Materials: Crystal Quill, Mana Metal (Copper, Silver, Gold, or Platinum, Mythril, Adamantine).

Crystal Quill - A special quill carved from a magical crystal. They grow in magic dense areas and are extremely durable. Using a crystal quill allows one to carve runes.

Mana Metal - Mana metal is a special component used in runecraft. It is a liquid metal that acts as a conductor for the runes, the strength increases depending on the quality of metal. Mana metal is made by combining molten metal with Mana concentrate, which can be extracted from monster blood. 1 gp worth if metal = 1 rune, etc.

Copper: 1 use items or 1 charge per day.

Silver: 2 charges

Gold: 3 charges or less, more powerful the less charges.

Platinum: 5-7 charges.

Mythrial: 5-7 charges, easier to use -4 to crafting DC.

Adamantine: 5-10 charges, adds unbreakable property, +2 to crafting dc.

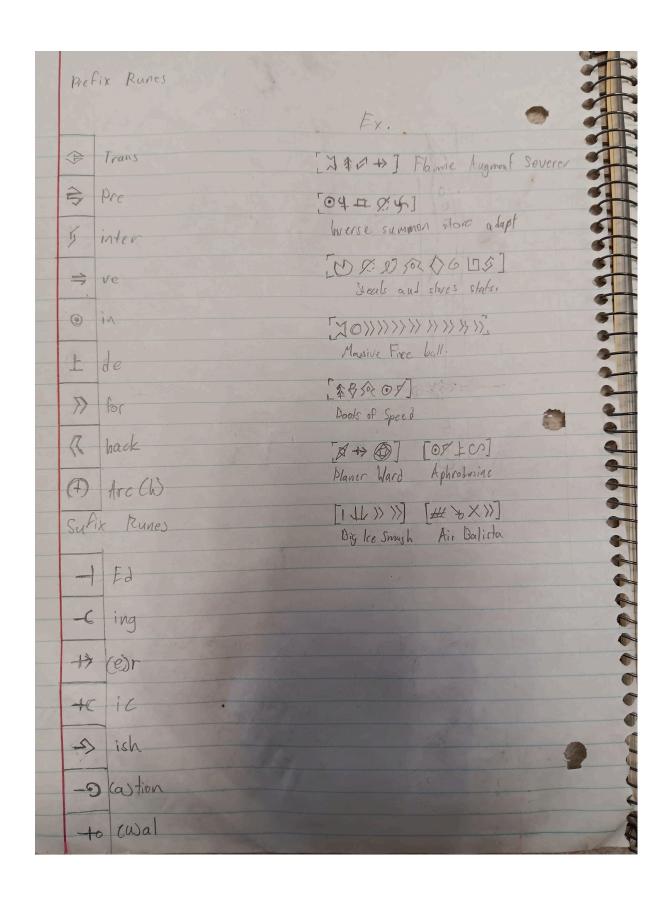
Runes - runes are divided into 3 categories, Prefix, Suffix, and Core. When crafting a series of runes the difficulty increases for every core rune used. For example a ball with the Light rune on it is easy to make since it is just one core rune, but a series that goes. "Lightning, Trans, Form" this contains 2 core runes (Lightning and Form) and one Prefix. (Trans). Making it a lv 2 rune.

Prefixes: Trans, Pre, inter, Re, In, De, For, Back, Arc(h)

Suffixes: Ed, ing, (e)r, ic, ish, (a)tion, (u)al,

Cores: Flame, Ice, Water, Wind, Earth, Plant, Mineral, Sever, Smash, Pierce, Lightning, Light, Shadow, Death, Life, Force, Poison, Corrode, Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma, Augment, Ball, Line, Point, Spirit, Animate, Chrono, Angel, Fiend, Bind, crease, crement, Summon, Conjure, Sight, Ward, Space, Bolt, Element, Adapt, Absorb, Store, Plane, sire, pain, gravity, verse, body, control,

S									
+	D								
6 B	Ruv	ies.					2-1	- 0 - 1	
44	X	Flame	8	corrode	7	crease	21	control	
T	1	lee	0	strength		crement	<i>>></i>	power	
8	4	vater	502	dextenty	Д	Summon			
40	111	wind	\Diamond	constatution	20	conjure			
		earth	6	Wisdom	(3)	sight			
4	-	plant	19	inteligence	0	ward		DED	
	B	mineral	5	charisma	中	space			
23					1			FAIDNE	
	12	sevel	1	augment }	10	bolt			
	W	smach	0	ball	X	elemental		9, 1	
3	X	pierce		line	5	adapt			
	4	lightning	×	point	9:	store			
T	*	light	9	spirit	M	plane			11 10
	-	Shadow	A	animate	Co	sire			
	1		-		No. of Street,				
95	1		0	chrono	150	-			
20	CI	lidek	8	angel	00) gravity			
5:	0	Force	*	Fiend	9	Verse			
8	V	poison	X	bind	9	body			
				100000000000000000000000000000000000000					To the last



Crafting DC table. (Checks are made with Dex added to roll and PB if they have proficiency in runecraft)

Cores	Level	DC
1	1	10
2	2	12
3	3	14
4	3	14
5	4	16
6	5	18
7	6	20
8	6	20
9	7	23
10	8	25
10>	9	30

Optional ruling: You could make the Mana Metal exert special properties based on the monster blood used to make it, if wanted ground bones of skeletal monsters can be used to make Mana Metal as well.