

# Eldritch Races



# Runeborn



# Runeborn

Welcome to the first installment of our new Eldritch Races line of supplements! Each one will bring you a new races designed to be fully balanced according to the rules put forth in the Advanced Races Guide. We will be presenting races from all three tiers:

- **Standard** - balanced against the races in the Pathfinder Core Rules (1-10 Race Points).
- **Advanced** - balanced against stronger PC races like the Aasimars and Tieflings (11-19 Race Points).
- **Monstrous** - exceptional PC races equivalent to centaurs and other exotics (20+ Race Points).

Our debut race is composed of exotic creatures composed as much of metal and language as of flesh. Coming in at 11 RP it is balanced

## General Description

Native to the game world's moon, the Runeborn came to our world through an ancient lunargate that ceased functioning shortly thereafter. For generations they have maintained a secret presence on our world.

An eldritch blend of mortal humanoid and living lunar metal they are an unusual breed to say the least. Well adapted to the airless reaches of their home world, they have found ours to be an abundant paradise by comparison.

The few communities of Runeborn mostly exist in barren, rocky climes that resemble the moonscapes of their origin. At least one small village, Light of Her Return, exists in an isolated volcanic caldera where the toxic fumes would choke anyone who requires air. Another community, Brightfall, exists nestled in a titanic geode and is populated primarily by Runeborn psions.

Since they do not need food they are able to settle in areas considered desolate and unviable by most humanoids.

### Runeborn Racial Traits

Runeborn gain a +2 to any single ability score of your choice during character creation due to the versatility of their human bloodline.

**Runeborn:** Runeborn are humanoids with the Human and Half Construct subtypes.

**Medium:** Runeborn are medium creatures and have no bonuses or penalties due to their size.

against the PC races presented in the Pathfinder Core Rules.

We hope that you find them an entertaining and useful addition to your game!



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## Half Construct Traits:

- Runeborn gain a +2 [racial bonus](#) on saving throws against [disease](#), mind-affecting effects, [poison](#), and effects that cause either [exhaustion](#) or [fatigue](#).
- Runeborn cannot be raised or resurrected.
- Runeborn do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a Runeborn can drink [potions](#) to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the Runeborn to survive or stay in good health.

**Dual-Minded (Ex)** Runeborn gain a +2 bonus on all [Will](#) saving throws.

**Energy Resistance (Ex)** Runeborn have acid resistance 5

**Magical Linguist** Members of this race gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 [racial bonus](#) on saving throws against such spells. Members of this race with a [Charisma](#) score of 11 or higher also gain the following [spell-like abilities](#) (the [caster level](#) is equal to the user's character level):

1/day—[arcane mark](#), [comprehend languages](#), [message](#), [read magic](#).

**Languages:** Runeborn begin play speaking, Dethek (their native language) and Draconic. Runeborn with high [Intelligence](#) scores can choose from common, elven, dwarven, gnome, orc, and undercommon.

## Physical Description

Runeborn look like hairless humans whose flesh has been etched with runes and arcane glyphs. Their flesh is infused with the living metals of the lunar surface, giving their skin a light silvery-grey cast when viewed in direct light. Their eyes are either violet or amber in color, a trait made more noticeable by the fact that they rarely blink. The females of the species tend to be slightly larger than the males.

## Society

Runeborn have an innate tie to language, particularly magical language. According to their legends, their ancestors were once akin to humans until they “woke the word”. Legends tell of an ancient wizard named Aklos who was experimenting with words of power when he woke the living metal at the heart of the moon. When the dust cleared he and those around him found themselves part of a tripartite union of flesh, word, and metal. That was over 6000 years ago.

Not having to worry about things that are basic to other species, eating and breathing for instance, has had an effect on the Runeborn temperament. Despite having a lifespan comparable to humans they have patience akin to that of the long lived elves, and eschew unnecessary displays of emotion.

Runeborn live in small tribal enclaves, often near the ruined gate through which they entered our world. Each community is ruled over by a Loremaster and his council, the composition of which varies from community to community.



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## Relations

Runeborn tend to get along best with lawful and neutral races. The destructive aspects of chaos are seen as unneeded obstacles between them and their ends. The occasional chaotic members of their own race are often encouraged to pursue a destiny outside their communities.

