Rune Magic

5e

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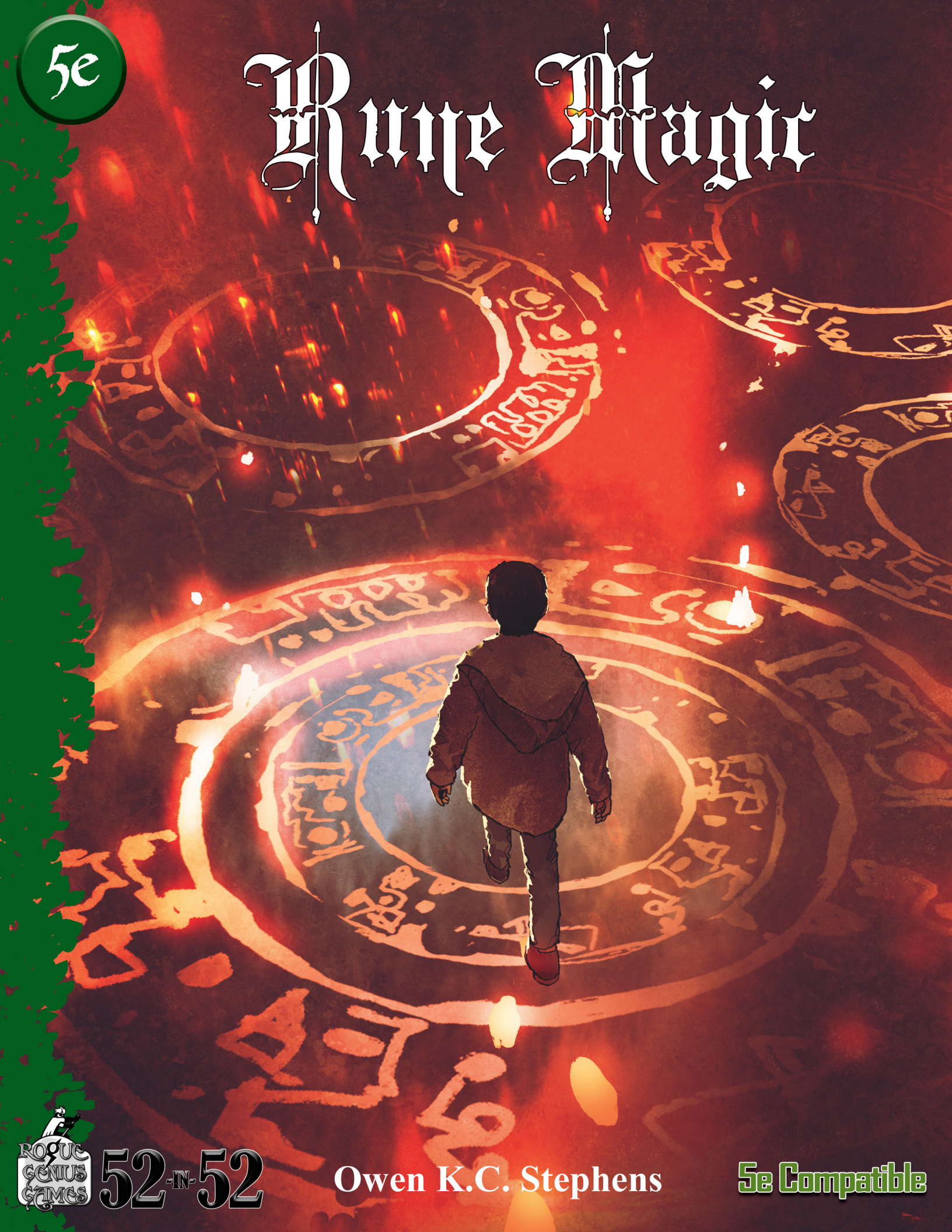
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5e Compatible

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Rune Magic

Before spells existed, there was a powerful magic that take the form of runes—written sigils which serve as containers for magic energies. Runes existed before the first languages were created, and are a form of writing reality-changing energy. Also known as "true runes," each of these ancient symbols describes a single concept so powerfully that the mere presence of the rune brings some element of that concept into existence.

