the golemmite.

Golemmites are miniature golem-like creations, animated with the spirits of lesser earth entities. They are typically made of magically altered pottery clay, bronze, or wood; if more than one material is used, the primary material predominates for the purposes of effects. Golemmites are used as helpers, watchmen, experiments, or even toys. Mindless and puny, they are nonetheless capable of monumental

feats, such as filling a cistern one bucket at a time, or planting a garden row without stopping or resting. A spellcaster of at least 3rd level with the Improved Familiar feat can take a golemmite or a golemcule as a familiar.

Golemcule

This little figurine is no bigger than a hand.

Golemcule CR 1/3

XP 135 XP

N Diminutive construct

Init +1; **Senses** Darkvision 60 ft., low-light vision; **Perception** +0

DEFENSE

AC 14, **touch** 14, **flat-footed** 13; (+1 Dexterity, +3 size)

hp 5 (1d10)

Fort +0, **Ref** +1, **Will** +0

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +0 (1d2-4)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 2, **Dex** 13, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** -7; **CMD** 4

ECOLOGY

Environment urban

Organization solitary (with master)

Treasure none

Golemcules are exactly like golemmites, only smaller.

Construction

A golemmite must be sculpted from a single block of material, treated with rare materials worth 25 gp. Golemmites and golemcules have the same requirements, as smaller forms use less material but require greater skill to animate.

Golemmite/Golemcule

CL 3rd; **Price** 5000 gp

Requirements Craft Construct, *lesser geas/quest*, creator must be caster level 3rd; **Skill** Craft (sculpture, a skill appropriate to the material, or toymaking) DC 11; **Cost** 2,500 gp

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