Dwarves recognize that the Runeborn are as much of metal as of flesh and accord them great respect as a result. A few dwarves consider them almost holy, and a rare few consider them abominations.

Elves find Runeborn both interesting and a bit disturbing. They often cannot escape the feeling that there is something unnatural about the otherworlders. The melding of exotic metal and flesh makes the Runeborn seem cold, mechanical and slightly unnatural to most elves. By the same token the innate connection to the language of magic that the Runeborn have is fascinating to them.

Gnomes tend to vacillate between disdainful and neutral in their views of the Runeborn, rarely to the small fey warm up their transplanted neighbors.

Halflings rarely befriend the Runeborn. They find little they can relate to in a race that has no need of the pleasures of food and drink. It is not uncommon to find half links that actively pity them for that.

Runeborn have little patience with the mindless savagery of most orcs and their kin.

Lycanthropes view Runeborn with a tinge of awe. As the moon governs their own transformations it also comprises part of the essence of the Runeborn, and they were creatures can sense it. According to the dwarves lycanthropes will attack any other target within reach before attacking a Runeborn. There are tales of a Runeborn healer who ministers to the lycanthropes, although that is probably just drunken tavern chatter.

## Alignment and Religion

Runeborn tend toward neutrality. While some may embrace the religion of the area in which they live, one universal constant is their reverence for the moon. They refer to it as The Mother, and all Runeborn make offerings to her on the nights of the full and new moons. These offerings usually take the form of hand crafted items created over the month since the moon was last in that phase.

When Runeborn adopt a religion or take the path of a cleric it is always a deity that has the Moon domain in its portfolio.

## SHOW MY WORK

Here is a breakdown of the Runeborn using the Advanced Race Guide's race point system.

**Half-Construct (7 RP)**

**Medium (0 RP)**

**Normal Speed (0 RP)**

**Human Heritage (0 RP)**

**Standard Languages (0 RP)**

**Energy Resistance (1 RP)**

**Dual-Minded (1 RP)**

**Magical Linguist (2 RP)**

## Adventurers

Runeborn find the acquisition of knowledge a noble thing, and all Runeborn leave home as a rite of adulthood, spending several years travelling and learning. It is no surprise that many of them turn to adventuring during that time. Runeborn wizards can be found far afield as they seek ancient arcane secrets, while their rogues and fighters often venture deep into the unknown seeking experience and treasure.

Runeborn who follow the path of the Magus are found among all three subspecies, and make formidable opponents.

Their versatility and resistances allow them to assume many different roles within an adventuring party much as humans do. Their construct-like traits make them excellent forward scouts as they can better withstand many attacks than their counterparts that are merely flesh.

## Male Names

*Male Runeborn names usually end with a consonant.*

Quel, Drellin, Vidar, Moldran, Strix, Varheesh

## Female Names

*Female Runeborn names usually end with a vowel.*

Anaxa, Athana, Cerida, Volthuma, Luna, Hirella, Jinda, Phloti

## Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

**Arcane Focus:** Some Runeborn have a deeper connection to the language of magic than others, being "more attuned to their runes" as it is often called. Runeborn with this racial trait gain a +2 [racial bonus](#) on [concentration](#) checks made to cast arcane spells defensively. This racial trait replaces Dual Minded.

**Crystalline Form:** Certain Runeborn have a higher percentage of living metal in their bodies than others. This provides them with a reflective, crystalline skin that grants them a +2 [racial bonus](#) to AC against rays. Once per day, they can deflect a single ray attack targeted at them as if they were using the [Deflect Arrows](#) feat. This racial trait replaces Magical Linguist

**Enclave Protector:** Members of this race add +1 to the [caster level](#) of any [abjuration](#) spells they cast. Members of this race also gain the following [spell-like abilities](#) (the [caster level](#) is equal to the user's character level):

**Constant**—[nondetection](#);

**1/day**—[faerie fire](#), [obscure object](#), [sanctuary](#)

This racial trait replaces Dual Minded and Energy Resistance.

**Illusion Resistance:** Some Runeborn are shielded from magical deception by a particular rune they are born with. Runeborn with this racial trait gain a +2 [racial bonus](#) on saving throws against [illusion](#) spells or effects. This racial trait replaces Energy Resistance.