The ideas of runes as an alternate magic source and characters able to maximize their use were first introduced in *Master Class: Runecaster*. However, there are far more runes in the universe than can be contained in that one product, and it is possible for characters of other classes to gain access to rune magic through the multiclassing, or taking runic feats.

Multiclass Runecaster Characters

You can use the following information to allow characters to use the normal 5e multiclassing rules with the runecaster class.

Multiclassing Prerequisite: Wisdom 13

Multiclassing Proficiencies: Light armor, simple weapons, martial weapons

Runecaster Feats

Rather than access runic power through multiclassing, characters can take feats that grant some power, if the optional feats rule is in use.

RUNE EXPERT

Prerequisite: Wisdom 13 or higher

Thanks to extensive study with ancient true runes, you have gained some access to true runic power.

*You gain access to the runecasting class feature of the runecaster. You know one rune, and can have one rune active at a time.

*You gain the rune trace class feature of the runecaster.

*You learn two languages of your choice.

RUNE ADEPT

Prerequisite: Wisdom 13 or higher, Rune Expert feat

Thanks to extensive study with ancient true runes, you have gained extensive to true runic power.

*You learn two additional runes, and can have a total of three runes active at once.

*You can cast *glyph of warding* as a once per day, with a spell level equal to 1/3 your character level and without needing to fulfil any of its material components. Only the explosive runes version of this spell is available to you. You can only have one *glyph of warding* active at any time—creating a new glyph while another is active causes all older glyphs to end.

New Runes

A runecaster creates runes drawn from the runecaster rune list. He can create any rune he knows, but cannot have more runes active at a time than his total runes known. If the runecaster creates a new rune in excess of this limit, a randomly determined previously active rune ends. (This does not count as the rune reaching its end state, the rune and all its effects end immediately.)

Runes are magic abilities governed by the following rules.

Rune Recover: A runecaster can create a number of runes equal to its runes known. It can recover its rune use with a short rest.

Time to Create: Creating a rune takes the cast a spell action, unless the rune says otherwise. Creating a rune requires some drawing implements, pigments, and special materials, though the rune magically adheres to its surface regardless of how ink-resistant the target is. Calligrapher's tool has everything a runecaster needs to create runes.

Range and Targets: All runes can only be put on something adjacent to the runecaster, unless the rune says otherwise. Once in place, the rune is effective at any range. If placed upon an unattended object, ally, or the runecaster, no attack roll is necessary. If placed upon a foe or an item held by a foe a Wisdom ranged attack is required (this is true even if you have an ability that allows you to create runes at greater range).

Rune Magic

A target cannot have more than one of the same rune on it, and a runecaster cannot have more than one rune of the same type active at a time. If the runecaster creates a new rune that violates these rules, any previous rune of that type ends. (This does not count as the rune reaching its end state, the rune and all its effects end immediately.)

Saves and Skill DCs: If a rune requires a saving throw, the DC is equal to 8 +1/2 your proficiency bonus + your Wisdom modifier. If the rune requires an ability check by opponents, the DC is 8 +1/2 your proficiency bonus + your Wisdom modifier.

Size and Visibility: A rune is roughly the size of the palm of your hand (or as close to that as possible if placed on a target smaller than that), and glows with light equal to that of a candle. Any rune placed on a person or object is obvious when in use (even if something was covering it, the rune becomes visible when in use). A rune not actively doing anything can be concealed as with any small object if there is appropriate cover to do so.

End State: Rather than having a set duration, runes function until they meet a specific circumstance (or one of several circumstances) that cause the rune to end. This is known as the rune's end state. Each rune's end state is defined in the rune's description.

Dismissing and Dispelling: Unless a rune says otherwise, you can dismiss it as an action. This does not count as the rune reaching its end state, the rune and all its effects end immediately. A rune can be dispelled as if it was a spell with a spell level equal to 1/2 the runecaster's level.

Runes

The runecaster may choose from the following runes.

Accuracy: An accuracy rune can be placed on a creature or an object that makes its own attacks roll (such as some traps). When the creature makes an attack roll and fails, the accuracy rune can immediately grant the creature an additional attack roll. The rune ends after it is used for a reroll.

