

Rune Smith is an artificer subclass

A Rune Smith is someone who specializes in magic analysis in both the mathematical and the arcane sense so much so that he's able to engrave spells onto all objects

Tool proficiency

3rd-level Rune Smith feature

You gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other of artisans tools of your choice.

Rune Smith spells

3rd level Rune Smith feature

You always have certain spells prepared after you reach particular levels in this class as shown in the Rune Smith spells table these spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare

Rune Smith spells

3 level: Arcane Aegis, Chromatic Orb

5 level: Gust of Wind, Spike Growth

9 level: Pulse Wave, Wind Wall

13 level: Fire Shield, Gravity Sinkhole

17 level: Destructive Wave, Far Step

3rd-level rune smith feature **Rune Engraving**

**Rune Engravings** you have learned how to engrave Runes that contain spells, you can engrave said Runes with any type of artisans tools

Duration of engraving is 2 rounds if you are interrupted during the engraving, it automatically fails

Every time you engrave a spell, you must use 2 spell slots above the level of the spell you are engraving meaning to engrave a 3rd level spell, you must use a 5th level spell slot if you do not have a spell slot of 3rd level you cannot engrave a first level spell, but you can engrave cantrips using a first or a second level spell slot

The material components are used while engraving the Rune

Using the Rune Engravings

Each creature with an intelligence abilities score of 8 or above can use their bonus action to activate said Rune however, if the spell contained within the Rune is a concentration spell the

user must be able to cast a level of that spell themselves so that the Rune can be activated. All activated loans use your spell, casting modifier and proficiency bonus.

Each Rune Engraving can only be used once once it has been used it is consumed

Distance activation of Rune Engravings as long as you can see the Rune you are trying to activate you can activate it as a bonus action

Limit to the number of Rune Engravings every additional Rune that is engraved on a single item above one the Rune Smith must succeed on an intelligence saving throw or have all the previous Rune Engravings break you can see the specifics in the Rune Engraving limit table

Rune Engraving limit table

number of Rune Engravings	intelligence save DC
1st	0
2nd	15
3rd	20
4th	25
5th	30
6th	35
7th	40
8th	45

The duration of Rune Engravings is permanent

5th-level rune smith feature **lesser rune engraving**

You now have the ability to engrave your spell casting modifier amount of times of cantrips without using spell slots

additionally you can now activate Runes from any place as long as it is on the same plane of existence and you know its exact location

9th-level rune smith feature **greater rune engraving**

You now have the ability to engrave your spell casting modifier amount of times of spells using the same spell slot as the spell level

15th-level rune smith feature **runes of attack**

Any creature now has the ability to activate one Rune per round as part of their attack or magic action unrelated to the normal activation method

Max runes you have 3 times your artificer lvl of rune engravings (unrelated to lesser/greater rune engravings)