### Racial Subtypes

You can combine various alternate racial traits above to create subraces or variant races, such as the following:

**Cipherborn** - The Cipherborn are conceived with a stronger tie to the arcane power of their runes than their fellows. The most single minded of their race, they are as often found buried in ivory tower research as adventuring after some little known knowledge or artifact. Substitute Illusion Resistance for Energy Resistance and Arcane Focus for Dual Minded.

**Glyphborn** - The Glyphborn are the designated protectors of Runeborn communities. It falls to them to obscure runeborn settlements from outside eyes. Glyphborn often multiclass as Rogue / Abjurers. Substitute Crystalline Form for Magical Linguist and Enclave Protector for Dual Minded and Energy resistance.



### Favored Class Options

The following favored class options are available to all characters of this race that have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- Alchemist: Add one extract formula from the [alchemist](#) formula list to the character's formula book. This formula must be at least one level below the highest formula level the [alchemist](#) can create.
- Bard: Choose one [bardic performance](#); treat the [bard](#) as +1/2 level higher when determining the effects of that performance.
- Cavalier: Add +1/4 to the [cavalier's](#) banner bonus.
- Druid: Select one [cleric](#) domain power at 1st level that is normally usable a number of times per day equal to 3 + the [druid's Wisdom](#) modifier. The [druid](#) adds +1/2 to the number of uses per day of that domain power. For druids whose [nature bond](#) gives them an [animal companion](#), add +1 skill rank to the [animal companion](#). If the [druid](#) ever replaces her [animal companion](#), the new companion gains these bonus skill ranks.
- Fighter: Add a +2 bonus on rolls to [stabilize](#) when [dying](#).
- Gunslinger: Add +1/4 point to the gunslinger's grit points.
- 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 new magus arcana.
- Monk: Add +1/4 point to the [monk's ki pool](#).
- Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.
- Paladin: Add +1/2 hit point to the [paladin's lay on hands](#) ability (whether using it to heal or harm).
- Ranger: Add [DR](#) 1/magic to the [ranger's animal companion](#). Each additional time the [ranger](#) selects this benefit, the [DR/magic](#) increases +1/2 (maximum [DR](#) 10/magic). If the [ranger](#) ever replaces his [animal companion](#), the new companion gains this [DR](#).
- Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.
- Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

- Summoner: Add +1 hit point to the [summoner's eidolon](#).
- Witch: Add one spell from the [witch](#) spell list to the [witch's familiar](#). This spell must be at least one level below the highest spell level she can cast. If the [witch](#) ever replaces her [familiar](#), the new [familiar](#) knows these bonus spells.
- 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.

## Equipment

### Salve of the Blank Slate

**Alchemical Item; Craft DC 25; Price 30 gp; Weight -**

#### Description

This ointment allows a Runeborn to alter her appearance to appear more human by concealing the runes engraved on their skin and the metallic tone of their complexion. It provides a +4 circumstance bonus to Disguise checks to appear human, although anyone who knows the Runeborn will still recognize them as their facial features do not alter other than the disappearance of the runes and change in skin tone. This salve has no effect upon non-Runeborn.

## Feats

Normally feats do not provide any type of magical effect, however in the case of the Runeborn this rule is disregarded for racial feats. Many of the feats below amplify or expand upon the otherworldly abilities of the race.

### Sidebar - Options From other Pathfinder Products

**Feat - Inscribe Rune** For those wishing to delve deeper into the Runeborn's glyph based abilities this feat and its attendant rules for runes can provide a lot of additional flavor to the race. They can be found in **Pathfinder 5: Sins of the Saviors** (*Pathfinder 5: Sins of the Saviors*. Copyright 2007, Paizo Publishing LLC. Author: Steven S. Greer) or on [d20pfsrd.org](#)

**Oracle Mystery - Heaven** Runeborn Oracles often embrace the source of their interplanetary heritage through the Heaven mystery. The powers it grants are excellent for emphasizing that aspect of their background. It can be found in the Pathfinder Roleplaying Game: Advanced Player's Guide (Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn) or on [d20pfsrd.org](#)

**Cleric Domain - Rune** In the Pathfinder Roleplaying Game Core Rulebook (Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams) or on [d20pfsrd.org](#)

### Improved Dual Mind

*Through attuning your mind to the runes on your skin you have reinforced your ability to withstand mental assault.*

**Prerequisites:** Runeborn

**Benefit:** Through a strict regimen of meditation and intellectual exercise you have reinforced your resistance to outside mental influences. Increases the Will save bonus of a Runeborn's dual mind to +4.