Backstab: A backstab rune can be placed on a weapon or a creature able to make attacks without weapons. The weapon or creature can make sneak attacks (as the rogue class feature) for +1d6 damage. The rune ends if any sneak attack made with it rolls a natural 1 on the attack die, or the extra damage is ever a natural 1 (the 1d6 shows a 1).

Burn: A burn rune can be placed on a weapon or a creature able to make attacks without weapons. On a successful attack against a creature that has taken fire damage in the past round, the burn rune causes the target to take 1d4 fire damage at the start of each of its turns (a creature can end this damage by taking its action to make a Dexterity save). The rune ends once it has dealt fire damage to a creature.

Coils: A rune of coils can be placed on a creature. The creature can leave a hostile creature's reach without provoking an opportunity attack. The rune then ends.

Compression: A compression rune can be placed on a creature. The creature may squeeze into spaces a creature one size smaller fit into without taking any of the normal squeezing penalties, or into a space a creature two sizes smaller than it while suffering the normal squeezing rules. Whenever the creature leaves an area it was squeezing into, the rune ends on a 1-3 of a d6 roll.

Deception: A rune of deception can be placed on a creature. As an action the creature can cast the change appearances benefit of *alter self*. The rune ends after it has been used in this way.

Devastation: A devastation rune can be placed on a weapon or a creature able to make attacks without weapons. Attacks made with that weapon or by that creature score a critical hit on a natural die roll of 19 or 20 (rather than only 19). Each time an attack with the rune scores a critical hit, the rune ends of a die roll of 1-3 on a d6.

Dragon: A dragon rune can be placed on a weapon or a creature able to make attacks without weapons. If the creature with the rune, or the creature wielding a weapon with the rune, strikes a foe vulnerable to acid, cold, electricity, fire, or sonic, the creature or weapon temporarily changes to do that damage type. The rune ends 1 minute after it changes a damage type.

Horror: A horror rune can be placed on a creature. The creature gains advantage on Charisma check to intimidate. The rune ends of a Charisma check to intimidate fails.

Lore: A rune of lore can be placed upon any unattended item. You gain advantage on any Intelligence check to know or learn about the item while it has this rune. Once placed the rune lasts for 24 hours and cannot be dismissed.

Runic Property: A runic property can be placed on a weapon or a creature able to make attacks without weapons. Attacks made with the weapon, or by the creature without using weapons, gain one of the following weapon properties of your choice—finesse, light, reach, versatile. The rune ends if any attack made with it is a natural 1 (the attack die shows a "1").

Silence: A silence rune can be placed on a weapon or a creature able to make attacks without weapons. The next critical hit scored with that weapon deafens its target for 1 minute. The rune ends after the weapon scores a critical hit.

Web: A web rune can be placed on a weapon or a creature able to make attacks without weapons. When the creature or weapon hits a foe, if the attack roll is a 15 or higher (the d20 shows a 15-20), the foe is affected as if it was hit by a net. When the rune causes this effect, the rune ends on a roll of 1-3 on a d6.

Wind: [Two Actions] A wind rune can be placed on a creature. The creature must make a Constitution saving throw. If it is not in contact with the ground or a volume of liquid greater than its own volume, it takes a -2 penalty to this save. If it fails, it is pushed back 1d6+1 squares. The rune then ends.

Rune Items

Runic magic items exist that are designed to channel and focus rune magic.

RUNE TALISMAN

Wondrous item, uncommon

Each rune talisman is a strip of leather or silk on which a rune has been imprinted. The rune must be one that can be placed on a weapon. When you activate the talisman, the rune is placed on the weapon, and runs to its normal end state. Once used, the rune talisman turns to mundane ash.

RUNE MARK

Wondrous item, rare

This item is a small chit of bone or horn upon which a single powerful rune has been carved. Each rune mark has one runecaster rune on it, determined at random. The rune can be used once per day.

A character with the runecasting class feature can instead treat the rune carved on the rune mark as an additional rune known. This does not increase the maximum number of runes the runecaster can have active at a time.

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