### Lunar Runes

*Through meditation and study you have learned to channel the Mother's light through the runes etched on your skin.*

**Prerequisites:** Runeborn

**Benefit:** As a standard action which does not provoke an attack of opportunity the Runeborn can emit lunar radiance from the symbols on his skin which forces lycanthropes within 30' change into animal form unless they make a DC 15 Fort Save. This change takes a full round action during which the lycanthrope can do nothing else. This is a supernatural ability that can be used once per day for every three character levels.

### Lunar Channel

*By invoking your connection to the moon you are able to channel it's power affecting lycanthropes only.*

**Prerequisites:** Runeborn, Channel Energy class ability.

**Benefit:** Instead of its normal effect, you can choose to have your ability to channel energy heal or harm lycanthropes. You must make this choice each time you channel energy. If you choose to heal or harm lycanthropes, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged.

### Tap Rune

**Prerequisites:** Runeborn, Int 13+

**Benefit:** Once per day as an [immediate action](#), when you fail a save against an effect with the language-dependent descriptor or that creates glyphs, symbols, or other magical writings, you can make an additional saving throw by tapping the energy contained in the runes of your flesh. You must take the result of the second saving throw. This is a supernatural ability.

### Runic Union (Item Creation)

*You have attuned your runes to resonate with your spell casting allowing you to store spells within them.*

**Prerequisites:** Runeborn, Caster Level 1st

This function as the [Scribe Scroll](#) item creation feat, but can only be used to scribe runes on your body. You alone can use your runes as if they were magic scrolls. The total number of spell levels you can inscribe on your body equals your [Charisma](#) modifier + 1/2 your caster level.

## Magic Items Spells

### Lightning Runes

School [abjuration](#) [Force, Electricity]; Level [magus](#) 3, [sorcerer](#)/  
[wizard](#) 3, [witch](#) 3

## CASTING

Casting Time 1 [standard action](#)

Components V, S

## EFFECT

Range touch

Area one fixed point (see text)

Duration permanent until discharged (D)

Saving Throw [Reflex](#) half; Spell Resistance yes

You trace mystic runes that crackle with electricity upon a fixed

point. While this is most often an object the *lightning runes* can even be inscribed in midair if the caster so chooses. The *lightning runes* detonate when read, deals 1d6 points of electricity damage per caster level (maximum 10d6). Anyone next to the *lightning runes* (close enough to read them) takes the full damage with no saving throw; any other creature within 10 feet of the *lightning runes* is entitled to a [Reflex](#) save for half damage. The object on which the *lightning runes* were written, if any, also takes full damage (no saving throw).

You and any characters you specifically instruct can read the protected writing without triggering the *lightning runes*. Likewise, you can remove the *lightning runes* whenever desired. Another creature can remove them with a successful [dispel magic](#) or [erase](#) spell, but attempting to dispel or erase the *lightning runes* and failing to do so triggers the explosion.

# Credits

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**Bio:** George “Loki” Williams has been one of the managers of [Planewalker.com](#), the Official Planescape Website, since 2004. During that time he has been narcissistically proud of the two Silver Ennies won during that time, to an almost unhealthy extent. A long time slave to the keyboard it is only recently that he has started to publish within the gaming scene. His debut design work recently appeared in Open Design’s *Dark Roads and Golden Hells* and it’s follow up pdf, *Shadow Planes and Pocket Worlds*. He spends way too much time on Obsidian Portal (handle is Dungeon-MasterLoki). One of his campaigns - *Planejammer: The Spelljoined* - won Obsidian Portal’s Campaign of the Year for 2011. He lives in his native New Orleans with a beautiful printmaker and two bossy felines, where he creates game material between the Hurricanes and power outages. He is also addicted to zombie movies and Dr. Who.

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